

Low Rider Animation

1000 pts

Work time: 3 weeks

Scene:

- Nighttime cityscape is in the background. You will need at least 3 different scenes that will rotate throughout the animation. (100 pts)
- To break up the animation and give it the illusion of depth, you will then create a fence (wood cartoon works well). (50 pts)
- Next you will have a sidewalk for your walker to walk on. (50 Pts)
- Then you will have a street for traffic. You will have traffic, cars, trucks, vans, and at least 1 low rider. (50 pts)
- The walker at some point will come up to a guy standing at a garbage can during the walk warming his hands and the garbage can has a fire because it is a cool night. At this point, he will stop as if to talk to the guy. A low rider vehicle will pass them at this point. (200 pts)
- Add light poles along the sidewalks with a glow to illuminate the sidewalk. Remember, the light poles will be stationary if the background is stationary and will move if the background moves. (100 pts)
- There will be music (provided) and other sound effects (some provided, some you may get from different resources. (100 pts)
- There will be no violence, no drive-bys, no shooting, no guns or weapons of any kind. (-200 pts)
- No alcohol, drugs, cigarettes, or any other thing one might smoke or take, or sniff, etc. (-200 pts)

Things to keep in mind:

- Attention to detail. Use your time wisely.
- The animation will be for 1 minute (60 seconds) Timing is (50 pts)
- Set your frame rate and keep that in mind for how long you want a scene to stay in place during the animation.
- You will need a title page entry so leave space in the beginning, about 3 seconds worth.
- Use lots of layers and name them so you can keep track of them easily.
- Size and scale: Buildings are way off in the background and the fence starts to break up the image to give it the illusion of depth, but the walking man is probably not as tall as the fence or the light poles. Vehicles must show scale as well.
- If the walker is moving across the scene, the background pretty much stays put, however, if the walker is walking in place, the background moves. Might be easier to have walker stay in place until the end of the animation.
- This will be a very long animation, you will need to save often, and I highly suggest saving a copy on your server folder.
- You will turn in work periodically in the flash file format not a swf or mov format for progress grading about twice per week. (200 pts)
- Final points (100 pts) will be determined by your peers in this level of the class, because each of you will be given a grading form and will be expected to fill it out on each of the final projects.

Part 1 The background scene:

First 5 seconds is the title page; includes a title, your name, and date.

Looping backgrounds for 40 seconds.

At the end, the last 15 seconds have the walker coming up to the guy at the garbage can, stopping for a couple of seconds (so the background cannot move), then the walker moves off the stage.

Part 2 The walker:



NO STICK PEOPLE ALLOWED! Create a walker (male or female) that has smooth and fluid motion. That means take your time. You can use a character you find on the web but you still have to make the character walk smoothly. You may not use a flash animation off the internet. (-500 pts) Prior to animating it may be a good idea to do the following:

- Separate the arms, legs, and head to help make the motion more fluid.
- Dress the walker in street clothes.
- Save a version of the walker standing.
- Add a second standing version with his/her head turned towards the street.