

Assignment Brief

Higher National Diploma

Assignment No and Title:	<i>Assignment 2: Armatures for Animation</i>
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Class	Drawing Materials and Techniques		
Semester	1404	Lecturer :	Jeremiah Palecek
Start:	03.11.2014	Due Date:	12.01.2014
Internally Verified by		IV Date	

Pass Criteria	Pass Criteria Covered
LO3 Be able to extend visual language	3.1 Demonstrate a creative and effective use of visual language.

Summary of Tasks

<p>THE TASK: For this assignment you will be creating three rigs of a character which could be further developed and used in popular animation programs such as Toon Boom, Anime Studio, or Flash. These will be drawn with conventional materials such as pencil and paper and further cleaned up and prepared for the animation process in a digital format. The digital version of these rigs can vary depending on how you desire your finished animation to look. You can either retain the texture and feel of traditional materials, or redraw the characters in Photoshop or Illustrator. You will be creating a frontal view (arms out) and two side views (one facing left and one facing right).</p> <p>Week 1. Introduction to Loomis' forms and method of how to construct a character using simple shapes.</p> <p>Homework: Collect reference material for the use of creating your character.</p> <p>Week 2. Sketching and problem solving, working in colored pencil or erasable media (pencil).</p> <p>Week 3. Finalization and inking. Can be done traditionally with pen and ink, or your drawings may be scanned and completed in Photoshop or Illustrator.</p>
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Required Work and Format

<p>You must submit a disc containing all of your drawings. At least one page of the Loomis shapes. 1 page of your preliminary sketches. And the finalized character in frontal view, and two side views. These can be submitted as Jpegs or all together as 1 PDF.</p> <p>Student Guidelines for Digital Submissions: All disks need to be clearly labelled with: Student Name, Module Name, Semester, Assignment Name and Number, Programme Name, Due Date, Lecturer Name.</p>
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All assessed work needs to be submitted in digital format on Mac/PC compatible disk. These need to be both in the original document format (indd, psd, ai, tif etc.) saved at 300dpi, 72dpi and also in PDF format. This is to promote the good practice of archiving your work and also preparing work for professional printing.

All physical work submitted for assessment must have a digital documentation component as part of the submission for assessment. This may include drawings, storyboards, sketchbook work, statements of intent, sculptures, packaging, artist statements, packaging, installations, etc. Digital documentation may take the form of scans, photography, or video, as is appropriate to the assignment. As these files will be evidence for the External Verifier, they must be high-resolution files. All photographic documentation should be shot in "appropriate lighting," in high resolution, and submitted in both 300dpi and 72dpi.

Timetable

11.03.2014 - 11.24.2014