

**Media Arts & Animation**  
**Animation Art & Design**  
**Demo Reel Guidelines**

As of the Summer, 2010 quarter, students entering the ART4951C or DIG2953C will no longer have the option of creating a 2D only demo reel. Based on the changes in the industry, this type of reel is no longer marketable and is not sought after in our current job market, both locally and nationally.

**Digital Portfolio (DIG2950C)**  
**Portfolio Presentation (DIG4595C)**

**For each one of the categories below:**

Format: Personalized, single page web presence. Demo reel must be incorporated into web page  
Length: 1 – 2 minutes.

Audio: Relating to demo reel content.

Credits: All work in demo reel must be credited to proper source

**Character Modeling Reel (DIG2950C)**

- Show 3 character models in wireframe, smooth shaded, and textured view.
- A minimum of 1 characters must be textured photo realistically.
- One character must be a male human, or female human (biped).
- One character can be a quadruped.
- Characters should be posed with a minimum of 10 secs of animation per character.
- Use various geometry types (polygons, nurbs, subdivision)
- Models must show knowledge of the underlying skeletal and muscle structure of a living subject. Show the reference drawings the models are created from.

**Character Modeling Reel (DIG4595C)**

- Show 4-5 character models in wireframe, smooth shaded, and textured view.
- A minimum of 3 characters must be textured photo realistically.
- Two characters must be a male human, or female human (biped).
- One character must be a quadruped.
- Characters should be posed with a minimum of 10 secs of animation per character.
- Use various geometry types (polygons, nurbs, subdivision)
- Models must show knowledge of the underlying skeletal and muscle structure of a living subject. Show the reference drawings the models are created from.

**Character Animation Reel (DIG2950C).**

- Animation must consist of original character used in reel with storyline.
- If reel contains a storyline; a script, storyboard and animatic must be presented to instructor for approval by before the following class is taken: DIG2950C
- Must be complete with lighting, rigging, texturing, and fully rendered
- Reel must display animation demonstrating proficiency in no less than 5 of the twelve principles of animation

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- Must be complete with lighting, rigging, texturing, and fully rendered
- Reel must display animation demonstrating proficiency in no less than 9 of the twelve principles of animation

### **Lighting & Texturing Reel (DIG2950C)**

- Proficiency in 3D texture mapping techniques: Projection, procedural, and normal mapping
- Photorealistic examples of lighting and texturing for two 3D environments.
- Photorealistic examples of lighting and texturing for two 3D characters.
- Stylized examples of lighting and texturing for one 3D character or environment.
- Rendering must demonstrate global illumination and/or ambient occlusion
- Must have at least one animated example displaying the interaction of light on surfaces.
- Must show the examples of mood, time of day, and light/color bounce

### **Lighting & Texturing Reel (DIG4595C)**

- Proficiency in 3D texture mapping techniques: Projection, procedural, and normal mapping
- Photorealistic examples of lighting and texturing for a minimum of three 3D environments.
- Photorealistic examples of lighting and texturing for a minimum of two 3D characters.
- Stylized examples of lighting and texturing for a minimum of two 3D models.
- Rendering must demonstrate global illumination and/or ambient occlusion
- Must have at least three animated example displaying the interaction of light on surfaces.
- Must show the examples of mood, time of day, and light/color bounce

### **Architectural & Environmental Reel Specs (DIG2950C)**

- Show two environments with a minimum of either:
  1. 1 exterior
  2. 1 interior
  3. 1 fantasy/ futuristic
- Environments should convey personality of inhabitants as well as convey mood and time of day. Dynamic effects are optional.
- Environments must demonstrate proper scale and proportion
- Rendering should be photorealistic for interior and exterior environments. This does not apply to fantasy/futuristic
- 3D camera animation should be smooth and reflect the limitations of a real-world camera

### **Architectural & Environmental Reel Specs (DIG4595C)**

- Show five environments with a minimum of either:
  1. 2 exterior
  2. 3 interior
  3. 1 fantasy/ futuristic
- Environments should convey personality of inhabitants as well as convey mood and time of day. Dynamic effects are optional.
- Environments must demonstrate proper scale and proportion
- Rendering should be photorealistic for interior and exterior environments. This does not apply to fantasy/futuristic
- 3D camera animation should be smooth and reflect the limitations of a real-world camera

### **TD/ Effects/ Dynamics Reel Specs (DIG2950C)**

- Three sequences demonstrating one example of any of the following:
  1. Environmental phenomena
  2. Physics
  3. Rigid or soft body dynamics
  4. Rigging
  5. Cloth
  6. Fur
- Short sequence demonstrating the ability to create natural phenomenon in context with the chosen method. These could include tornados, hurricanes, storms, volcano, rain, etc.
- Live footage composites with physics/ dynamic simulations. These could include explosions, shattered objects, clouds, fluid dynamics, etc.
- Demonstrate Soft Bodies, Cloth and Fur.
- Character rigs demonstrating controls for character animation ease.
- Rigs must demonstrate smooth fluid movement of characters.
- Must use scripts with expressions

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