

**3d Animations:** Watch each film specifically considering the 'reasons behind' creating it in a certain way (time management, efficiency, character development, etc.). Be sure to review the questions below for each film BEFORE watching the animations. Answers may be short and to the point!

**Pixar Films:** *Each animation has a certain 'look' and style typical to Pixar films..*

**Tin Toy (1988) answer one of the following questions.**

Notice the eyes in this film (especially when they are under the furniture). Describe what you see; why did Pixar do this to the eyes?

This is Pixar's first attempt at modeling and animating a human figure. Why do you think they chose to model/animate a baby?

Again, being a first attempt at animating a 3d model of a human, where are the glitches in depicting a 3d human being?

**Luxo Jr. (1986) answer one of the following questions.**

List each model (object) created for this short.

In what ways do you think they got away with such a sparse scene?

How did Pixar animate the lamp characters so that they appeared to be human-like? Tricks? Methods?

**For the Birds (2001) answer one of the following questions.**

How many separate/different bird models did they use for this short?

What were some of the appealing parts of this film as it relates to character development?

**Siggraph Electronic Theater:** *showcase of years most experimental/best films.*

## 2000

**Headless** (2000 – Filmakademie Baden-Wuerttemberg)

The modeler/texture designer chose a certain style for textures on the models in this film. What do you think the material is for the main character's head?

**Dimension** (2000 – Ringling School of Art and Design)

Consider the lighting while watching this film. How was lighting successful / unsuccessful?

**Hello Dolly** (2000 – Mariko Hoshi)

How did the filmmakers emphasize the insomniac's distress using camera, lighting, time, sound etc.)

## 2001

**The Pit 2** (Blur Studio)

Pay special attention to the camera work. What does the camera DO during this short?

**Say Cheese** (Das Werk)

What does the camera in the animation NOT REVEAL (ie. You have to use your imagination to guess); there are at least 4 different actions or visuals you do not see but can imagine : )

**Values** (University of Southern California Film School)

The characters in this animation have no faces or details. In fact, they are represented very minimally. What method do the animators use to tell the story and to show how each actor is feeling?

**Little Miss Spider** (Kleiser-Walezak)

Keep a careful eye on the main character (a baby spider). How do they keep her the focal point no matter how many times they change scenes!

**Work in Progress** (Industrial Light + Magic)

List the 2 color palettes for each scene (girl outside / mad scientists inside)

## 2002

### **The Cathedral** (Platige Image using 3ds Max)

Describe in a few words the use of lighting in this concept film? How did it change as the story evolved?

### **Polygon Family: Episode 2** (Polygon Pictures Inc.)

Most of the time, having frames go completely still in 3d animation is bad. Why does it work here to freeze frames?

### **Puppet** (2000 – Ringling School of Art and Design)

How does the filmmaker tell the story in such a short animation using camera and lighting?

### **Sprout** (PDI Dreamworks)

Notice how color is used to create foreground interest in objects and background interest in objects. What color are objects in the background? In the foreground?

### **Egg Cola** (Independence)

Consider the camera work in this animation: why do you think they chose the vantage point they did and the extreme contrast of focal point? (wide / extreme closeup)

### **The Snowman** (Duck Soup Studios)

Look at the contrast in this film. Pay attention to how lighting, color, crisp edges and lines as well as texture differences are integrated to make it stand out (no questions to answer)