

## FINAL PROJECT REQUIREMENTS

Your final project should demonstrate a comprehensive menu of multimedia production skills commensurate with what you learned during this course. The same grading criteria used for assignments submitted during the semester will be used when evaluating your final project.

### **Your final project is due at:**

- Noon on Monday, Dec. 8 -- section one
- Noon on Friday, Dec. 12 -- section two

*Class will meet for about an hour and a half after the deadline for students to present projects.*

The project should be an interface of original design and concept that incorporates all you have learned.

The project should include the following features:

- content that includes **appropriate** graphics, images, video, sound, and animation
- a main menu or master screen with multiple exit-points
- the ability to exit the presentation from most any screen
- rollover behaviors on all clickable items
- minimum of two obviously animated movie clips (with purpose)
- an original logotype or identifying mark created for the project
- ability to run in both Macintosh and Windows operating systems

### **In addition to the complete, working project, you should include:**

- A written postmortem on the entire project that includes discussion of problems; troubleshooting you did in planning and executing the project; changes that deviated from the original preproduction documents, and why those changes were made.

(About 1-2 pages double spaced. Please print out this document AND turn it in on the server and with the CD.)

- Duplicate copies of your project proposal and initial storyboards.
- Projects should be turned in on the class server AND on CD. All assets necessary to play the CD must be included.