

Final Project

(Due **12/16 1 PM**)

Prompt:

Real-Time animation is the art of possibility, where the viewer takes on an active role in choreographing the experience. From video games to interactive data experiences, we have explored a wide range of animated forms in this course. Give yourself a moment to take stock and think about the two projects you have completed so far. Which parts of the projects did you enjoy the most? Have you discovered any possible career paths this semester that you are interested in exploring? How does this work connect with your personal/professional/artistic goals? What do you want to know more about?

Check out this [video](#) for examples of past 486 final projects.

Description:

Your final project in this class is an open-ended one. You will craft your own Real-Time animation project, complete with timelines and deliverables, pitch it to the class for critique and approval, and work for the remainder of the semester to complete it. You must use Unity, TouchDesigner, or both programs as major components of your project. You will present your project for critique on **12/16** from 1 - 3 PM (Take note of the different time due to finals scheduling). **Upload** your project folder (with all referenced assets) to this [Google Drive Folder](#) by the beginning of class.

- Naming convention FirstInitialLastName_Real-TimeFinal

***Create a short documentation video showcasing the visual/audio content of your project as well as its exhibition (video of people playing your game or interacting with your piece). Turn in an .mp4 of this documentation to **Blackboard** by the end of the day on **12/16** (11:59pm). Write a brief description of your project and explain how you might take this project further if you had more time, expertise, funding. Etc.

- Naming convention FirstInitialLastName_Real-TimeFinal_doc.mp4

Evaluation Criteria:

This project is worth 30% of your grade in this course

Project 3 is worth a total of 100 points

25 points for Creativity (concept, aesthetics, execution, novelty)

10 points for Pitch

20 points for animation (quality, demonstrated principles)

15 points for personal growth (observable progress from the beginning of the semester)

15 points for documentation

5 points for turning the project into the correct folder with the correct naming convention

10 points above expectations

Homework 1: Final Pitch (DUE 11/18)

Spend some time thinking about the work you have done in this class and the examples that you have watched. What piqued your interest? Which part of the assignments did you enjoy most? Which program was more fun to learn and use? What process do you want to know more about? Once you have reflected on these topics, think about a creative idea that you want to explore based on this reflection and using these tools.

Write a 1 paragraph description of your project idea, create at least one visual development image as a target for your aesthetics, create a schedule of the remaining time in the semester, and any other additional materials you feel relevant to describing your project (floor plan, tech rider, inspiration, character design, etc). Create a slide deck for your pitch and be prepared to share your idea with the class in a 5-minute presentation.

Copy this [Schedule Template](#) to your Google account. Fill it out and change the Steps to match your project. Download this as a PDF and combine with your other pitch materials.

All projects must be approved during the pitch day on November 12th. **Before** class begins, turn-in a PDF version of your pitch to this [Google Drive folder](#) with the naming convention: FirstInitialLastname_RealTime_Final-Pitch.pdf

Homework 2: Personal Deadline 1 (DUE 11/30)

Bring your progress to class. These milestones should be achieved BEFORE the workday class begins so that I can quickly address any schedule slipping or technical issues. (one on one) [Google Drive](#)

Homework 3: Personal Deadline 2 (DUE 12/7)

Bring your progress to class. These milestones should be achieved BEFORE the workday class begins so that I can quickly address any schedule slipping or technical issues. (one on one) [Google Drive](#)

Homework 4: Complete Project (Due 12/16 @ 1:00 PM)

Course Goals Utilized:

- Explore alternative structures for animated media
- Expand understanding of animation to include interactive installations, art gallery exhibitions, projection mapping, media art, concert visuals, and video games.
- Develop skills in animation mechanics, project organization, and conceptual ideation
- Introduce students to industry standard development software and best practices.

Learning Outcomes Approached:

- Take initiative to solve technical problems through self-learning

- Discuss aspects of historical and contemporary animated works in the context of your creative assignments
- Manage your time in an effective way on a project
- Give, receive, and apply feedback from peers and the professor

Optional Resources

- [Generative Design Chapter M.1 - Noise](#)
- [Generative Design TD Examples](#)