

rotations

Animatics

- <https://www.youtube.com/watch?v=7Ab22SNaRnw>
- This is my final animation after one revision. It features man and woman going on a date, where the woman isn't interested in him at all. She gets distracted as an interesting man enters the bar which makes her date jealous. I drew the panels/frames on Post-it notes and edited them on Capcut. I also did all of the voices and sourced sounds/music off Youtube. It is over the given time limit and was even longer during it's first iteration. This is something I plan to improve on.

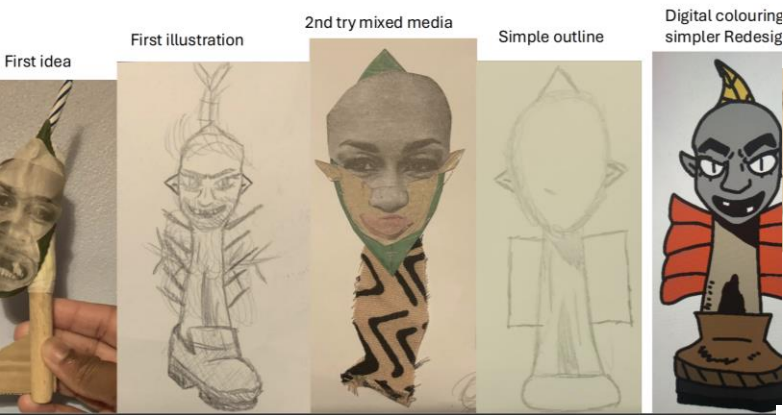
Stop motions

- https://youtu.be/IQmaCdm__n4
- This is the final outcome of my group's stop motion for the stop motion rotation. To summarise, a boy is offered things but rejects them and becomes overwhelmed, cocooning and turning into a butterfly. We made a big puppet using cardboard, tape and hot glue. We dressed in black to help give the illusion that its moving by itself. I think it's a bit rocky looking, which I guess could be charming but I'm not so crazy about it; then again, I wasn't really a fan of the giant puppet in general. Using Dragon frame was cool though.

Making character

- <https://youtu.be/2LCNP8koPlg>
- This is my final submission for the Making character project. It features the character I used for the 'breaking character' rotation I called Chip. I can't even describe what the character is or is supposed to be because it's whole thing is that it is unstable and random. This is represented in it's transformation into a spider-creature and the light meow sound. I animated this on Photoshop, using the timeline feature, which was my first time doing so; I found it hard and uncooperative at times. While animating tis, I regretted creating this as the design was so weird and ugly, that it was giving me trouble on what to animate. I think it came out ok though.

5 experimental designs



My 3 words to describe the character+ story

creepy
stable

• Name- Chip + Dormanture
- BS - After being torn apart and left for dead by a monster bear, Chip was taken up by magical forest leaves and was rebuilt with magic to its new protector - Dormanture. He is clinically insane, only controlled by the forest king. He's 'merciful' but only because he's lazy - too lazy to finish the job so he leaves the broken victims to his comrades.

How id animate my character (motion plan)

- The character's initial design has a singular boot as a foot and has the body of a long singular plank. There are three way I can see it getting around:
- Hopping around similar to the pixar lamp, bending (anticipation) down before launching itself forward. When it lands it squashes and wobbles around like one of those Russian dolls, within its shoe-foot.
- https://youtu.be/PGKmexNTHNE?si=wPfZ_zJokQ3K3ds2

- The 8 tubes on the back can be used as thrusters and so they can boost the character forward. When thinking of similar examples, I am thinking about B.D Joe's 'Crazy Dash' from the video game, Sonic and Sega all. The subject leans back while their front is stretched out in a cartoony manner- the rest of the body starts to catch up as start to slow down and come to a stop.
- <https://youtu.be/RtbiqpM7yUw?si=RGaqEM627NEwi2w>

- Finally, the tubes on the back could sprout out 8 black hairy legs, turning the character into a creepy spider thing- using its legs to get around like how a spider would. To effectively enter this form, it will squash down a little before lifting up, flipping onto his backside so that the tubes face the ground. As it flips, the legs start emerging and fully erect before it lands on the ground, bouncing right back up. Lastly, their upside head corrects itself creepily, overextending before locking in the desired position. A secondary motion could be it's lower jaw loosely swinging to enhance to creepiness.

Char sheet



Breaking Character

This is what I submitted for my final submission for 'Breaking character'. It shows the evolution and development of the design, as well as the motion plan which I would use as a reference when I animated it in my 'Making character' project. The character sheet features a full rotation of the character and potential expressions the character could portray. I am not really the biggest fan of the design. I was not taking it seriously initially, and I made something that was quite hard to animate.

Out of your head

- <https://youtu.be/ZP-tQ6xbfVY>
- This is me and team's, N.A.W.A., Out of your head submission being the 'Prayer for the lost' animation. There were 5 of us initially but we gained another halfway through, and we went through different ideas. Within the animation, a mother prays for her son who's running from a group of thugs. Her prayers save him in the end as he takes a leap of faith but falls short- but is lifted by her spirits. For a long time, the story's ending would end with a gunshot mystery, as the gang following the boy shoots as he meets his mother but the screen would go black, making it a mystery to who got shot.
- We used two different methods when creating this project: the characters were drawn in 2d while the backgrounds were rendered in 3d. The art direction was inspired by Robert Valley, with his angular designs, as well as City of God by Fernando Meirelles. I worked on the concept designs for the Mother character, going through multiple designs and a character sheet.
- As a whole, I kind of lost passion for the project nearing the end, not sure why. For a large portion of the project, I did find myself just sitting around and not actually doing anything, as we were at a stage where someone might've been editing the storyboard/animatic together, which we'd not be able to without. I did enjoy seeing my animations flow together, especially my triple wall vault with the thugs; it took the longest to do and is probably my best 2d work yet. Something bad within the animation that I must take accountability for is the special effects, which you might of noticed- isn't there. What happened is I finished doing the mother crying scene but forgot to draw some smoky effects and I said I would do it but just didn't. I feel like this hurt the final product as well as the cohesiveness of the story, because I think viewers might not get that the mother's prayer saved her son. When the boy falls, he is supposed to have these spirits lift him up but obviously that's the case in the final and I just think it kind of falls flat because of it.
- Over than that though, I thought the process was alright and interesting, as a glimpse at what it takes to create a group animation project.