

Name:

Due Date:

PROJECT: BOUNCING BALL

STANDARD 2: Trends

Demonstrate knowledge of approaches and trends in animation and special effects.
Demonstrate knowledge of the changing technology in animation and special effects.

STANDARD 3: Character Design

Understand art elements and design principles as they apply to animation and special effects.
Understand and apply aesthetic aspects of art to animation and special effects.
Create a character concept on paper.
Design a character using character concept and digital software

| | | |
|-------------------------|---|--|
| 1 Not Proficient | Student missing critical knowledge and skills in creating and animating characters. | |
| 7 Proficient | -Complete Character Analysis -A background that YOU created. -Create a bouncing ball with all necessary keyframes (10), with only a few transitioning problems. -Create a working nested animation. -Create a character concept on paper and then create in Flash. | |
| 8 | -Complete Character Analysis -A background that YOU created. -Create a bouncing ball with all necessary keyframes (10), a working shadow and no transitioning problems. - Create a working nested animation. -Create a character concept on paper and then create in Flash. | |
| 9 | -Complete Character Analysis -A background that YOU created. -Create a bouncing ball with all necessary keyframes (10), a working shadow and no transitioning problems. -Create a working nested animation. -An object or part of the ball that is one frame behind the ball. -Create a <u>unique</u> character concept on paper and then create in Flash. | |
| 10 Exceeds | -A background that YOU created. -Complete Character Analysis -Create a bouncing ball with all necessary keyframes (10), a working shadow and no transitioning problems. -Create a working nested animation. -An object or part of the ball that is one frame behind the ball. -Create a <u>unique</u> character concept on paper and then create in Flash. -Overall design is impressive, organized and has smooth transitions. | |

Part 2

Step 1: Fill out the information about your character.

- 1) Name of character:
- 2) What colors are used to help design the character?

- 3) Do these colors help to define the character? If so, how?

- 4) What are the exaggerated physical characteristics?

- 5) Using these physical characteristics, what can we deduce about the character?

- 6) What kind of strokes and lines are used to design the character?

- 7) If there will be accessories, describe what you will include.

Step Two: Create a bouncing ball using 10 keyframes.

| | | |
|---|---|--|
| <p>At Rest</p> <hr data-bbox="241 711 667 716"/> | <p>Anticipation One</p> <hr data-bbox="871 711 1297 716"/> | <p>Anticipation Two</p> <hr data-bbox="1491 711 1917 716"/> |
| <p>Leap</p> <hr data-bbox="256 1338 682 1343"/> | <p>Flight</p> <hr data-bbox="879 1338 1306 1343"/> | <p>Top of Arc</p> <hr data-bbox="1472 1338 1898 1343"/> |

Drop



Bottom w/ Squash



Bottom w/Stretch



Bounce below Rest

