



Digital Design Graphics Technology
Napa Valley College

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DDGT241 – Animated Logo

Your logo animation should meet the following requirements:

- Your final logo animation should be rendered out in HD quality (1920x1080)
- AND Your final logo animation should be rendered out in HD UHD (3840x2160)
- The video should be roughly 5 seconds in length (quality over length).
- Take advantage of the 3D environment.
 - Now is your chance to take your 2D logo and turn it into 3D.
 - Have some motion and actually animate your logo.
 - It should be obvious that there is 3D and not be an animated 2D logo.
- Showcase some element of multipass rendering out of 3ds Max (change the color of some element over time or have another element intertwine through your logo demonstrating the layers in AE).
- Showcase some element of utilizing State Sets and helpers / cameras in 3ds Max and the Autodesk Compositor link in After Effects for text or special effects.
 - Note: For Compositor link to work correctly, in 3ds Max the camera MUST be a standard camera and CANNOT be linked to anything. All animation must be manually keyed (again, not linked to anything).
- You must create a minimum of one special effect in AE by researching an online tutorial and incorporating it into your logo animation.
- You must include at least one audio effect.

For full credit, you must submit the following into your “Handins” folder by **March 22nd**:

\\ddgt-server2_DDGT 241Handins\(\your folder)

1. Your video in Full HD.
2. Your video in UHD.
3. Downloaded video tutorials that you used for your effects.

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