

# Animation Short

## THE CHALLENGE

Now is your chance to create your own 3D animation comedy adventure. In this challenge, you are the creator of a 20 to 40 second animation short that features a main character and friend. Using primitive shapes only, tell your own “toy story” and demonstrate the principles of animation. Move over Woody, we have a new character in town!

### SOFTWARE

Autodesk® 3ds Max®

### DESIGN FIELDS

Animation

### LEVEL

Beginner

## DESIGN CRITERIA

- Use primitive shapes only

## 3DS MAX SKILLS:

- |                                       |                           |
|---------------------------------------|---------------------------|
| 1. Transforming Objects               | 10. Splines               |
| 2. Selections                         | 11. Sub Object Selections |
| 3. Viewport Navigation Display        | 12. Object Cloning        |
| 4. Align & Pivot                      | 13. Array & Mirror        |
| 5. Scene Management                   | 14. 2D Sub-Object Editing |
| 6. Project Folder & Custom UI         | 15. Polygon Modeling      |
| 7. User Interface Overview            | 16. Lofting               |
| 8. Modifying objects & Modifier Stack | 17. ProBoolean            |
| 9. Primitives                         | 18. Procedural Modeling   |

## PROJECT REQUIREMENTS:

- Concept sketches
- Storyboard(s)
- 3ds max animation .mp4 file
- 3ds max rendered images (optional)
- Design title and statement: Describe your design intent and ideas for your animation in 100 words or less.