

## Project Description

Having modeled and rendered the exhibition of your choosing, the underwriters are looking for a more human experience. For this they are requesting a 60-second presentation that includes two walkthroughs, still images, titles and music. Being very particular clients, they are requesting that you use one of five musical tracks that they have selected. Listen to the included sound files and decide which one you would like to use.



The resulting presentation will be your final project and will be edited using Adobe Premiere Pro. Because animation is a major part of the work, it is important to get approvals for the walkthrough portions before assembling the parts into a final video.

Thus for this intermediate step, and your fifth project, take the gallery space you created for Project #3 and render two animated walkthroughs of around 20 seconds each. Because the default 100 frames is going to be too short, you'll need to increase the time to  $20 \pm$  seconds for each ( $600 \pm$  frames at 30 frames per second).

To assist you with syncing the animation with the chosen sound file, they are also being provided in the WAV format so that you can place them in the track view's "Dope Sheet". If you choose to do this, you might want to consider creating a longer animation and render one camera with two separate ranges (i.e. render frames 0-600 and the render frames 601-1200).

To keep file sizes manageable, set the output to 640x480. If you choose submit a preview instead, make sure the preview's "percent of output" is 100% (thus 640x480) and use a "Visual Style" that is viewable (i.e. NOT Wireframe). Either rendered or saved as a preview, use the AVI format with an "uncompressed" codec. The files could be large, but should be able to upload to Canvas. If not they will compress (zip) significantly.

## Project Requirements

1. Create **TWO** animated walkthroughs of roughly 20 seconds each. Render them at 640x480 (or use a preview also at 640x480 and a "viewable" style) and save them out as uncompressed AVI files.
2. Choose one of the five sound files provided in order to get a feel for the pace and timing of your animation, and ultimately the presentation.

## Schedule

Your **MAX** and **AVI** files (either rendered or preview) are due submitted to Canvas by 11:59 pm April 17th, 2025. **NOTE:** An uncompressed AVI may be too large to upload to Canvas or to attach to an email (pnoldt@uh.edu), but will likely compress (ZIP or RAR) enough to be ok. If not, I have created an upload link in the "Project" page that you can drag your files into. If you use my link, make sure to name your files so that I can identify you (i.e. do **NOT** name it "my project.avi"), You may also use your own One Drive, Google Drive, or Dropbox and send me a link.