

Cut to the Chase

The output of this challenge is a one minute long animated chase scene. The scene should involve no less than two characters but characters need not be human. The chase should demonstrate various camera views including those from the point of view of each character to exterior views detailing specific sequences within the scene. The chase should also include interaction of the characters with the set and include actions ranging from direct collision with objects to firing weapons to blow objects apart or out of the way. The final animation shall include at the minimum the following shots:

- View from Character 1 as they are chased
- View from Character 2 as they are chasing
- External view of Character 1 navigating the terrain
- External view of Character 2 navigating the terrain
- Third person behind Character 2 focused on Character 1 so that both are in the shot

The challenge involves storyboarding out the chases scene, modeling the set, modeling the characters, creating and applying materials, lighting the scene, animating the scene and then rendering and compositing the final animation.

Presentation

The final presentation will include the following:

- Short description of the how the chase starts
- Original Storyboard
- Still images of the characters
- Still image of the set
- Final animation

Ideas

The following is a short list of possible ideas to get the creative though process moving.

- Cat chasing mouse through house
- Car chase through streets
- Aircraft chase through canyon
- Spaceship chase through asteroids
- Foot chase through city