3D Character Design & Animation
Final Project – Your Demo Reel

The 'Demo Reel" is what you show potential employers and clients. In the reel you place the best examples of your work.

Your demo reel is a continual work in progress. As you become more skilled you will replace old examples with newer and better examples.

The "Action Sequence Flow Chart" is a map for successfully completing your reel by the end of the semester. It organizes the many steps needed for making a reel.

Your action sequence maybe as short as 10 seconds; maybe less (not counting titles and contact information). As time passes you'll add more work . Eventually your reel should be between one and three minutes.

The character you choose should be a biped (two legged) and upright standing. We use motion capture clips from the Mixamo.com web site. Mixamo automatically "rigs" your character. Mixamo best rigs character's that match the proportions of a human. Stray far from the human form and Mixamo might reject the character. It' matter of experience designing your character for Mixamo's parameters.

You'll be using several computer programs;

•   3D Max and/or Sculptris – modeling the character and props. 3D Max for shooting each shot.

•   Mixamo – animating the character.

•   Adobe AfterEffects – assembling the animation clips into one continuous sequence and placing titles and

        contact information.