

The UNIVERSITY of NORTH CAROLINA at CHAPEL HILL

Comp 101 Computer FITness

Spring 2008

Problem Set #4

Issued Thursday, 4/16/08; Due Thursday, 4/23/08

Homework Information: Some problems are probably too long to be done the night before the due date, so plan accordingly. Late homework will be penalized according to the rules given on the course web site. Feel free to get help from others, but the work you hand in should be your own.

Project 1. In this exercise you will be required to generate either a movie or a video game using Alice. Note that the you have less than the usual two weeks, so plan accordingly. The requirements for both are that they include at least 5 characters, an interesting settings (In other words, more than a world with just a ground and a sky), and you must include at least 2 new methods for either your characters or other objects in the scene (cameras, lights, etc.). I encourage you to look at all of the tutorials and example scenes included with Alice for ideas. Your project will be composed of 2 parts.

Part 1. “A Storyboard”

In addition to the requirements mentioned above, you must also provide a storyboard for your movie/game. A storyboard visually tells the story of an animation using a series of comic-book-like panels. The sketches can be very simple stick figures (I expect them to be hand drawn) with terse annotations below them to explain details that are not obvious.

Your storyboard will should convey some of the following information:

- What characters are in the frame, and how are they moving?
- What are the characters saying to each other, if anything?
- How much time has passed between the last frame of the storyboard and the current one?
- Where the "camera" is in the scene? Close or far away? Is the camera moving?
- The possible interactions that the player can have with the game at this stage

Why make a storyboard? Creating a storyboard will help you plan your animation out shot by shot. You can make changes to your storyboard before you start animating, instead of changing your mind later. You will also be able to talk about your animation and show your storyboard to other people to get feedback on your ideas.

I have attached a template for your storyboard to this assignment. I suggest that you print it out and make copies as needed.

Part 2. “A Written Report”

You will need to turn in two more things, the printout of your movie/game, and a 1 to 2 page write up describing it. Feel free to include screen shots in the write-up (but not on the storyboard). Alice provides that ability both the print program listings and to capture the screen. The write up can be hand-written or a printed word-processing document.

