Project: 3D Leads 2D

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

For the project portion of this chapter you will use *The Iron Giant* as your inspiration. Create a short animation, no more than 48 frames, of the 2D character climbing into the robot’s hand and being lifted. You can assign the emotion. Is he happy? Angry? Curious?

Use the rigs from this chapter: Roy and Robby.

Turn in a completed mov file of your animation. Make sure to use proper compression to keep file size at a minimum.

Things to watch for: Keep Roy leveled on top of the robot without the robot overlapping Roy. This will help you have a simple composite of A over B. We’ll get into more complicated rigging further on in other projects.

You are assessed on the following skills:

1. *Technical problem solving.* Were you able to get an animation pipeline working to produce a finished product?
2. *Aesthetic ability.* Were you able to create an appealing 2D/3D character combination?
3. *Line look.* Were you able to make the 3D toon line and 2D line match?
4. *Registration.* Were you able to eliminate wiggling at contact points of characters?
5. *Animation principles.* Is it worth watching? Do a test first, a very rough test, to get the technical aspects down, and then do it again. Remember, you are an animator. Have fun with it.

Images of student examples can be found on the companion data.