

## **SHOWATUKNO - Show What You Know**

It's time to show who you are as an animator, what you've done in the past, your style, preferred techniques, and what you know how to do using software you are knowledgeable using. This is a review opportunity in which you should not start a new concept, program, or technique, but use old content (optional) and animations to recreate a story or a production showing your knowledge of the Animation Principles.

Every student is creative and talented in different ways so think about what you are good at in terms of programs and artwork and we will post them for the class to share eventually. We want to know what you can do and something that represents who you are. We will collaborate soon on various class productions and this a opportunity to see what others in this environment can do well.

You have 2 options for your production listed below.

1. A cartoon style production using Flash which includes all of the animation principles at some point. If it is a story you must clearly point out where the individual animation principles are evident. You have some options of how you go about it listed below.

2. Using Adobe After Effects create a story style or individual principle production. If creating the principle production you will basically show each principle one by one in some manner. If you choose to show each principle one by one you should have animated titles for each one before the animation takes place. As an example, principle number one is "Squash and Stretch" so you should have a title "Squash & Stretch" animate some way and then following it show an animation that proves your understanding of the principle.

Regardless of which one you choose above you will need to show the teacher where each principle occurs. Here are a few options:

1. Create a WORD document and type a list of the principles in order that they take place and explain where and how each principle is evident in your production. Include the exact time in your timeline and describe the actual principle using the content to make it clear to me where it takes place.
2. If using Flash you can flag keyframes in the timeline and place labels on them that describe each principle.
3. You can simply title each layer with the appropriate principle created.

### **Criteria - 20 points each**

Knowledge of principles – Prove understanding of each

Creative ideas – original ideas (don't just make a bouncing ball, make it unique)

Extent of work – how long is it & does it look like you used all of the class time offered?

\*include 4 types of animation if in Flash (keyframing, shape tween, Classic, & Motion)

\*include lip syncing or walk cycle (or run, jump, lift, skip, dance)

Effort – show details, quality content, environments, backgrounds, etc.