IDM2

Introduction to Digital Media 2
Carnegie Mellon University
School of Architecture
Spring 2011

Project 5: TIME-BASED DIAGRAM

Description
You are to utilize animation techniques to produce a time-based diagram of your studio project. The result should be understood as a communicative device in which the animation of form reveals the formative logic and intent of the project at hand. As such, the intent is diagrammatic clarity rather than cinematic representation.

Goals
Critically utilize 4d media to communicate intent
Develop an understanding of the basic animation tools within 3ds max
Understand and apply global illumination and aspects of indirect lighting

Specifics

Duration:	15 seconds @ 20fps
Size of Output:	TIFF frames @ 480 pixels by 270 pixels
File Format:	QuickTime movie (*.mov)
RAM Player *.mov Compressor:	Choose H.264 under compressor type and Best for quality
File name must use Andrew ID:	ficca_6.mov (ex)

Schedule:

Due: 5.9 due to Blackboard by Noon

Grading and Evaluation Criteria

You will be graded on the following:
- Conveyance of intent
- Control of camera(s), light(s) and objects
- Fidelity and completeness of 3d model

Project 5 equates to 15% of the final grade.