Project: 3D Prop Leads

Due: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

For this chapter’s project you are challenged to animate a 2D character riding a 3D bicycle. The scene must also contain shadows and tones. You will want to keep the animation short; a cycle is suggested.

Use the Maya file **CycleLegs.ma**, found in the companion data for this chapter.

You will have the following levels:

1. 3D bicycle
2. 2D character
3. Character tone
4. Bicycle tone
5. Character shadow
6. Bicycle shadow

For my students, you must try to match a style. This will help you achieve a higher aesthetic goal. Styles to match include *Triplets of Belleville, Iron Giant,* or *The Pearce Sisters.*

You are assessed on the following skills:

1. Ability to match a 2D character to a 3D prop
2. Ability to match tones and shadows to animation
3. Technical use of animation tools
4. Technical use of compositing tools
5. Overall appeal of the shot
6. Matching of style
7. Problem solving