

CA1

Short Project – aka “Studio for a Week”

The Brief:

This is a student-directed project that runs From March 7 – 13. Each class will effectively become its own Studio. From a generated script (<https://www.plot-generator.org.uk/fairytale/>), you will decide on a small section to use as your story idea. You can use exposition to give your story depth and indicate more going on in the world you are creating. The length of the project is between 5-10 seconds, so you should treat this as a “slice of life”, gag, or a scene that is part of a larger story arc.

This assignment mimics a production workflow. There will be eight main fields that will contribute to the completion of the project (Design, Modeling, Surfacing, TD/Rigging, Animation, Unreal Set Assembly and Lighting, Output, and Sound).

Each student will choose two fields, a Major Role, and a Minor Role (although you’re welcome to help wherever you can 😊). The students in a major role are the leads for that aspect of the production. These students will take on a larger share of responsibility, work on the essential elements, and manage what tasks students in minor roles can work on. They will also ensure all agreed tasks are completed on time. The minor roles are still critical, where students will work on smaller but necessary aspects of the production at the direction of the leads.

There are no scheduled lectures this week, and the evaluation will be based on your level of participation. This will be graded in Directed Projects, based on the following criteria:

Major Role - 20%

- Participated in a positive, professional manner.
- Successfully completed all agreed-to tasks.
- Successfully worked within time constraints.
- Saw project through from the beginning to the end.

Minor Role - 10%

- Positively, and professionally collaborated with the team.
- Successfully completed agreed to tasks.

Roles:

Please read over the various roles to make sure you know what responsibilities are required each. There is exactly 1 major and 1 minor for each student.

1. **Design** – The design role will focus on Character, Set, Prop, and storyboard development. It will be important that the designs are achievable but have a strong aesthetic quality. Storyboard artists should have an excellent understanding of composition, cameras, and continuity. Panels need to capture ideas so that animators clearly understand what they need to do.
2. **Modeling/UV** - Modelers can use various tools (Maya, Zbrush) to build agreed-upon assets. Any asset that needs to be animated should be light and have a clean topology to be quickly rigged and weight painted. Modelers must ensure the UVs are laid out effectively for surfacing. High rez and low rez model should be provided for anything that might require baking in Substance Painter.
3. **Surfacing** - Surfacing are responsible for adding colour, details, and materiality to the models. You will also be responsible for extracting maps in an organized way, shader setup, and testing to make sure all maps work accordingly.
4. **TD/Rigging** - Riggers will primarily set up characters and props for animation. This will involve skeleton and control creation, weight painting, and any face setup. Auto rigs can be used if it helps create a more robust experience for the animation team (but you will need to collaborate with them on this). The final rig should be tested to ensure it works before animation begins. Animators might discover additional issues with the rig, so there could be some back and forward (make sure you use referencing).
5. **Animation**: Animators will be creating all the motion for this project. You can keyframe your characters, but Mocap could also be utilized if that helps expedite the process (there won't be much time to experiment with this....so stick to what you're most comfortable doing). Animators will also need to work with the Unreal artists to make sure their work can be transferred properly to the game engine.
6. **Unreal** - Unreal artists will be assembling all of the assets into the game engine. You will be responsible for the compositions (placing cameras, characters, and set pieces). You can utilize free assets from the Unreal store, including any of the Quixel Megascan assets to bring life to the environment. Lighting will be an essential part of this stage.
7. **Output** - You have the vital task of ensuring everything comes out of unreal so that it can go to the audio team for sound editing. Output is also responsible for Title and Credit design (be creative). Credits will list all team members and their roles and anyone else who helped the group throughout the week.
8. **Audio** - The sound team will create a rich audio experience. You can layer in music and any sound effects to complement and enhance the story. Think about audio proximity to the camera when layering in FX. You will also work with the output team to ensure the final video works properly.

Dailies:

You will meet with your **Directed Project Instructor** for **30 minutes** at the start of each class to discuss progress and brief the **Field of Study Supervisor** on the direction you are taking your films. Once the daily screenings have finished, your Field of Study Supervisor will be available for the remainder of the scheduled class time to help with any creative or technical questions you might have.

Daily Times	CA1	CA2
March 7: Design		
Daily	Kris (9:00 – 9:30)	Kris (2:30 – 3:00)
Studio	Kris (11:30 – 12:00)	Kris (5:30 – 6:00)
March 8: Assets		
Daily	Kris (9:00 – 9:30)	Kris (2:00 – 2:30)
Studio	Kris (9:30 – 1:00)	Kris (2:30 – 6:00)
March 9: Rigging		
Daily	Kris and Doug (9:00 – 9:30)	Kris and Doug (2:00 – 2:30)
Studio	Doug (9:30 – 1:00)	Doug (2:30 – 6:00)
March 10: Animation		
Daily	Kris and Dennis (9:00 – 9:30)	Kris and Dennis (2:00 – 2:30)
Studio	Dennis (9:30 – 1:00)	Dennis (2:30 – 6:00)
March 11: Look Dev		
Daily	Kris and Noel (9:00 – 9:30)	Kris and Noel (2:00 – 2:30)
Studio	Noel (9:30 – 1:00)	Noel (2:30 – 6:00)

Due Date:

The final short film will be submitted to Syncsketch (Assignment 4 SPR – Short Project) no later than **11:59pm, March 13th**. We'll screen all the group films at the beginning of Week 9.

Sign Up:

Please sign up for two roles.

Role: Design Day1	Major	Major	Major	Minor	Minor
Student Name	1.	2.	3.	4.	5.
Character					
Props					
Set					
Storyboards					

Role: Modeling/UV Day 1-2	Major	Major	Major	Minor	Minor
Student Name	1.	2.	3.	4.	5.
Character					
Accessories					
Props					
Set Elements					

Role: Surfacing Day 1-2	Major	Major	Minor	Minor	Minor
Student Name	1.	2.	3.	4.	5.
Character					
Accessories					
Props					
Set Elements					

Role: TD/Rigging Day 2-3	Major	Minor	Minor	Minor	
Student Name	1.	2.	3.	4.	5.
Character Rig					
Face Rig					
Binding					
Prop Rigging					

Role: Animation Day 3-4	Major	Major	Minor	Minor	
Student Name	1.	2.	3.	4.	5.
Shot 1					
Shot 2					
Shot 3					
Shot 4?					

Role: Unreal Day 4-5	Major	Major	Minor		
Student Name	1.	2.	3.	4.	5.
Scene Assembly					
Lighting					

Role: Output Day 5-6	Major	Major	Minor		
Student Name	1.	2.	3.	4.	5.
From Unreal					
Titles					
Credits					

Role: Sound Day 5-7	Major	Minor	Minor		
Student Name	1.	2.	3.	4.	5.
Music					
SFX					