Computer Science 417
Computer Animation
Fall 2022
Project 3 – Bouncy Ball

Due: Thursday, 3/24/2022

Description

For this project, create a short animation featuring a bouncing ball. Tell a short story in your animation and show the bouncing ball performing interesting moves; however, strive for realistic (i.e., physics-based) movement. Start with completing the bouncing ball tutorial in Chapter 8 if you like. You must employ squash and stretch, as well as other animation features discussed in class.

Specifications

Please adhere to the following guidelines:

- sketch storyboards and write a description to help plan your animation
- create an animation lasting at least 15 seconds (Maya dynamics not allowed)
- include at least three of the Disney 12 animation principles discussed in class
- add shading to enhance the look of your model
- create a webpage showing your work (see below)

Feel free to add props, such as stairs or another ball, to enhance your animation. Be creative!

As an alternative, you may simply complete the bouncing ball tutorial for a possible maximum grade of 85 points with three customized features, noted on your webpage.

Submission Requirements

Create a webpage with the following items:

- your name, the date, and project identification
- images of your work, including:
  - storyboards and written description of your animation
  - list of three animation principles depicted in your animation, with accompanying images
  - still images from your animation
  - a link to your final animation (embedded, vimeo, or YouTube)
- any explanation of your work that you would like to provide

We will view and critique the animations from your webpage in class (at the same web location you sent previously). You will be graded on your webpage, presentation, and the quality of your animation. Have fun!