

## **ANIMATED BALL BRIEF**

### **Brief Outline**

Create a 15 second animated sequence of a simple bouncing ball.

No more than 16 and no less than 14 seconds.

The concept is to use a simple object to perform with 'character' using the basic principles of animation and timing. The ball must interact with simple props on a stage which is no more than a square, flat plane.

To attain a performance, the creative use of software tools will be needed.

The choice of tools and how they are used is up to you.

Textures: simple, possibly one colour.

Props: simple geometry eg; primitives.

The ball must stay in character at all times and not for instance sprout legs and walk about.

The use of lights are optional.

Animated cameras are optional but not recommended as 15 seconds of animation can restrict it's use and interfere with the story flow.

Particle effects/SFX are prohibited.

The use of sound is optional but will not affect the marks.

The final sequence may be rendered out as avi, quicktime or windows movie.

### **Deliverables: 1**

#### **Week 3-4**

1/ Storyboard a 15 second sequence showing a story line/sequence of events and produce a floor plan of the 'stage' and any props that dress the area.

2/ Produce a written outline of what software tools you propose to use in the sequence and what you hope to achieve in using them.

### **Deliverables: 2**

#### **Week 7**

A finished animated sequence as briefed delivered on time in a format that is accessible to view and examine.