

Criteria To Evaluate Success.

Function :

In order to be successful, my project will need to perform functionally in the following ways:

- ⇒Needs to hold the audiences attention and keep them interested for the entire duration.
- ⇒Should not be tedious or monotonous.
- ⇒Needs to create a strong impression on the viewer.
- ⇒Needs to be entertaining
- ⇒Should show the possibilities and potential of the up and coming digital media.

Aesthetics :

In order to be successful, my project will need to perform aesthetically in the following ways:

- ⇒It will need to appeal to the viewers senses and create a good visual atmosphere.
- ⇒It should contain some good 3D and special effects.
- ⇒It shouldn't be harsh on the eyes, and should be easy to watch.
- ⇒It should have an effective set out of graphics.

Most Important Qualities to Least Important :

- (1⇒Needs to be entertaining
- (2⇒Needs to create a strong impression on the viewer.
- (3⇒It will need to appeal to the viewers senses and create a good visual atmosphere.
- (4⇒Needs to hold the audiences attention and keep them interested for the entire duration.
- (5⇒It shouldn't be harsh on the eyes, and should be easy to watch.
- (6⇒Should show the possibilities and potential of the up and coming digital media.
- (7⇒It should contain some good 3D and special effects.
- (8⇒It should have an effective set out off graphics.
- (9⇒Should not be tedious or monotonous.

Methods to Determine the Success of the Project :

- ⇒Display to a range of people and survey them for feedback and evaluation (ie. Friends, family, school students / classmates, teachers, general public, etc).
- ⇒Ask experts for feedback and evaluation.

Action & Time Plan.

Action	Planned Start	Planned Finish	Changes
Experiment with 3DSMAX & tutorials	3 rd October `00	3 rd November `00	Finish 10 th November
Progressive Folio work – PP, PM & PD	3 rd October `00	19 th November `00	N/A
Sketching of ride ideas	3 rd November `00	10 th November `00	10 th - 17 th November
Design of Rides	10 th November `00	27 th November `00	17 th – 4 th December
Ideas finalised	8 th December `00	29 th January `01	4 th Dec – 29 th Jan
Creation of main scene	29 th January `01	15 th February `01	29 th Jan – 15 th Feb
Creation of rides	15 th February `01	11 th April `01	15 th Feb – 10 th Jul
Progressive Folio Work – PD & PR	29 th January `01	11 th April `01	N/A
Animation of rides	11 th April `01	30 th April `01	20 th Feb – 15 th July
Animation of scene	30 April `01	14 th May `01	15 th - 20 th July
Adding in characters	14 th May `01	28 th May `01	Scrapped
Creating visual effects	28 th May `01	29 th June `01	1 st – 20 th July
Rendering main scene	28 th June `01	25 th June `01	20 th – 29 th July
Editing and cutting scene sequences	25 TH June `01	29 th June `01	30 th Jul – 1 st Aug
Folio Work – PR	30 th April `01	1 st August `01	N/A
Final editing and cutting of sequences	23 rd July `01	30 th July `01	1 st August
Final touch ups	30 th July `01	1 st August `01	1 st August
Exporting onto CD/Video	1 st August `01	2 nd August `01	1 st August
Creating packaging	1 st August `01	6 th August `01	1 st August
Folio Work – PR	23 rd July `01	6 th August `01	23 rd Jul – 2 nd August
Surveys and public viewing	1 st August `01	6 th August `01	2 nd August
Final Evaluation	6 th August `01	12 th August `01	2 nd August

Project Due: week 2, term 3.

Note : My experimentation and tutorial work in 3D Studio Max was extended by one week so as to give me a bit more, well needed, time in order to complete the final tutorial I was on and gain the maximum skills out of this time. Due to this I have pushed both the sketching and designing of the rides back a week, having given an extra week in there already in case these tutorials took a bit longer. I also completed a few more experiments during term 1, following new ideas and skills I aquired in creating the entrance, as well as in the creation of my Visual Arts major work.

In the end I decided to create each ride and animate them on their own, and rather spread this over the entire time, rather than creating the rides, and then animating them all afterwards. This was so as to keep in touch with what I had done on the ride, and so i knew exactly what needed doing before it was finished. This helped to save me time, not needing to re-aquaint myself with what I had done with the ride, before being able to animate it. I also created the visual effects along-side this for the same reason.

The rendering of the scene was delayed as well due to the new resource of internet rendering starting to become available, meaning less time was needed to be spent on the rendering stage. This pushed everything back, as well as being jammed into the last few days, with the due date being moved forward by a week of what I had initially expected.

Key : PP = Project Proposal, PM = Project Management, PD = Project Development,
PR = Project Realisation.

Selection & Use of Ideas & Resources.

Time – This is a very precious resource and I will have to make sure I keep working at a time efficient pace in order to have the project completed without being caught in the last minute rush. I have approximately 30 weeks at hand, and will need to organise my time very well having to fit around tasks for other subjects at the same time.

Finances – Although my project will not use a lot of finances, it is still a resource, and I will need money to purchase CDs or Videos and any other necessary items.

Computer – In this project, the computer is a very important resource with most of my work going to be completed on computer using different software packages as this is a computer based work and will be all computer graphics.

Printer / Scanner / Digital Camera etc. – I will need a printer and maybe a scanner and digital camera for the folio work, but otherwise, I should not need these for the practical side of the design project. They are still at hand and useable if in the end I find the need to use them for other reasons.

Kinetix 3D Studio Max – This will be the main software package I will use in the creation of my project, being a 3D modelling and animation package which is used on very large scale projects by a lot of major companies in the industry.

3D Studio Max Tutorials – I will need both built in tutorials that come with 3D Studio Max, as well as others available on the internet for use in learning and mastering tools in 3D Studio Max for my major work.

Adobe Photoshop – Any single frame photo editing of my animation will be performed using Adobe Photoshop, another major software package in the graphics industry.

Character Studio or Metacreations Poser – For any characters I need to create for the animation.

Macromedia Director – If I create a multimedia CD, then I will probably be using Director to create this using the animation created in 3D Studio Max.

OR

Video output graphics card – If I create a video, then I will need to use a computer that has a graphics card with video output so as to copy the animation from computer onto tape.

CD's & Zip Disks etc. – I may need these for transportation of files and information between computers.

Internet / Magazines – This will be very helpful for research of existing ideas and designs, as well as information (eg. about exporting to video and the colours that work and don't work) and tutorials and help in using the software, mainly 3D Studio Max.

People – People are very important for consultation in my project, for reasons such as help in the creation of my project, to outside evaluation of my project and how effective it is.

Professionals / Experts – I may use professionals / experts as an aid in the evaluation, as well as in seeking tips and help in my actual design project.

Consideration of Design Factors Relevant to the MDP.

Cost – this is not a very large factor in the designing of this MDP, having very few costs, just being based on the tape I use, and maybe the transportability and storage I use, which will be affected by the size file my design creates.

Quality – The quality of reproduction is a very important feature in this design, and that will involve getting correct and constant resolutions as well as having to be aware of the colours best suited to TV. I will also need to make sure that the computer outputting the final image is fast enough to send out a good, clear image, while not pausing in between frames and skipping.

Aesthetics – The look of my final project is very important, being the main feature of the design, and I will need to make sure the effects are visually appealing and not plain and boring. I will also need to ensure that the colours and effects I use are not harsh on the eyes, unless I do this on purpose for effect, but making most of the film easy to watch. It will also need to create a strong visual atmosphere while being entertaining.

Safety – I have to keep in mind the safety of that of the audience, as well as my own safety. In this, I will have to make sure I don't have too many continuous flashing lights, or I would have to issue warnings to epilepsy sufferers. I may also need to include a guide to that of correct posture and other general safety tips for that of the consumer while sitting/standing, and watching the animation. I will also have to consider my own safety in the workplace, with issues such as correct posture and work layout to avoid workplace injuries such as RSI.

Colour Psychology – I need to consider the colours I use in the animation in order to create a maximum psychological impact on the audience.

Network Rendering – This is an issue I am going to have to consider and work on, as it is vital for rendering large amounts of animation. It involves setting up a series of computers to render the 3D file from 3D Studio Max rather than just one, so as to increase the speed of the process tremendously.

Audio – I must consider the backing audio attached to the animation such as backing soundtracks and sound effects to increase the effect and the entertainment value.

Ease of Use – I need to make sure that any difficulties in the use and setup of this animation for viewing are taken into account and carefully explained in a manual for the user.

Functions – The video needs to function both in entertainment value, and that of the effect and final feelings portrayed in the audience.

Final Evaluation of the Project with Respect to the Project Proposal & the Project's Impact on Society & the Environment.

Overall, I think my project has met all the criteria, except for that of being easy to watch. But this is only a problem for few people and was a necessary sacrifice in order to add to the entertainment value overall.

My MDP impacts on society by supplying an extra video for people to watch as entertainment, giving them a past time and bringing people together to watch. It can create a certain mood at parties and give people something to talk about and make them happy, taking their minds off other problems going on around them in the real world. It can act as a periodical escape from the real world into a fantasy world and help to expand the imagination. It can also help to show out this new, up and coming medium and draw more people into this fast growing industry.

The environment is not impacted too highly by my MDP except that it can help draw people into the fast growing new medium in the working force, as well as causing an effect on the environment and atmosphere in parties and other such places. The only effect on the natural environment is the increase in the use of technology and therefore electricity, as well as the use of paper, CDs, and tapes in the creation, using up minimal but important natural resources.

Relation of the Final Product, System or Environment to the Project Proposal.

I was fairly happy with my final MDP, having created a good looking entertainment video that many people seemed to appreciate. It gave a good use of computer graphics, and expanded my knowledge in the use of this medium drastically. This was the main aim i wanted to achieve, and I believe I did reach it fairly well.

There were a few sections and glitches, however, that I would have wanted to fix up, but that would have taken a lot of extra rendering and editing to try and fix. Some of the transitions for example didn't work all that great, and there were some gritty sections of graphics of which look out of place and spoil the work to an extent. If I were to do this project again, I would try to spread the work load much more evenly over the entire time, and give more time for editing, rendering, testing and evaluation. This would mean that any problems or mistakes I find, I would still have time to fix them and re-render before the deadline is reached, producing a much more professional and finished work.