Project: 2D Leads 3D

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

For this chapter’s project you are to take a 2D animation and replace an appendage or accessory with a 3D counterpart.

Here are your choices:

*2D animation.* You can use your own 2D animation or use the 2D animation that is in the companion data for this chapter. If you choose to create your own 2D animation, keep it short. You will want time to experiment and find your way around in the 3D and compositing stages. The 2D animation can be found in **jam looks at picture\_CU.psd**.

*3D appendage.* Feel free to use your own creation for an appendage. You will also find an arm rig that you can use in the companion data for this chapter. The 3D arm to import into your scene is **ArmRig\_v1.mb**.

Follow these steps. Take your 2D animation, scan it in if needed, add a 3D element of your choice, render the 3D element, composite in the package of your choice, and turn in a completed avi or movie file.

You will want to have the following levels:

1. 2D character
2. 3D element
3. Rim light (can be hand drawn or a diffuse pass)
4. 2D background (a sky card is fine)
5. Shadow pass

For my students, you must try to match a style. This will help you achieve a higher aesthetic goal (styles to match: *Treasure Planet* or *Triplets of Belleville*).

You are assessed on the following skills:

1. Ability to match 3D animation to 2D character and achieve a cohesive character animation
2. Technical use of 3D application
3. Technical use of compositing tool
4. Overall appeal of the shot
5. Matching of style