Computer Science 417
Computer Animation
Spring 2022
Project 4 – Rube Goldberg Machine

Due: Thursday, 4/7/2022

Description

For this project, create a short animation running 15-20 seconds that features a Rube Goldberg Machine. Include realistic (i.e., physics-based) movement using dynamics, as discussed in class material. Feel free to create environmental elements to enhance your animation, but include at least five different objects that participate in the machine.

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, including at least five objects that participate in the machine
- add lighting and shading to enhance the look of your model
- render your animation, if possible
- create a webpage showing your work (see below)

Feel free to view computer-animated Rube Goldberg shorts on the internet. Be creative!

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 and images of five objects in your animation that are part of the machine
    - a link to your final animation (embedded, vimeo, or YouTube)
- any explanation of your work that you would like to provide

You will be graded on your webpage and the quality of your animation. Have fun!