

**Prof. Michael O'Rourke**

***DDA 514, Storyboarding & Storytelling***

### **Assignment #3/Final Project**

(Final part of Project #2)

**Due May 1** (Last/15<sup>th</sup> session)

For a description of the whole project, see [Project#2](#).

Your grade will be based on the quality of thought and quality of execution of all the elements. For teams, your grade will be a function of these for the final project, plus your individual contribution to the project.

### BLOG

On the final due date for this assignment, post the following items to your blog. Make sure you organize them so they can be easily found and easily seen. (Test them after you've posted to make sure.)

1. Complete final storyboard. All panels must be in color, either final-quality color or simplified color. At least one complete scene must be in final-quality full color. If the designs of your characters or environments involve lots of drawing detail, your other panels can use simplified color schemes to refer to the more fully developed design drawings, but all panels must be in color. All panels should be well enough drawn to clearly convey the action, camera, etc. Include verbal descriptions, dialogue, icons, and soundtrack notes as appropriate to help convey things.
2. Final-quality concept/design sketches and/or models for all the principle assets of your story. These should include the principle characters, scenes, environments, and props of your story. For all principle assets, produce at least one high-quality full-color rendering. For each principle character do turnaround-drawings or models as well as expression drawings or models. (These do not have to be full-color.) Images you post should be of sufficient resolution that details can be clearly seen.
3. A movie-file animatic of your entire storyboard. Pay special attention to the timing and to the pacing. You must include information about the soundtrack. If you have been approved you to do so by me, you may optionally produce an actual audio soundtrack . If I have not approved you to do so, your soundtrack design should consist of verbal notations only – not actual sound. Technical details for export: Use .mov format, 16:9 aspect ratio, resolution of at least 960x540 (that is, half of the standard HDTV 1920x1080p). A good compression codec is H264, but you can use another codec if you wish. Do NOT use "no compression" or "Animation" compression, as your movie file will be extremely and unmanageably large. Another very good alternative is to post your movie file to Vimeo, then link to that Vimeo page from your blog. If you post to Vimeo, follow the [Vimeo instructions](#) for how to post and compress.
4. If you worked as a team, a PDF file explaining which team members did which portions of the work.

## FLASH DRIVE

All of the items that you post to your blog – that is, items 1 through 4 above – must also be handed in on a physical flash drive. If you wish to do so, you may use one flash drive to contain the work of several (or even all) of the students in the class. Label files and folders clearly. If more than one student is sharing a flash drive, make a separate folder for each student using their name as the name of the folder.