



You are to animate a character of your own design in a slight 3/4 front view. The character is to stand for 1 second, then anticipate with a rocking action forward and back and then jump up and forward into the air. The character then lands on the ground and recovers and then pauses for 1 second.

The character is to use only their arms and legs to propel themselves forward. The character cannot take a step back and then jump. The anticipation should have a build up of two swings to it. The character must land on both feet in a controlled manner. Do not have the character bounce, roll, flip in mid-air, or fall in any way.

Deadline

Beginning of class - Week 5, 2nd semester (2 weeks)

The animation must show appropriate squash and stretch, realistic timing, proper slo-in and slo-out on the arms, leg movements, torque, tilt, and twist in the pelvis and shoulders (if any). Character must appear to have realistic weight on a proper one point perspective plane with horizon line at chest level when the character is standing.

Required Actions:

| | | |
|----------------|-------|--------|
| • Anticipate | | ___/4 |
| • Jump forward | | ___/4 |
| • Landing | | ___/4 |
| • Recovery | | ___/4 |
| • On Model | | ___/4 |
| | Total | ___/20 |

Animation drawings completed?

yes no

Feedback Comments

Graded Areas:

| | | |
|---------------------------------|-------|--------|
| • Strong Key Posing | | ___/10 |
| • Appropriate, Realistic Timing | | ___/10 |
| • Proper Anticipation | | ___/10 |
| • Action | | ___/10 |
| • Reactions | | ___/10 |
| • Overlapping Action | | ___/10 |
| • Weight | | ___/10 |
| • Balance | | ___/10 |
| | Total | ___/80 |

/100

/10%

Grade to Date: ____/100