

Lip sync

Character designs

Wasn't sure if I really wanted to keep the hair consistent, especially from side angles, I like having the hair look away from the 'camera'.



I based the eyes from Downtown MTV's art style, as well as the muted colours. I think I'll try to draw the character with thicker lines like this, while the background is either based in reality or lightly inked.



MOODBOARD



Dark environment, like drab looking



That natural sounding dialogue



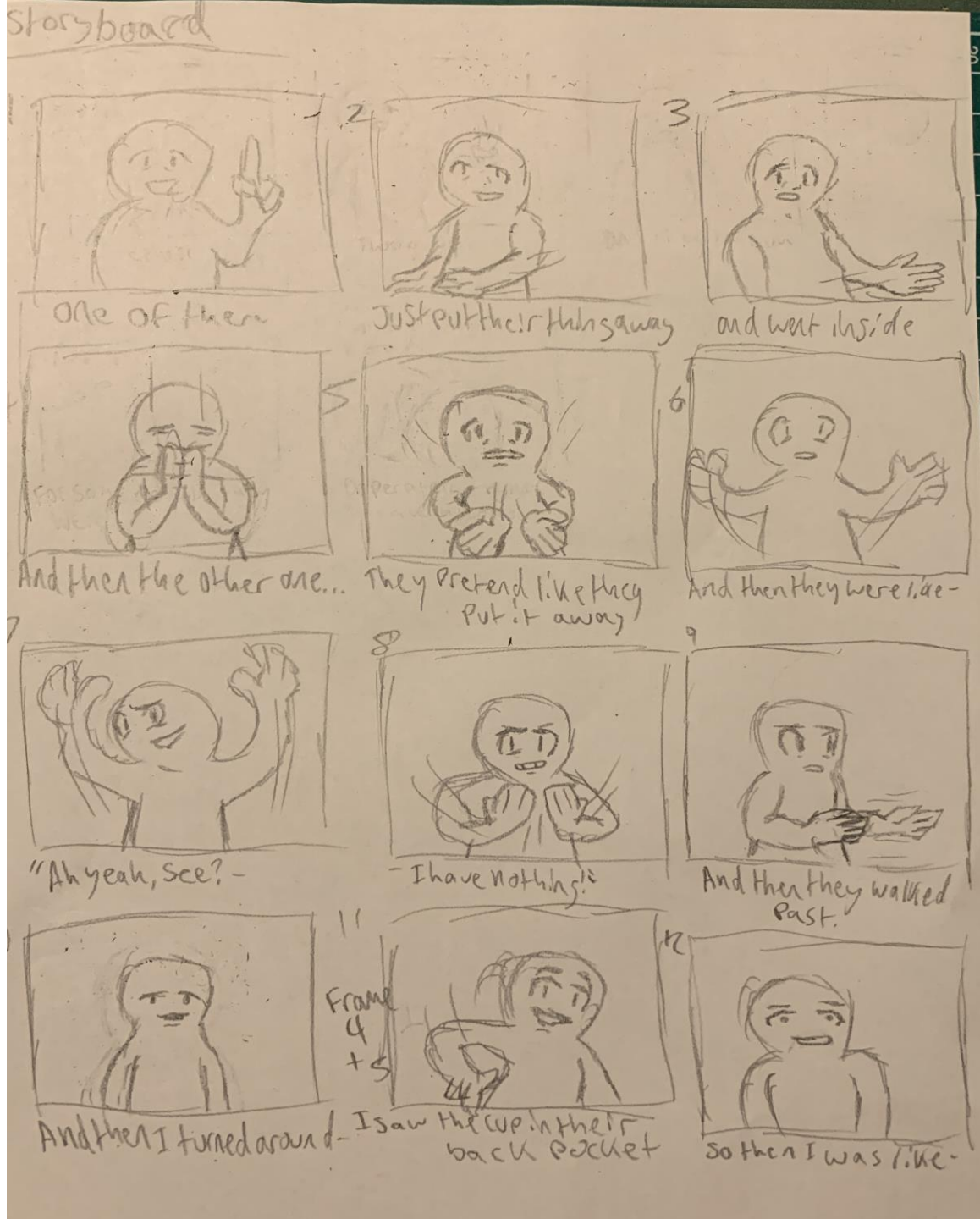
Sketchy style



The thick lines on characters to stand out from background

Storyboard and animatic

- <https://youtu.be/xowIKxhl9aU> - a link to a rough animation I did with the selected part of my audio.



Experimenting with shadows and lighting on backgrounds

-For this task in Photoshop, I had to add shadows and light to the given background. It was between this or an attic background and I chose this one because it reminded me of something from Naruto, an anime I haven't watched.

-Working in a low opacity, I covered the image in a dark wash colour, made a layer, and changed brushes and covered places where I thought there would be less light, sourcing the light from above.

-For places where I think the light would be hitting, I used a white colour instead of a black colour on the edges.

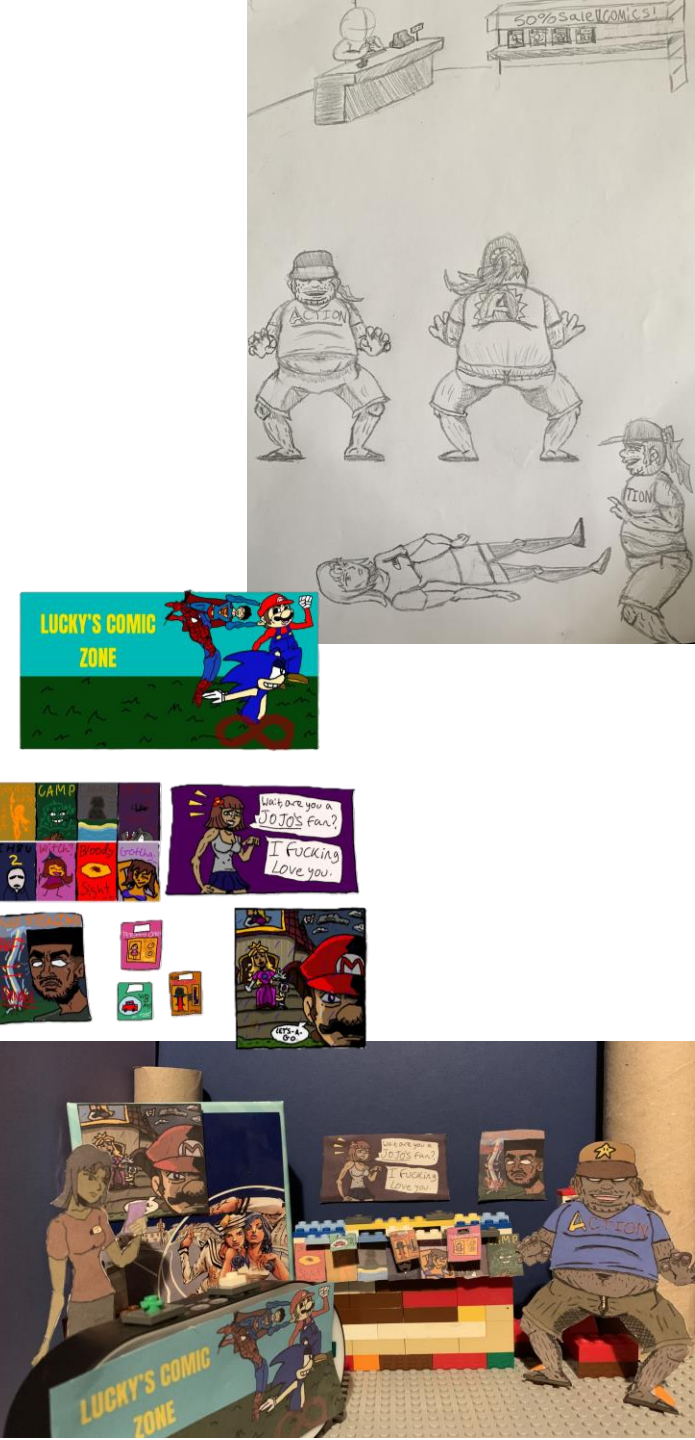
-Funny enough, I had just started using the techniques we had to use for this task my own digital work, as I am learning how to draw digitally in my free time.

-I enjoyed this task as I had always wondered how people coloured and added shading to backgrounds and this is an easier method, rather than picking the colours manually.



THE BACKGROUND I USED

- Here is a placeholder representing the physical set I used for this animation. I chose to animate the background because I felt, without it, the animation would be kind of stale/boring and I thought this could make it funny. It's based in a comic book shop and it is not random; my friend works as a security guard (steward) and, in the audio, is recounting a story of what happened to him during a shift of his security. I have him here as a security guard, talking while him and the cashier and him are distracted, and a man comes in and sneakily steals a bunch of the merchandise off the shelves.
- The set was built on a Lego base plate, features Lego built shelf racks and paper cut out decals on the walls full of pop culture references. As the front desk, I used an alarm clock and put another paper design over the screen. I used toilet and kitchen roll as 'supports' as if there was a ceiling above.
- The characters themselves were animated on 2s and at 12fps. They are made from printed card paper and were being supported by pieces of Lego, which is visible if you look closely behind them. This made the 'puppets' a pain to work with, especially the thief; the cutout's unique shape does not allow for the best lower leg support and it's small ankles literally started buckling under the weight of its upper half. It kept folding back and forward, so I had to constantly repose and rearrange the Lego supports to prevent it from falling. I did make two versions of the thief character, a back view and front view, so that when he turns around you wouldn't be seeing the blank white paper; ruins the immersion.
- I am satisfied with how it turned out but I could change something it would be the puppets, maybe making them articulate 3d models but those take time which I did not have.



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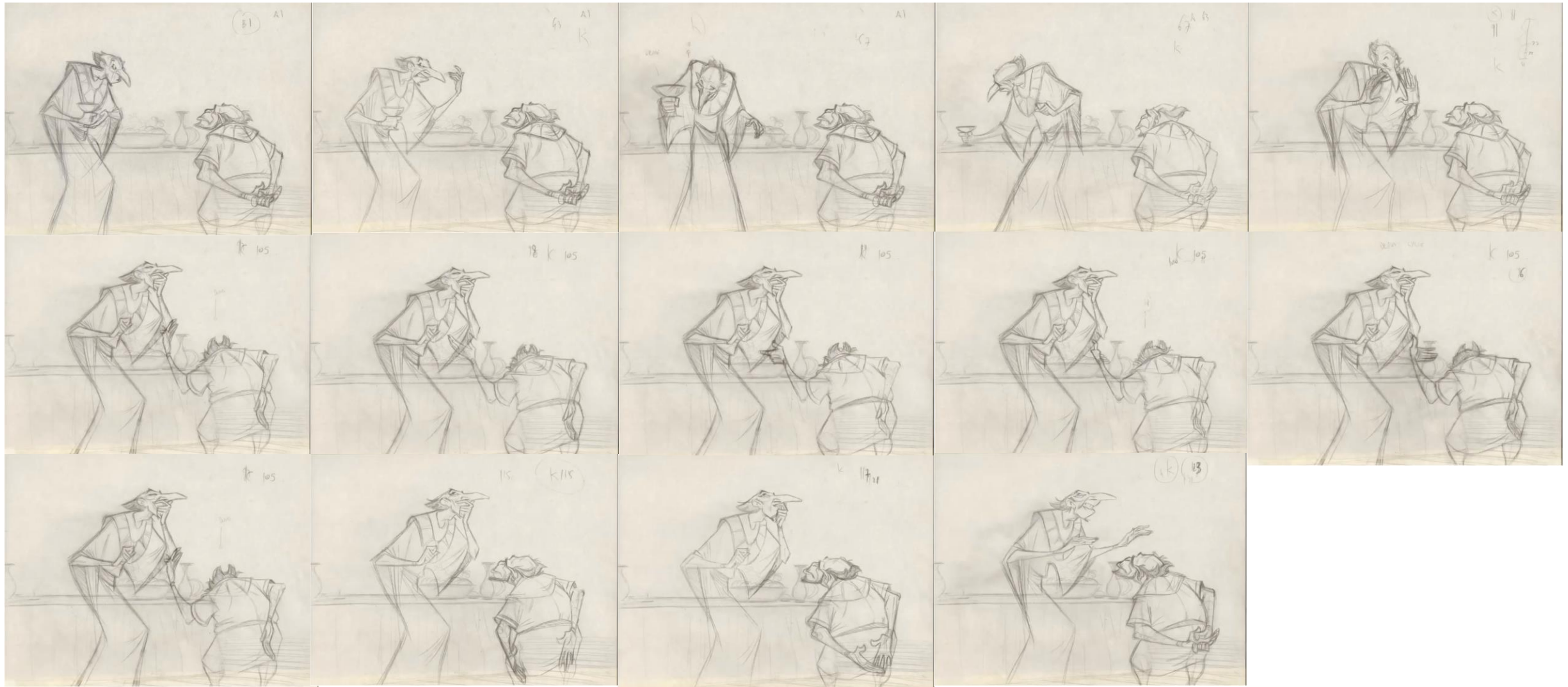
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Poe test breakdown.1

- 02:34-:40
- During the first couple of frames, the tall one's eyes roll with the arm.
- During the arm rotation, he begins to lower in stance slightly as his jaw lowers and then the motion ends once he closes his mouth again.
- The arm rotation's final pose is a keyframe and holds for 8 frames, before leading into the next movement, properly to build anticipation as in the following frame. His head shoots down into the arc.
- After putting the cup away, you can see the guy lifting his leg back up during the rotation to exaggerate the pose and the dialogue.
- When he gets idea, he breaks out of his key frame a bit as his eyebrow raises along with the eye movement.

Keyframes.2



Animating- Keyframing, inbetweening, lip-syncing

- I started off by drawing out the keyframes in my notebook and then imported those images into Toon Boom Harmony, where I then traced over and sequenced them on to the timeline. I based the poses and movement off my previously mentioned animatic I did in stop motion, though I altered some to help fit with the 2d cartoony style. With keyframing, I had to hold frames to help carry into the next action.
- After that, I started inbetweening: the longest part of the project I think. I worked on both twos and ones which I was doing to help add impact and weight to some of the motion; its also useful for changing the pace of the animation, for some movements I want fast, it will be in 1s and slower ones, in 2s.
- In the final week of the project, I started lip syncing. This was the most tedious part of the project: I don't know what was more annoying, the sound of the choppy audio when scrubbing through frames or redrawing almost every mouth shape. I don't think I got it all on point with the audio, as I noticed some of lip syncing was off slightly, but it isn't too bad and is ignorable. Viewers may note some of the mouths are in thicker lines compared to others and that's because in the original drawings, I had just put open mouths as placeholder mouths. When I was going back over the frames when lip syncing, I noticed some of these mouths already fit the shape needed for the sound at the time, so I opted to leaving them in- for better or for worse.



CONCLUSION- LIPSYNC

- In conclusion, I found this project somewhat challenging. I had never used Toon boom before this, had not lip sync'd much and not as well versed with 2d animation as I am with stop motion animation, so this project was quite the change for me. I found it enjoyable, and interesting as it gave me insight into how much it really takes to animate in professional softwares in Toon Boom; makes me want to learn more about 2d and different techniques/ methods to help me get better at it. I enjoyed seeing it all come together during inbetweening and I am happy with how the animation itself turned out. The part that gave me the most grief was probably the actual lip syncing as I had to draw different mouth shapes over and over again and the fact I had to erase and fix the mouths I had drew on each frame as placeholders, while inbetweening. If I was to do lip syncing again, I would try and simplify the process by only animating the vowels, rather than the flow of each shape, transitioning to another despite how cool it looked to me. In retrospect, I might have been better off sticking with animating on twos like Jess recommended as I fluctuated between animating in 1s and 2s often, which made it harder to follow the x sheet, and I often just took the mouth shapes from there while ignoring the pacing I had previously laid out.
- The final animation- <https://www.youtube.com/watch?v=Q1OBNwe61sY>