# Principles of Animation Final Project

## Description:

- Create the following animations:
    - ➤ Walk cycle – with the Chef character
        - ▪ This animation will be an **in-place cycle**! You don't have to add forward translation.
        - ▪ Proper body mechanics!! Weight shifts, overlap throughout.
    - ➤ Backwards fall – with the Spidey rig
        - ▪ Big emphasis with Weight and overlap on this one! Everything should have natural overlap and residual motion.
    - ➤ Ball throw – with the Spidey rig
        - ▪ Big emphasis on proper body mechanics. Once again come to a natural settle at the end of the animation.
- All the animations should display a good understanding of the animation principles:
    - ➤ Good timing and spacing
    - ➤ Overlap/drag in the spine, head, and arms
        - ▪ Don't forget finger overlap, as we'll be looking extra hard at everything!
    - ➤ Correct poses
    - ➤ Proper weight shifts

## Grading:

- Each animation is worth 33% of your final project grade.
    - ➤ If you only turn in 2 out of the 3 total animations, the highest grade you can get on the final is a 66%.
- The final project is worth 15% of your total grade.

## Turn in procedure:

- First forum post containing the following syncsketch links:
    - ➤ Front view of walk cycle
    - ➤ Side view of walk cycle

- The second forum post should have:
    - ➤ Front view of backwards fall
    - ➤ Side view of backwards fall

    - ➤ Front view of throw
    - ➤ Side view of throw

All of these playblasts have to be **HD 720**!

## Deadline:

- The walk cycle will be due **beginning** of class **Thursday, May 2,** at **1:30PM.**
- The backwards fall and ball throw will be due on **Tuesday, May 7**, at **3:30PM.**

**No late work accepted!**