



E.01 Super Mario

In this assignment you will be recreating 5 seconds of the iconic game Super Mario as an animation.

From an Illustrator file provided by the instructor (google drive folder) you need to set up the document (.ai with layers) and finish the animation using the theory covered in class. Important topics include:

- File prep
- Importing
- Keyframing
- Nested composition
- Motion Path

Steps:

1. Download the super mario files (.ai)
2. Make an scene based on the game
3. Import the document into After Effects as a composition (with layer sizes)
4. Open the composition in AE and animate the project using the techniques covered in class (make use of pre-comps to animate the characters - review Mario example)
5. Render as a 5 sec movie (in class)

Due: Jan 31st