



3D ANIMATION - HS 2018-2019 DESIGN BRIEF

ANCIENT TECHNOLOGY

In a world filled to the brim with high-end technology, it's always interesting to take a look back in history and to see just how far humans have progressed in such a relatively short span of time. The engineering feats the ancient Egyptians, Greeks, Romans, Chinese devised thousands of years ago are both fascinating and inspiring.

For 2019, participants in this event are to delve deep into the history books and create and create an animated story focusing on some curious device or contraption from a time long past. Based in fantasy or reality, the device could resemble some sort of weird Da Vinci-esque machine, something like a souped-up hot rod or mechanical contrivance from the Flintstones, or it could be something completely drawn from the imaginations of the animation team.

While the device should have moving parts, (e.g., hamsters in a wheel turning gears, or a steam-driven engine moving the various components of the device), emphasis should be placed on the detail of the machine and the environment in which it resides with the story. Attention should be paid to detail and to the story of this device (where it came from, what it does, what it will do, why it exists in the first place, etc.) Teams should let their creativity flow!

Music and sound may be part of the final animation, but sounds and music should enhance the animation presented on the screen. All music used must be of original creation or used with permission (appropriate documentation should be included in the documentation portfolio).

Story, lighting, composition, layout, and atmosphere may prove more important than number of polygons or complexity of textures.