

Virtual Space: Linear Narrative Animation

Critique Nov 3 (you need to be finished and ready to present)

Submission of revised version Nov 5

Objectives:

- To discover the unique qualities of time, image, type, and sound variables
- To build upon Flash knowledge
- To create moving images with a strong sense of rhythm (repetition, variation, development, counterpoint, contrast), emphasis, and structure.
- To identify and use the basic stages in the creation of an animated work.
- To learn to tell a story in a linear way

Requirements

Storyboard mapping the animation

Final animation:

Minimum 30 second animation

Sound

Publish as .swf

Two options

1. Teaser / introductory animation to a web space dedicated to the social theme you worked on during the filmmaking part of the semester. (Talk to me if you want to change the theme.)

Your assignment is to develop a teaser / intro that utilizes images, text and sound to effectively summarize your narrative content in the allotted time period. Imagery may come from research or may be created by the student in the form of video/ photography/illustration. Please note that the content of this should not copy your documentary video. It should be independent from it. Develop a visual style that will not be contrary to your previous efforts since both the introductory animation and the movie will become part of one web space.

Option: Instead of developing 30-second clip, develop several animations that you will use throughout the website. The combined length has to be at least 30 seconds.

2. Animate one Pluto module (see downloads on our web site for files related to it and a link to existing animations.) You will need to do a little extra research for this. Go over the existing materials to get up to speed. You are designing for your peers so make the animation relevant to you. How can you make this dry topic interesting? You do not have to stick with the space theme. Change the wording to use your vocabulary. Change the flow. If necessary, change the module organization.

<http://library.pacific.edu/subjects/pacsem/PLUTO/>

Workflow

First decide on your topic and write a short summary of what will happen in the animation. At the same time, think of the visual approach you might be taking. Try sketching several possible scenes to see if your visual style translates well to all (10 sketches.) Is there a color scheme that will advance your theme? How will you treat text? Due Oct 20.

Then move on to a storyboard and draw key pictures of your animation (think of a comics strip). Decide step by step what the animation will do before you move to the computer. Your storyboard is to have at least 20 frames. Due Oct 22.

Timeline:

Oct 20: written summary and 10 sketches

Oct 22: storyboard with 20 frames or more.

Oct 27: 20 finished frames due

Nov 3: Critique (need to be finished)

Nov 5: Submit movie (can incorporate feedback from the critique)