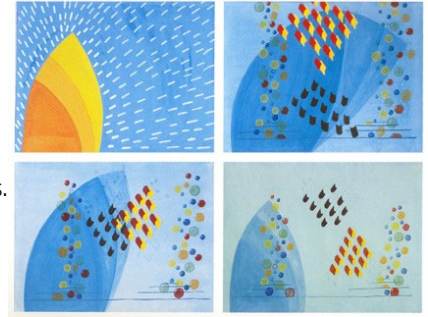


ART 115: 2D Design

PROJECT 3: Cut Paper Animation

OBJECTIVE:

For Project 3 you will create a cut paper animation which incorporates a color scheme, along with all of the design principles we have talked about so far in class.



INSTRUCTIONS

1. The challenge with your animation is to apply color scheme, composition and interaction strategy in a time-based format
2. Your animation must be a minimum of 400 pixels and a maximum of 1000 in both directions at 72 dpi
3. Your animation must consist of a minimum of 100 unique frames
4. Your animation will loop. Strategize how the final frame of your animation will relate back to your first frame

Field Work Component:

You should sketch out your storyboard and key frame diagrams in your sketchbooks.

Turning Project In:

All animations should be given to Lab Instructors on the due date. You will either put your animation on the classroom computer or put it on the Instructor's external hard-drive depending on the Instructor's preference.

ARTISTS

- Oskar Fischinger
- Lotte Reiniger
- Terry Gilliam

TERMINOLOGY

- Kinesthetic
- Empathy
- Frame Rate
- Animation
- Anticipated movement
- Repeated figure
- Blurred outlines
- Lines of force