



## **3D ANIMATION - HS 2017-2018 DESIGN BRIEF**

### **The Inventor's Workshop**

This year's task is to design and model an inventor's workshop with clues as to who the inventor is as well as their current (and past) inventions and/or plans.

But this should not be some boring, long abandoned workshop! Oh, no! It's an active workshop of an avid inventor with a wild imagination about to achieve a crowning moment. The inventor has just stepped out of the workshop and the viewer of the animation needs to be able to learn a little about the inventor and figure out what they are working on (or has worked on) based on this dynamic, cluttered workshop environment. There should be all kinds of things moving, blinking, and splashing around. Music and sound may be part of the final animation, but sounds and music should enhance the graphic images 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).

Emphasis should be placed on the detail in the workshop, specifically with regard to various objects, devices, machines, contraptions and related set pieces. The devices and contraptions in the workshop should reflect the vivid character of the inventor, and the contraptions/devices should bring the workshop to life through animation and dynamic elements.

Any still imagery in the animation should highlight the inventor's plans and inventions, telling the viewer a story (e.g., the history of failed previous inventions that led to the latest and greatest invention). Attention should be paid to detail, with teams letting their creativity flow.

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