

Barry University
Department of Mathematics and Computer Science
CS-320-01 Intro to 3D Modeling & Animation Final Project (20%)
Fall 2017

Due date: Files (c4d saved as Project with Assets...and movie) should be turned in no later than 2:00 p.m. on Friday, December 8, 2017.

Projects submitted after due time/date will be graded minus 20 points

Objective: To create a trailer for a 3D game

Requirements: Save as Project with assets... as LastName_Game

The scene must include the following:

Modeling: at least 5 NEW objects

1. Object modeled using Primitives
2. Object modeled using POLYGONS
3. Object modeled using SPLINES
4. Import (Merge) at least **2** other objects: from the C4D presets (Content Browser > Presets), the book and/or the Internet, to help with your scene. Objects imported from the Internet must be in *.c4d or *.obj formats to merge correctly.
You may also use your Primitives, Polygon and/or Spline models, created in class, if they fit with the theme of your scene. These are not considered NEW objects

Animation: At least 3 objects must be animated:

5. Camera Object must be one of the animated objects
6. The total length of the animation should be at least 800 frames long
7. Use Preset Screen 640x480 to preview and for final render

Setup a scene:

8. Use appropriate Materials, Lights, and Background

Research:

9. How to add sound. Add sound to your animation
10. How to add simulations such as fire, smoke, destruction, etc. Choose one and apply

The trailer animation must show the basics of what the game is. It should outline the key gameplay features. Your trailer must be simply a short story. All stories have characters, a setting, action, and conclusion. Basically, having a beginning, a middle and an end.

Due Date for final files- Friday, December 8, 2017 no later than 2:00 p.m.

Submit the following items on or before the last day/time:

1. Zipped folder with Cinema4D final scene (Saved as Project with Assets...)
2. AVI movie (.avi). Use Preset Screen 640x480.
Submit the movie file separate from the Project with Assets...folder

Save all files in a USB. Make sure you use a paper tag to add your name. If you want your USB back, please collect it later after I have been able to save all files onto my computer

DO NOT attempt to send the final to Canvas, files are too big

The day of the presentation ONLY the AVI files will be shown (make sure the files work before you present).

Grading Criteria (20% of semester grade)

Accomplishing objectives	30% (5 pts/objective/per day – you must attend every class, demonstrate you have accomplished the objective and submit c4d file, if asked)
Cinema 4d file	50% (requirements, tools & techniques)
Peer Evaluation	10%
Movie file (*.avi)	10%

Tips

- Make sure you save as Project with Assets...
- Keep your objects simple
- Make several copies of the file, in case one gets corrupted. For example, file_name_v1, v2 etc. Save ALL version files inside your Project with Assets...
- Create your objects in separate files, then use File Menu > Merge to setup your entire scene in one file
- Do all your modeling, materials, backgrounds, and lights BEFORE your animation
- Once everything is the way you want, **remember to Freeze Transformations of all animated objects before you create the keyframes for the animation.**
- Preview your animation before the final render using Preset Screen 640x480
- Create **Final Render** using Preset Screen 640x480
- Remember, rendering takes time. Leave enough time to render your animation before the presentation. Projects submitted after due time and date will be graded minus 20 points