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Digital Design Graphics Technology
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DDGT241 Final Project Outline - GROUP

The final project of DDGT 241 is to create a professional level animation showcasing all the skills you have learned in the DDGT program – modeling, animation, digital graphics, web-design, compositing, and video editing. This project is deadline sensitive and is due at the end of the schedule Final. This is the group project outline.

Requirements: The final animated short story will include:

1. A written outline.
2. Gantt Chart.
3. Storyboards.
4. The storyboard video in FHD (1920x1080) with the H.264 compression (audio optional for this version).
5. The final video should be planned to be rendered in 4K HD quality (3840x2160) with the H.264 compression. (Depending on the complexity of your story, Full HD may be an option with instructor's consent.)
6. Somewhere in the video, you will include every student's individual 2D logo.
7. Somewhere in the video, you will include every student's individual animated logo they created earlier in semester using After Effects.
8. The video will include opening and closing titles. Titles must include:
   a. Project Title, Class Name, Year
   b. Every Student's name, logo, contact info, and project contributions.
   c. DDGT program name, DDGT Logo, website address, and ddgt@napavalley.edu email.
9. The video must include at least 12 individual sound effects that you gather from any source available (music overlay is required unless you can give a valid reason otherwise). You should find high quality sources (i.e. WAV format).
10. There must be at least one complex model per student modeled specifically for this project (not one you are repurposing from an earlier class assignment) unless you have instructor's permission.
11. There must be at least two assemblies in the video that are rigged and animated specifically for this project by members of this group.
12. Each student will be responsible for at least one "sequence" of the final video.
13. You must create and include your own materials / textures created in Photoshop (PSD's also to be turned in with the final project) somewhere visible (not obscure) in the animation. Each student must create and use at least one custom material.
14. You must use the compositor link in After Effects and demonstrate a link between 3ds Max and After Effects with the use of helpers. This must be done using two different types of examples.

15. Your video must be put together using a video editor like Adobe Premiere and / or Adobe After Effects.
16. A dedicated set of web pages on the DDGT.net department website will be created for your project. You will need to have a minimum of four pages on this website including a Home page, Team page, Production Page, and Gallery page. The final video will be submitted to me to upload to Vimeo and I will provide you with the HTML link or embed code to add to this site. See other students websites for examples.
    a. Home Page will include an introduction and welcome as well as the embedded video final.
    b. The Team page will include a list of all the students who worked on the project, a list of what each student specifically worked on, a link back to their personal portfolio website, and what they specifically learned.
    c. The production page should include a description of the project assignment and what your original goal was. You should include the outline as a downloadable PDF, the Gantt chart as a downloadable PDF, and the storyboard embedded as a video. Each student should add a detailed description of what they found challenging from the project and specific skills that they learned while creating this project.
    d. The Gallery should include rendered images taken from the video as well as the poster (should be saved down to a reasonable size)
17. Each student is also required to have a dedicated page on their portfolio website for this project. It should include:
    a. A description of the project.
    b. A downloadable PDF of the project outline
    c. A downloadable PDF of the Gantt chart
    d. The storyboard video
    e. The final video
    f. A detailed description of what you specifically contributed and what skills you learned while creating this project.
    g. A gallery
18. You will create a poster in portrait orientation (instructor will provide template) showcasing the project.
19. Have fun with the project and be creative. However, remember that I will have to show this to future students and other teachers / administrators. Keep it professional: no profanity, drug references, etc.

Suggestions:

- The story is up to you but it should be complex enough to be a challenge but simple enough to be able to be completed on time. Remember that a good story is arguably the most important part of your project. The only stipulation to the story is that it must promote the DDGT program in some fashion. See the previous class final projects for additional ideas.
- You should realize which scenes of your story are optional and which ones are necessary. If you run short on time, you have the ability to leave the optional scenes out.
- Keep in mind that most people will be rendering around the same time as you so you will be competing for lab resources.
- 18 weeks is not a lot of time for a large project like this, please use your time efficiently and stay focused.
- The length of your video is up to you. Keep it simple and keep it moving. Do not create a long video for the sake of it.
- Use multiple cameras in your animation. Do not use only one camera for the full animation. Cut between the cameras in your final video for greater effect.
- Google, "Photoshop self-tiling materials tutorial" for ideas on your textures / materials.
- When test rendering, consider rendering every "nth" frame at smaller resolutions for previews.

Grading Breakdown:
        Individual Contributions = 30% of your project grade

Models =	15%
Materials =	15%
Your Sequence(s) =	15%
Primary Tasks =	30%
Personal Website Project Page =	5%
Project Leader Grading =	10%
On Time =	10%
	100%

Group Contributions = 70% of your project grade
        Note: This 70% will be the same score for all group members

Story Outline / Creativity =	5%
Gantt Chart =	5%
Storyboards =	5%
Lighting =	5%
Rigging =	5%
Animation =	5%
Logo Additions =	5%
Sound Effects / Audio =	5%
Video Editing / Titles =	5%
Compositor Link =	5%
Compositing / Special Effects =	5%
Final Video =	10%
Website =	15%
Poster =	5%
Final Submissions =	5%
On Time =	10%
	100%

Final: Turn in by the day of the final (or before):
1. A digital copy of your outline.
2. A digital copy of your original Gantt chart.
3. A digital copy of your final Gantt chart for comparison.
4. Your storyboard video.
5. The final 4K HD (3840x2160) video following the guidelines listed above.
6. The final HD (1920x1080) video following the guidelines listed above.
7. Your Photoshop files used for creating your unique textures (one for each member of the class – include student name in the file).
8. You will be required to submit a standalone MAX file of your scene or model to be used as an "Easter Egg" in future projects.
9. Website must be published with prior approval from instructor.
10. Poster in Portrait orientation in PSD and PDF formats.

11. Suggested Resources:
- Lynda.com
- Digital Tutors.com
- Freesound.org
- zapsplat.com (sounds)

Addition suggestions directly from prior students:

- Don't panic when you get behind. You don't know how long everything is really going to take, some things take longer and others will take shorter amounts of time.
- Be "visionary" but not too "visionary". (Be ambitious but not too ambitious.)
  - Do NOT take 18 units in one semester!
- Be prepared to make compromises.
- Try and spread the work around evenly and fairly.
- Don't forget about your other assignments (Ascent)!
- Work like mad over spring break
- Communication is crucial
- Don't hesitate to take on a larger project than you think you can handle. Learning new skills and pushing yourself is part of the process.
- One-up us with authoritah!
- Avoid the compositor link at all cost (Instructor to add comments).
- Optimize for polygon count like nuts before rendering!
- Look at the AEC library of max assets to see if that could save you some work.
- Work hard
- Give more time for rendering and mistakes in rendering. You don't know till the renders are done if you made mistakes, so give yourself extra, extra time!
- If doing UHD, finish one sequence very early and do a test render. If the renders are longer than 3 hours per frame, go to FHD. DON'T WAIT UNTIL APRIL. (Instructor to add comments).
- Make sure everyone is working off of the project drive and not their personal drive. We know who you are, it has your username in the map that 3DS Max or Premiere can't find.
- To the person(s) in charge of post-production:
  - Make sure people give you PNGs of their logos (well… all graphics really) instead of JPEGs, it makes life much easier.
  - You should be in possession of the class's sound-bar, not the guy in the class who plays Pandora everyday (we didn't have this problem, but some might)
  - Make sure your classmates are giving you renders by having them make a premiere sequence and bringing all of their frames into it in the correct order (you don't want to manage their files; some people will have 20 different folders holding the frames for 1 sequence. Let them do the hard work of finding them and putting the puzzle together).
  - Double checks everyone's frames, even if they checked them in premiere. You'll find that they miss a lot of small stuff and have to re-render some scenes.
  - Use the alpha channels to your advantage, but also don't forget to turn them off when you don't need them.
  - When working in After effects:
    - (on a solid) CC Particle system and CC Particle world can make smoke, dust, sparks, and much more. It's the most used effects you'll use on a

> solid. Play around with it for a while, you'll discover many cool things like the magical girl particles (you'll know when you find it).
> - Don't link cameras in Max if there is going to be a state set for it.
> - If you can't get the link from Max to work right, manually key-frame the solid yourself (sometimes it's even easier to just key-frame manually instead of using the dummy altogether).
> - Before working with state sets, save a copy of the 3DS Max file. In the 2018 version of Max, state sets would pretty much corrupt the file. It's a lot easier to just save a copy of it and DON'T SAVE THE COPY WHEN FINISHED.
> - Have the solid follow the dummy and not the effect
> - For applying AE effects to your video, here is the steps:
>   - Have a preview of the scene
>   - Make a AE project for each individual scene
>   - Do the 3DS Max link or make a new composition
>   - Bring in the preview, scale to proportion, and do the effects
>   - When you have the final renders, put them into the premiere timeline
>   - Make a copy in the timeline
>   - Open the AE project that has the effect for the scene
>   - Select and right click the frames in Premiere and select "Replace with After Effects composition"
>   - Copy-paste the solids, dummies, and/or cameras into the new composition
>   - Save and check in both AE and premiere that everything lines up. The frames will be linked to the AE file

- Start thinking out your video and story before winter break to save yourself the time and stress of trying to come up with a video in 2 weeks.
- Communicate with one another constantly and always check on each other to make sure everything is going smoothly.
- While it is good to be optimistic also be realistic in what you can achieve in the weeks you have to make your video.
- If for whatever reason you want to render in UHD (3840x2160) give yourselves at the least a month and a half to two months to render.
- If you and your group are working with XREFs make sure everyone has their own versions of the XREFs so that no one encounters any issues with changing important things. (Instructor to add comments).
- To the next class, I recommend setting up personal goals on what to complete throughout the final project. Refer to the Gannt chart and make sure to communicate with the project manager and the instructor. Give yourself about 1-2 weeks at the end of the semester to make any tweaks and dedicate time to personal projects as well.

- Have script ready, keep in contact with each other to know what you guys will do for the final project. Don't wait till semester starts to have an idea. Help each other out it will be easier than having someone struggle, and chose the project manager wisely.
- Don't wait until the semester starts, come up with an idea for the story beforehand that way when the final semester starts you can hit the ground running and be on track all the way through.
- Don't wait too long to start rendering. Start them as soon as possible because they take the longest out of everything in the project.
- Respect everyone, listen to everyone, and do not be afraid to learn outside of class. The single most important lesion that I learned in this class is that you are in control of your learning, not your teacher.
- Do not procrastinate. Come in early and stay late to work on you other assignments because CLASS TIME IS FOR THE PROJECT. Communicate and have multiple weekly meetings with the entire team so everyone stays up to date with where you are. Don't let the Gantt chart beat you. Stay ahead of the Gantt chart if anything. Take advantage of rendering overnight and over the weekends. You should never be "done". There's always something else to work on. Have a clear idea of what you project is and make sure everyone completely understands the concept and can envision what the final product will look like.
- Communication, team player and do more! Respect time limits and don't let things pile it up.
- Please talk and share your ideas more before last semester. Please have courage enough to give your ideas and ask the instructor to clear bad ideas. Please try to keep your project simple and easy to understand. Please show your talent on your personal website. Be clear and organize all your tasks. Have fun as a group. More thinking as a group of one project, not the competition between yourselves or other projects.

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