



You are to animate a character in a slight 3/4 front view, using the given first key pose as a reference. The character is to anticipate down and then jump up into the air. The character then lands on the ground and recovers back into the first key pose and then pauses for 2 seconds, then jumps again.

You should animate the jump as a straight up and down. Don't add any excentric moves to the basic action. The character should not spin or flip. Shoot the animation as a line test showing 5 cycles. Submit as an .avi for grading. Be sure to label the file with your last name first and first name last, like this: lemaybrian.avi (but you would use your own name of course).

## Deadline

Beginning of class - Week 3, 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) as per in-class lecture demonstration. 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		___/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