Classic Art Animation

How do you bring classic art icons to life? What would the individuals from famous works of art do or say in real life?

Create a 20 second **three act structure** <u>narrative</u> video in Adobe After Effects using characters and settings from classic art works.

Look at the works of art in the classic artworks

The video must…

> Be at least 20 seconds in length – 10 points
>
> A narrative or story the contains the pieces of a <u>three act structure; set up, confrontation, and resolution</u> as well as a <u>premise</u> - 20 points
>
> Show at least two characters (human or animal) that are interacting and move separately from the background – 20 points
>
> Show a character with moving limbs – 10 points
>
> Contain an element that was modified using the <u>Mesh Warp Tool</u>. – 10 points
>
> Audio that contains at <u>least three separate elements</u> of sound - 10 points
>
> At least one element, modified in Photoshop that is seamless within your video – 10 points
>
> You should be on task during class time during class as students are working to complete the project. Students should only be working with media that pertain to class content. - 10 points
>
> *Your video may not contain any typography.

Part 1 - What's the story?

Write a paragraph describing the story for your video. Who are the characters? Be sure to list the three act structure criteria for the following questions What is the set up for your video? (What's happening) What is the confrontation for your video? What is the resolution? Also, what do you think is the premise of your story?

Part 2 – Create a simple storyboard of at least 4 squares showing the composition and progression of the frames of video. Mr. McCray will provide the paper.

Part 3 – Choose characters and settings from works of art in the google folder linked on mccrayart.com. Modify the images in Photoshop to be imported in After Effects. Develop your video in After Effects and render with Media Encoder.