Look over all the projects from Spring 2009. Write down the top ten ideas that you find and indicate which student or movie each idea came from.

Describe what you like about that idea, i.e. why you like it. Say whether you might try to include that Maya technique or idea in your own project or not.

You might get more than one idea/technique from one movie that you watch.

For any of the top ten that you list, you may wish to discuss how you think they did that or to comment on how you would like to see or learn about how to do that. Some of the great ideas you choose may be very clear for HOW to do that in Maya from what you have already learned in class. Some of the best ideas for an animation are quite simple to achieve.

You will NOT have to include all or even any of the top ten ideas in your own final project. This is just to get you thinking about your project and the storyboard that will precede it.

Due date: Monday, November 9th.