



# 3D Animation/Video

## Adding Bones

Name- \_\_\_\_\_

For this assignment you will be adding bones to your animation character that will be part of the movie that you are creating. You will use what you learned during Flower Power tutorial to create the bones. You will need to figure out where the places are that you will need bones. Be thinking about joints for animal type characters and axles for machinery. I would like a screen shot showing all the bones and 3 JPEG renderings of different poses with the bones. The following criteria will be for this assignment:

Items in LRF	Score
Placement of the bones: (5 pts possible) Bones placed in correct position and direction (3 pts.) + Very complex positioning of the bones (2 pts)	
Effort: (3 pts. possible) Bones placed with little effort (2 pts) + complex use of bones with various degrees of hierarchy (1)	
Amount of bones needed: (5 pts possible) Small number of bones used (3 pts) + Large number of bones used (2 pts)	
Screen shot of the bones (2 pts)	
Renderings of the model with 3 different poses (5 pts)	
Total pts.	