

Sample Student  
9 May 2012  
Assignment 6: Final Project Plan

My final project is going to be an animation of a bat learning how to fly for the first time. Bats, unlike birds, must have a falling start to take flight so it is possible for them to fall and seem stranded before they learn to fly. The bat has some troubles at the beginning but eventually will get to fly away.

### **Section One: Artistic Expression**

1. Initial title
  - a. Flight
2. Two artistic goals and how to accomplish
  - a. Determination/learning
    - i. I will accomplish getting this message across by having the bat fall to the ground multiple times before learning how to successfully take flight.
  - b. Color
    - i. The bat is hopeful to finally learn how to fly. Keeping a warm and happy color palette will keep it happy. Since bats are nocturnal it will be nighttime or sunset colors.

### **Section Two: Technical**

1. Two technical challenges
    - a. Modeling a bat
      - i. This is difficult because it is the main character and will need more detail than the rest of the scene. Bats have very detailed wings that I would like to spend a lot of time on if I am able to. The adaptation of their forelimbs into wings makes them the only mammal that is capable of real and sustained flight.
    - b. Rigging
      - i. I will have to watch tutorials on rigging the wings of the bat. It will
- These both will take a lot of my time, but I am confident that I can make a basic version of it within the time limit and make a better version with the time I have left.
2. Tutorials and resources to help accomplish
    - a. How to model a bat - <https://www.youtube.com/watch?v=EEJ6JuXwCk8>
    - b. How to animate wall climbing - <https://blender.stackexchange.com/questions/90971/how-make-a-character-climb-rocks-and-blocks-in-the-bge>

There are many more resources that I can use but these are the ones that I have looked at the most so far. I will do more research for more tutorials as needed.

### **Section Three: Project Plan**

1. Day-by-day schedule
  - a. 5/11 (Tuesday 8:15-12): ~~Learn animation; finish final project plan;~~ Assignment 7
  - b. 5/12 (Wednesday 8:15-11:15): Model: basic modeling of outline of bat and tree
  - c. 5/13 (Thursday 8:15-12) Rigging: making it so the bat's wings move

- d. 5/14 (Friday 8:15-11:15): Animation: animate the climbing, falling, and flying
  - e. 5/17-20 (Monday-Thursday 8:15-12; 1:00-5:00 (if possible)): Details and cleaning it up: add details to the bat, make animation go smoothly.
  - f. 5/21 (Friday 8:15-11:15): FINAL: showcase/due date
2. Two items that you plan to spend a lot of time on
- a. Making a cartoon version of a bat that looks decent
    - i. Once I have the basic outline of the scene created then I will be going back and adding as much detail to the bat that I can. I am hoping that the bat will look like a cute, animated bat. Hopefully it will be clear what animal was modeled.
  - b. Rigging the bat wings
    - i. The rigging of the wing movements will take a lot of time but it is easier than having a human move so it is doable in the time that I have, I will have to spend a lot of time on it though.