**Application Setup**

all of your scripts and resources should be placed in a single top-level folder named Assignment2\_547910 all scripts should be in your own namespace called KIT307\_547910

Your movie should be in a scene called Movie.  Any extra material should be suitably presented in a scene called Extras.

Please stop all animation (including camera movement) at the end of your movie, and preferably do something to clearly indicate that the movie has completed (e.g. credits).

### Task 1: Animated Movie

For this task you will create a short animated movie.  The movie should contain approximately 30 seconds of animation.  Extended periods with little animation will not count towards the 30 seconds (if you need periods like this for dramatic effect, extend the overall length of the movie).

The specific requirements for the movie are:

* 30 seconds of animation using procedural (script-based) animation techniques
* Camera positioning and movement must be automated - no user input.
* Must tell a “story” (not just random animation)
* Must include one or more sweep objects.  At least one sweep object must meet the same requirements as for Task 1 in Assignment 1.  This object may be the same as used in Assignment 1 or a new object.
* Must include one or more animated composites.  At least one composite must meet the same requirements as for Task 2 in Assignment 1, but in addition must have procedurally (script-based) animated components.  Again, this may be a different object to that submitted for Assignment 1 or the same object.

Note that any defects identified for assignment 1 should be corrected for this assignment in order to meet these requirements.

Your animation may include any other objects and animations (e.g. objects and animations constructed using 3D modelling software), but these will not contribute to your marks.  In other words, **only your C# scripts will be marked**.

Put your animation in a Unity scene called Movie.

### Task 2: Textured Object

For this task you must create a textured object.  You may use any image for the texture, or create the image yourself.  This object does not have to be included in the movie (for example, you may feel that the texture spoils the aesthetics of the movie).  If the object is not included in the Movie scene, make a new Unity scene called Extras that contains the object.

The specific requirements are:

* The object must consist of more than six polygons that are not co-planar (i.e. more complex than a cube)
* Texture coordinates must be calculated manually or procedurally in your object creation script
* The texture(s) must contain recognisable details, not just a plain colour, or “noise”, or a repeating pattern.  This will enable the marker to determine the accuracy of the texture application

### Task 3: Technical Project

For this task you will complete a significant programming/technical project on a topic of your choice.  The specifics of your extension should be negotiated with the lecturer.  Some examples of extensions that would be considered “significant” are:

* Implementation of advanced lighting shaders (vertex and/or fragment shaders, not Unity surface shaders etc.)
* Other shader-based effect
* Mesh deformation (e.g. skinning or mesh animation)
* Animated textures
* Inverse kinematics or other animation technique

It is strongly recommended that you discuss your proposed extension with your tutor and or the unit coordinator to ensure that the extension will be achievable and meet requirements.  You may use other resources with proper acknowledgement, but it is only your scripts that will contribute to your mark.