

Assignment #3 - 3D SciFi TV in AE

OBJECTIVE

Create a promo spot for a fictional or existing program of your choice on the Sci-Fi Channel—featuring & exploring the fantastic three dimensional capabilities of After Effects.

SUGGESTIONS

- Either capitalize on the fact that After Effects animates flat, 2D objects in 3D space (ex: your subject could be paper dolls or cardboard cutouts, etc.) or try to hide the fact that your 3D layers are two dimensional
- Use 3D and non-3D layers (perhaps as backgrounds) together
- Revealing lines & strokes with track mattes (stroke effect) in 3D space always produces a great result, much like using a “whip” sound effect.
- Use lighting & shadows
- Use nesting/precomposing
- Use track mattes
- Try to put a new spin on the traditional themes of sci-fi graphics
- Don't spend 100 hours on this project at the expense of your final project

COMMANDMENTS

- Your spot must be 15 seconds long (no less than 15)
- Use 3D layers
- Use an animated camera (hint- control the point of interest, and your camera movement will be much easier and more natural)
- Use typography, and use it well. No default, thrown together type!
- Use the SciFi Channel's logo somewhere, because hey, it's their channel
- **GIVE ALL THE PERTINENT INFORMATION ABOUT THE SHOW (WHAT DAY, TIME, ETC.)**

DELIVERY RECOMMENDATIONS

- render a 720 x 540 or 800 x 450 square pixel Quicktime movie
- use a compression codec like H.264

DUE DATE: Wednesday, March 24