ARCH 7800: Animated Processes

Wentworth Institute of Technology   Department of Architecture   Summer 2020

Three stills from Brad Tyler's animated massing on "shifting" – Wentworth Institute of Technology - 2017

Assignment 02: Your First Animation

Introduction:

Students will take the massing studies performed in the previous assignment and create an animation which shows a sequence of choreographed arrangements of a massing model. Students should try to find one or two types of "movement" that can be used to explain the different spatial relationships of their precedent. Students should consider terms like *interlock, shift, overlap, scale, rotate,* or *nest* among others. These terms should then be explored through variation or "extremes" to showcase the inherent value of the term. For example, what does it mean to shift two volumes more versus less or to shift up and down vs back and forth? These types of variables should be used to explore different arrangements of space found within the chosen massing model.

Weekly Learning Objectives:

1. Research different methods of transforming geometry through shape, scale, and orientation.
2. Summarize volumetric transformations using video.
3. Apply animation techniques to interpret architectural concepts.
4. Analyze spatial organization and architectural relationships within a 3D model.
5. Evaluate moments of aesthetic and architectural value within a series of 3D models.
6. Create an animation showing the manipulation of architectural and spatial elements.

Assignment Checklist:

1. A single 10-second-long animation
   a. Use one massing model created from the previous assignment – preferably a more complex model
   b. All videos should be 1920x1080 size @ 72 dpi
   c. Please do not add any text to your animation

Course Resources:

Please use the following link for the recorded tutorial that will help you complete this assignment:
- https://youtu.be/NplIaw3EOLE – this will cover the following:
    o Intro to animating geometry using Autodesk Maya
    o Rendering using Maya and Arnold
    o Assembling your video in Adobe AfterEffects
    o Exporting your video using Adobe Media Encoder

Week Review:

Students should understand the process of animating in relationship to architectural design. Students should be able to show a multitude of complex spatial arrangements, different relationships between geometry, and an understanding of how animation can be used to transform geometry.

Next Week:

Students will utilize animation to further modify their massing model.