

Project

DATE DUE: Class 19 and 20

Goals:

To explore techniques discussed during the quarter and produce a well-rounded portfolio piece. This will require a blog which will be worth 10% of the total 35% grade for the project.

Requirements:

The specifications and criteria for this project are purposefully as broad as possible to allow you to explore Houdini in the manner you are most interested in.

- shot will be 5–10 seconds. (longer shots should be pre-approved)
 - resolution will be 1920 by 1080 pixels (or maximum size reasonable to produce if rendering toward end of quarter)
 - you will present your progress in dailies in blog format and the class before the due date (this is mandatory and counts toward your final grade)
 - integration with a background plate is optional, but encouraged **only if** you have those skills
 - Your project must include **one** of the following: pyro, fluid or crowds
 - **You will be producing a visual technical breakdown for the shot**
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Considerations:

Use your time management skills wisely. Examples of projects will be discussed in class. You are not required to work in groups, but this is an option if you have a plan but must be pre-approved.

Submissions guidelines:

The project will be submitted as a directory, **S25_V428_P_LastnameFirstname_Title/**

This directory should contain the following:

- **S25_V428_P_LastnameFirstname_Title.hipnc**
- **S25_V428_P_LastnameFirstname_Title.pdf** with a technical breakdown, or link to a website where the breakdown exists. References must be included.
- **S25_V428_P_LastnameFirstname_Title.jpg** beauty shot please (high resolution 1920 x 1080).

- **S25_V428_P_LastnameFirstname_Title.mp4** approximately 10 seconds of animation, high-quality H.264 compression, 1920 x 1080 pixels.

Important note: Strict attention to these naming conventions is required. This is reflected in the grading.

Grading:

Producing a well-rounded portfolio piece is important. The project will be judged on completion, complexity, organization and clarity, proposal and presentation. **A well executed simpler project is preferred over an incomplete complex project.** See Rubric.

The following would work toward moving shot grades into the “A” range:

- Evidence of exploration of particular topics well beyond what was covered in class
 - Consistently presenting progress during dailies
 - Exceptional complexity of effects
 - Exceptional technical breakdown
 - Exceptional look development (lighting, texturing and rendering)
 - Integration with a photographic background plate
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