

Spring 2008  
ART 3059 section T6. Tuesdays 6:30-9:25pm  
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Office: VC7-235  
Office hours: Tuesday 4-6pm & by appointment

## ART 3059, Designing With Computer Animation

### Project 4: Final Project, Your Choice!

You choose the subject and design of your final project. The work you create for this project will reflect the scope of your Flash-based design knowledge.

The project must be made primarily in Flash. Feel free use other programs (such as Photoshop, Illustrator, etc.) to assist in creating your work. If you have web design skills and would like to present your work within HTML pages, that's fine too, as long as it works! The project can be animated, interactive, or both. Most importantly, the project should be ambitious, reflecting your development as a designer during this semester. Make something that you look forward to doing, something that makes you excited or that could be useful to you as a designer or a human being generally.

**For next week (May 6) you will submit a written proposal and high-quality sketches that clearly outline your final project.** Your proposal should discuss your project's purpose and intended audience, the project's subject matter and why anyone should care about that subject. Your sketches should give a clear sense of your interface design (including layout, typography, graphics, and colors) and also provide a clear sense of how the movie will unfold over time (so, if there will be various scenes in your movie then provide sketches of these significant episodes).

Get to work on your project now and keep working on it diligently for the remainder of the semester. If you wait until the last minute your work will not be good and neither will your grade.

**The completed project is due at the beginning of the final exam period on Tuesday, May 20, 6-8pm. Late projects will not receive credit. You must present your work in person.**

Credit is given for: creativity, thoughtfulness, attention to detail, effort, and technical elegance. Think about the project's audience. Pay attention to the viewer's or user's overall experience. Work to integrate the project's form (look and feel) with its function (what it does). Make design choices that are appropriate to the project's purpose. Thrill, enchant, delight, and instruct us. Make it great.