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Course: Computer Games Production

Unit: Content Creation And Management

Unit Code: CGP3001

Assignment Number: 1

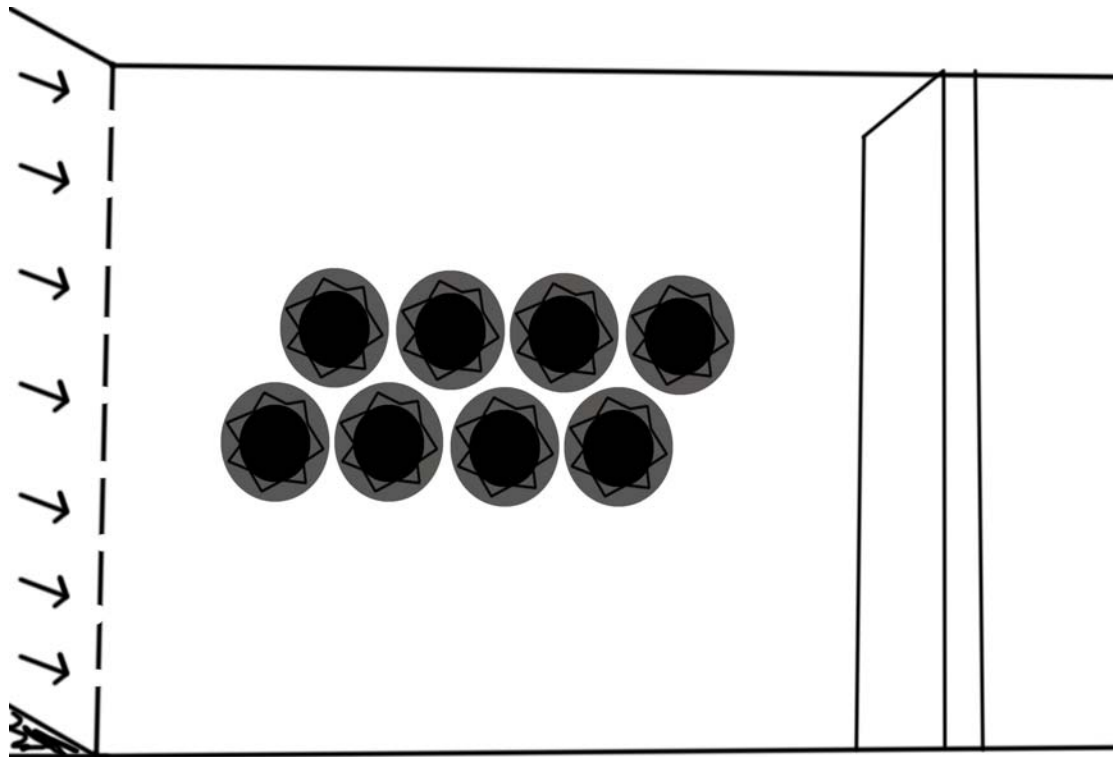
Unit Lecturer: Mark Doughty

Introduction:

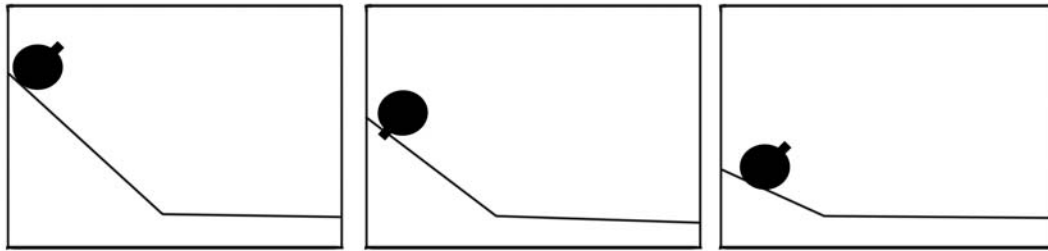
This assignment was produced to teach the basic principles of animation. We were asked to produce an animation of a ball lasting approximately 15 seconds. Looking into different techniques, such as squash and stretch.

Concept:

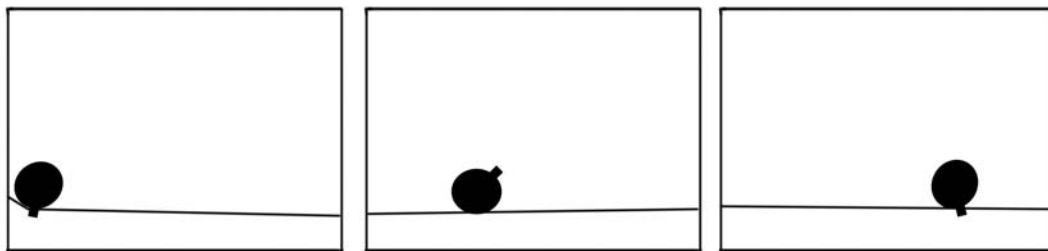
While many ideas were considered it was decided that initial plans such as a sky diving ball would be too complex to complete in the allocated time, so a simpler idea was produced. The ball would simply roll onto an assault course, complete it and bounce off into the sky.

Set Design:

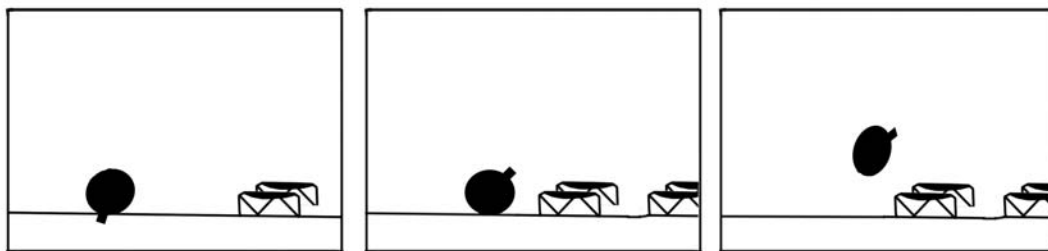
Storyboards:



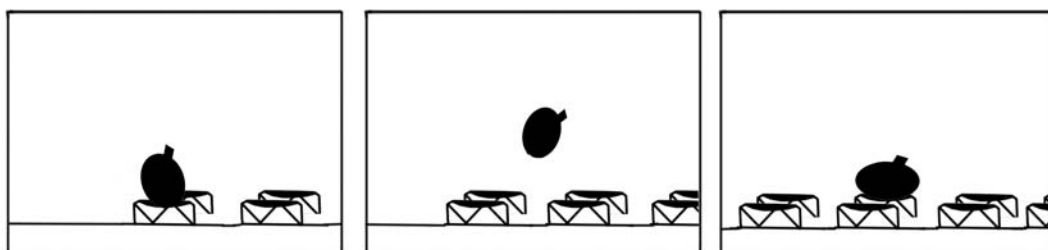
Ball rolls down hill



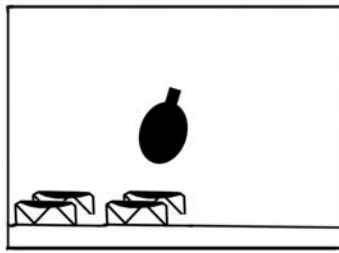
Ball continues to roll onto next part of set



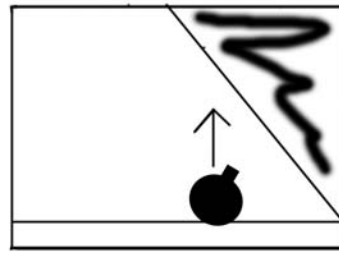
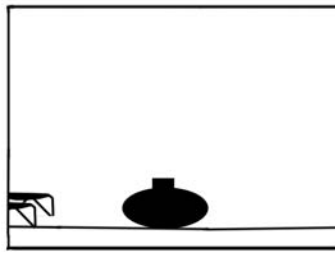
Ball see's some tyres and jumps in and out of them



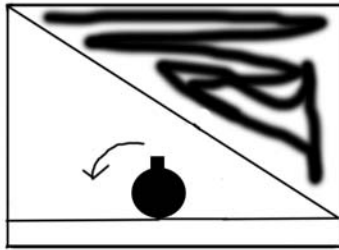
This continues for several sets of tyres, before the ball will move on



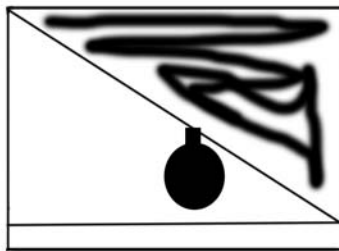
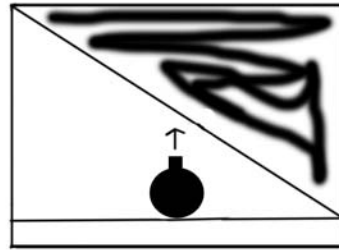
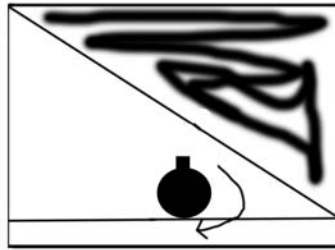
Ball comes to the end of the tyres



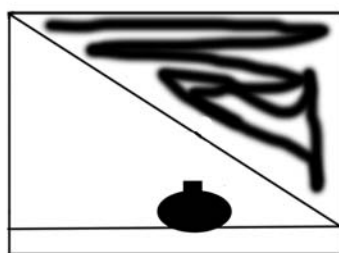
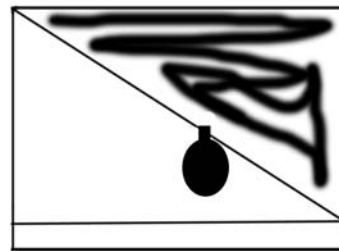
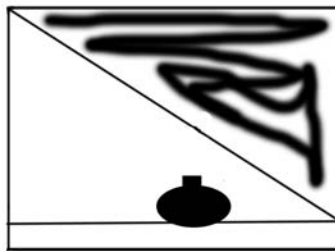
Ball comes up against a wall



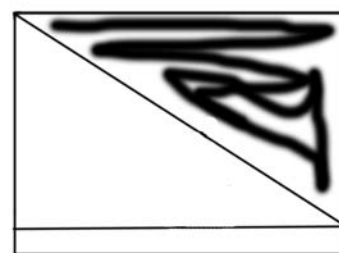
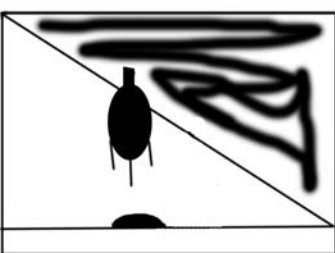
Ball looks around, and up



Ball jumps up and down a few times



Ball puts everything it has into a jump and flies off into space



The End

Techniques:

This assignment was not created to test our modelling or texturing skills, but instead teach us the principles of animation, for this I looked into the following:

Squash and Stretch:

Using this creates a more realistic animation for the ball, making it squash when it hits the floor, and stretch as it jumps up again, while adding a cartoon property this is a commonly used technique.

Lattice Deformation:

This places a deformation box around the object, in this case a ball and allows the top and bottom of the object to be deformed separately to create a more realistic bounce.

Key Frame Animation:

This is the animation type that will be used, a key frame is placed on the timeline, and then another further on this allows you to set the locations of an object, and also make them move in-between the points.

Ball In – Ball Out:

This is used so that the animation can be completed in different stages, for example I plan to have my ball roll onto the set, then turn it off and replace it with a different, but identical ball to continue the animation.

Conclusion:

Due to other projects I was unable to dedicate as much time as I would have liked to the project. This resulted in an animation which I do not feel is of great quality, while it does demonstrate the basics of animation I would have liked to have had more time to work on it in order to create a more realistic animation.