

## IDST 147-Final Project Criteria Sheet (choose 1)

name \_\_\_\_\_

### Animation:

- Story development and character development
- Camera Angle/composition (includes staging influenced by story line)
- Lighting (influencing mood and composition)
- Timing/pacing (animation easy to read...)
- Saved as QuickTime\*
- audio track

### Still Images:

- Modeling (clean and well designed)
- Camera angle/composition
- Texturing (appropriate materials and color)
- Lighting (giving appropriate depth of scene)
- Rendering (nice contrast, well balanced)
- Color/image contrast: *subset of texturing, lighting, rendering*
- Saved in .tif format (6 images total)\*

### Fly Through:

- Object arrangement/balance of space (nicely filled, not too empty; easy to read)
- Modeling (emphasis on realism or scale)
- camera angle/composition (staging)
- Lighting (giving appropriate depth of scene)
- Color/image contrast: *subset of lighting*
- Timing (camera motion easy to read)
- Saved as QuickTime\*
- audio track

### Experimental:

- Special effect (not a requirement but may be a component)
- Mood (visceral tone set by lighting, modeling composition sound)
- Composition
- Color/image contrast: *subset of texturing, lighting, rendering*
- Texturing (visceral – lending to depth of images)
- Lighting (giving appropriate depth of scene)
- Rendering (well informed color scheme and contrast)
- Timing (animation easy to read if animated)
- Saved as QuickTime\* **or** Saved in .tif format (6 images total)\*
- audio track (*for animation only*)

## General Criteria and File Formats

### QuickTime:

30 seconds-1 minute  
320 x 240  
15 fps (frames per second)  
Compressor-sorenson video/cinepak

### Still Images:

.tif format  
24-32 bit color  
800 x 600 pixels resolution  
6 images(varied camera angles) total

### Pre-production materials

- Proposal
- Storyboards
- Animatic (extra credit)