
MONMOUTH UNIVERSITY

Department of Art and Design
BFA in Design and Animation with a concentration in Animation

AR-394: 3-D Environments and Effects
Spring 2018

Instructor: Wobbe F. Koning

Website: bluehawk.monmouth.edu/~wkoning/instruct/

Blog / Digital Workbook: animonmouth.blogspot.com

Assignment: An Immersive Dynamic World

- Design and build an environment which contains animated elements.
 - Some of the animation should be procedural using dynamics simulation.
 - Ideally the animation should loop
- Place a camera at the center of your world and make sure there is something to see in all directions
 - Leave space under the camera for the real time rendered virtual platform you will add in the next assignment
 - The height of your platform can be anything from some floortiles to a high tower.
- Render a stereoscopic 360 degree view of your world in all its beauty

You are encouraged to re-use and rework material created during the World Building project for this assignment, building upon that world, improving it and enhancing it with movement.

Deliverables

- Movie
 - Frame size / rate: 4096x4096px @ 24fps
 - Stereoscopic Format: over-under equirectangular format
 - Compression: H265 aka **High Efficiency Video Coding (HEVC)**, compressed @ 150 Mbps or higher (.mov or .mp4)
 - H264 supports 4K only for the highest profile (6) which is not available to us
 - filename format: **Yourfirstname_World360.ext** (e.g. Wobbe_World360.mp4)
- Maya scene used to render movie