

Linked

Each animation should be type-driven. Make sure to consider the letterform as a key part of your animation. Be sure to generate the designs for your animation out of imagery that you create yourself. No stock images can be used.

Joint project by:
Helen Armstrong,
Miami University in Ohio, and
Zvezdana Stojmirovic, MICA

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Linked TEAMS

L TEAM

Part One:

1. Bri
2. Megan
3. Lisa
4. Dustin
5. John

Part Two:

6. Kristin
7. Carey
8. Cherlyn
9. Kristen
10. Jennifer

I TEAM

Part One:

11. Alex
12. Nathalie
13. Meghann
14. Phillip

Part Two:

15. Shannon
16. Robin
17. Nhi
18. Kristen
19. Amy

N TEAM

Part One:

20. Colin
21. Joe
22. Nathan
23. Molly
24. Arianne

Part Two:

25. Derek
26. Ruth
27. Melissa
28. Allison
29. Haley

K TEAM

Part One:

30. Shannon
31. Ellen
32. Katrina
33. Alyse

Part Two:

34. Greg
35. Coco
36. Zoe
37. Jason
38. Emily

E TEAM

Part One:

39. Vann
40. Sabrina
41. Huong
42. Kara
43. Joanna

Part Two:

44. Andy
45. John
46. Colin
47. Colleen
48. Erin

D TEAM

Part One:

49. Kailie
50. Alex
51. John
52. Jason
53. Bethany

Part Two:

54. Garrett
55. Carolyn
56. Jinghang
57. Lauren

Editing Pair One: [add your editing pair selection here]

Editing Pair Two: [add your editing pair selection here]

Editing Pair Three: [add your editing pair selection here]

Editing Pair Four: [add your editing pair selection here]

Linked WORKFLOW

A “module” is a Quicktime created out of 60 jpgs. Run your jpgs through *Motion Stop!* to convert jpgs into a Quicktime animation. (Make sure *Motion Stop!* is set on 30 frames a second.) Each time a module is created, the Quicktime should be uploaded to Google Docs (name your files using your assigned number, then your letter, and then your last name. For example: “1_L_Armstrong_01.mov” for the first draft, “1_L_Armstrong_02.mov” for the second draft. **It is crucial that you label your files correctly.**) As for the 60 jpgs, upload them to your personal Flickr page, place them in a set and post the set to our group page on Flickr. (Label your jpegs the same way that you labeled your Quicktime movies, but add lowercase letters to the naming system. For example, label the first jpg “1_L_Armstrong_01.jpg” the second “1_L_Armstrong_02.jpg” and so on.)

If you are unfamiliar with GoogleDocs, Flickr, Motion Stop! or Vimeo, you must play around with them before next week to take part in the animation project.

SCHEDULE

Week One March 23

ASSIGNMENT: TAKE ONE (PART 1)

1st Half Designers: Half the students in each team (part 1) each create a module (a 60 jpg quicktime). *Due posted to GoogleDocs by Saturday at 12 noon.*

Editing Pair One: Splice together modules in each group; compile work in progress letter animation and *post it to Vimeo by Monday 6 pm.*

Week Two March 30

Review of work in progress in class

ASSIGNMENT: TAKE ONE (PART 2)

2nd Half Designers: The other half of the students in each team (part 2) each create a module. *Due posted to GoogleDocs by Saturday at 12 noon.*

Editing Pair Two: compile modules in each group; Complete total letter animation and *post it to Vimeo by Monday 6 pm*

Week Three April 6

Review of total animation

Discussion on process: what works, what doesn't

Discussion on co-creation in graphic design

(Note: This crucial discussion may affect how we proceed with the second iteration of the motion graphic)

ASSIGNMENT: TAKE TWO (PART 1)

1st Half Designers: Half the students in each team (part 1) each create a module (a 60 jpg quicktime). *Due posted to GoogleDocs by Saturday at 12 noon.*

Editing Pair Three: Splice together modules in each group; compile work in progress letter animation and *post it to Vimeo by Monday 6 pm*

Week Four April 13

ASSIGNMENT: TAKE TWO (PART 2)

2nd Half Designers: The other half of the students in each team (part 2) each create a module (a 60 jpg quicktime). *Due posted to GoogleDocs by Saturday at 12 noon.*

Editing Pair Four: Splice together modules in each group; compile total work in progress letter animation and *post it to Vimeo by Monday 6 pm*

ASSIGNMENT: SOUND

Sound designer (one or more students) creates original sound for the animation.

Sound designer works with editors to lay the soundtrack on the master file, make a final quicktime and *post it to Vimeo.*

Week Five April 20

Review and celebration of final motion graphic

SPECS

JPG specs:

Page size

Width 320 pixels

Height 1080 pixels

Mode: must be RGB, otherwise color will incorrect

Font: Trade Gothic Bold Condensed No. 20, all caps

Letter size

Height: 5.5" or 400 pixels

Width: varies according to letter

Letter should be centered perfectly on the page