

Just like Windsor McCay, the Fleischer Brothers and Ub Iwerks, you will be creating a short animation that is created frame-by-frame.

- Use the 100 frame sheets provided you to create the artwork.
- The first sheet must be a title page. Depending upon the animation, you may want to do a title animation. You may also want to include an end bumper as well.
- You must use all 100 sheets.
- Rotoscoping is acceptable. But remember, the sheets must be actual artwork (do not print full frames from the computer and paste onto the sheets).
- Make sure you number the sheets. Use the small line located at the bottom right of the sheet.
- You must provide 200dpi scans of each frame. They are exactly one quarter of an 8-1/2 x 11 sheet of paper, so you can scan them 4-up, then crop them in Photoshop to make one scan per one file. Make sure all lines of the box are visible (for registration).
- Name the files the same as the frames (001, 002, 003, etc.)
- Provide the scans on a CD or bring in on a flash drive.

I will rotate and register as needed and import into After Effects as an image sequence and run at 30 frames a second, pausing on each frame by either 200 or 300% (i.e.: each individual artwork frame will remain on the screen for two or three frames of film time).

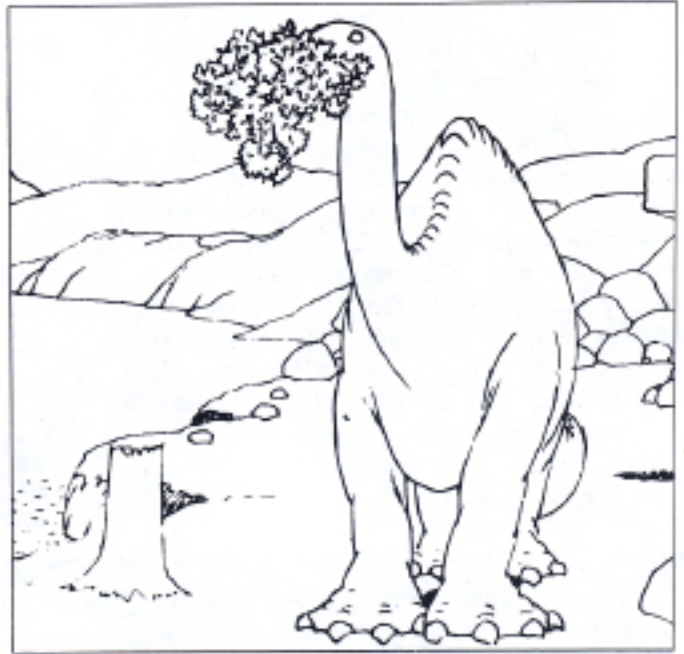
Tips:

Trace whenever possible, it saves time.

A piece of glass or clear plastic with a light source underneath is a good temporary light table. Even a glass baking dish over a flashlight can help.

Color, while not required, adds much to the work.

Abstract artwork is acceptable.



Return all of the original sheets and the scans in this envelope. They will be returned to you along with the Quick Time file of the completed animation.

You have four weeks to complete this project. ***Project must be turned in on March 10.***

Must be original artwork (no copies of characters. i.e.: Spiderman, Pokemon, etc.).

You will be graded on:

- Overall Creativity
- Quality of Artwork
- Timing/Motion

This assignment counts double.