

Production Principles

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Motion Graphics Final piece

<https://youtu.be/p7ilqq4kRuA>



For my motion graphics rotation I wanted to use this as a opportunity to play around with the new program and learn After effects. I found this program very challenging and confusing.

I decided to animate different scenarios s of connections one being connections of the world through the internet and the other being connections on a crime scene bored. I then used premier pro to put the video together and render it. I enjoyed this first rotation but if I was to do it again I would add more scenarios and edit the video to a higher standard, however I'm happy with how it turned out as I'm still learning the program.

Traditional Animation Final pieces

<https://youtu.be/68ndp6AmQUI>

Straight ahead

https://youtu.be/iNSIFdwDT_4

Bouncing ball

<https://youtu.be/aq7ywM5FTCY>

Facial expressions

<https://youtu.be/c7W058aaZI8>

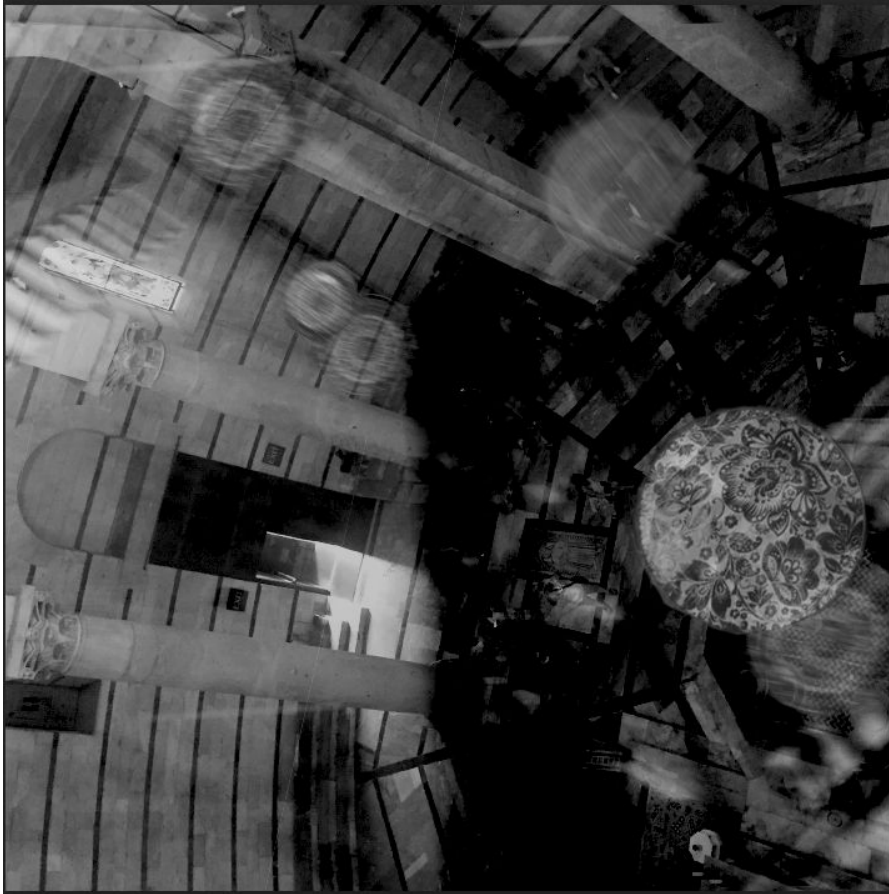
Speech animation

For traditional animation we learnt about frames per second and how less frames makes the object move faster and the more frames there are makes it slower.

I really enjoyed doing these short animations and i'm happy with the outcomes. I'm happy with how smooth the movement is. However if I was to change something I would redo the facial expression one and add clearer frames to make it as smooth as the others.

My favourite animation out of these 4 is the straight ahead because it wasn't confusing with the number of frames per second because it was in 2s.

Photographics Final piece



For this composition I wanted to create a dream-like piece that conveys movement and spontaneity, as well as patterns. I also used the pillars and lines to create an illusion of height and to look as if the viewer was falling.

To create this I took 3 images and concentrated on the factors that stood out which could potentially create a pattern, focus point and contrast. I also looked at the many shapes and values and to do this I edited all my photos to black and white to make it a lot clearer.

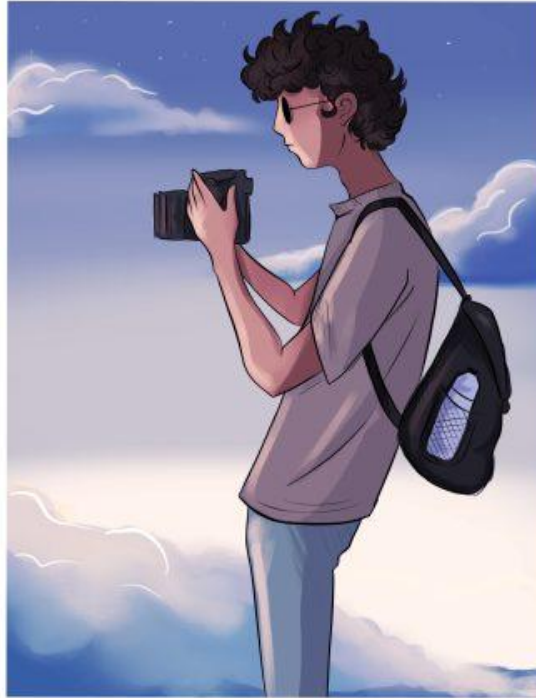
I then used a layer mask to make sure I wasn't working in a destructive way. Because I wanted to convey movement, I used the motion blur on Photoshop on the plates to make it look as if they were moving fast and I changed the opacity of them. I also changed the opacity of the 2 images behind to create a pattern in the background.

I then edited the brightness and shadows to make the plates stand out.

When I was editing the plates I wanted to make the pattern stand out even with the motion blur because this added to the busy environment I wanted to create.

Overall I am happy with how it turned out and as I was making sure I kept in mind how I would balance this image which helped when I was placing the plates. I'm happy with the contrast and how it looks soft, this is because I didn't make any harsh highlights.

Location drawing Final piece



For this rotation we firstly went to Waterloo to do some location sketches of people and their surroundings and we then had to take one drawing and make a short narrative with it. My original drawing was a man taking a photo and I wanted to turn it into a piece that has an unexpected ending. The first scene looks normal with someone holding a camera, then the second one starts to look strange because of the clouds around him however he could just be on a high mountain, then the last scene it all comes together revealing he's actually standing on a cloud taking photos of magical whales. I didn't want the illustrations to be too detailed otherwise it could overwhelm the viewers so I went with a simple black line art and standard shading. Overall I am very happy with how it turned out.

Create writing final piece

It was a strange day in July

Dacey had just woken up feeling more tired than usual, along with a wave of dizziness and a sweaty forehead from the rays of sunlight seeping through the thin, light curtains. After a few minutes of tranquillity, she finally decided to get out of bed and a flutter of chills tore down her spine as she left the realm of warmth. Dacey proceeds towards the bathroom, sapped and slow. Suddenly she was still as she looked in the mirror at a startled face looking back at her. She caressed her face trying to convince herself that she was in a state of dreaming. However, nothing changed. A stranger was still looking back at her copying her exact moves. she was too shocked to speak but thoughts rushed through her mind.

Character design Final piece



I chose winter as my theme because when I think of winter I think of quiet and stillness, I also think of loneliness and how it can be a good thing, my character is a artist who's only concentration is to get better and explore her new environment which is a place that's snows heavy during winter and because of this people stay home. This is the reason it's her favourite season, not many people about, being able to wear warm clothes and the fresh cold air that appears thick after every exhale. Painting outdoors is also a favourite. To begin my character design I began by doodling some ideas I had and took inspiration from Pinterest. I then redrew my character in lots of different ways till I was happy with the outcome . My initial Idea was to create a warm toned character to communicate a calm person however it was giving me a Autumn vibe rather than winter so I decided to change her design to lighter tones.

I'm really happy with how it turned out however if I was to do it again I think I would try and add something that makes the character unique .

Sound Final pieces

Sound video 1

<https://youtu.be/0l-k7WeezYQ>

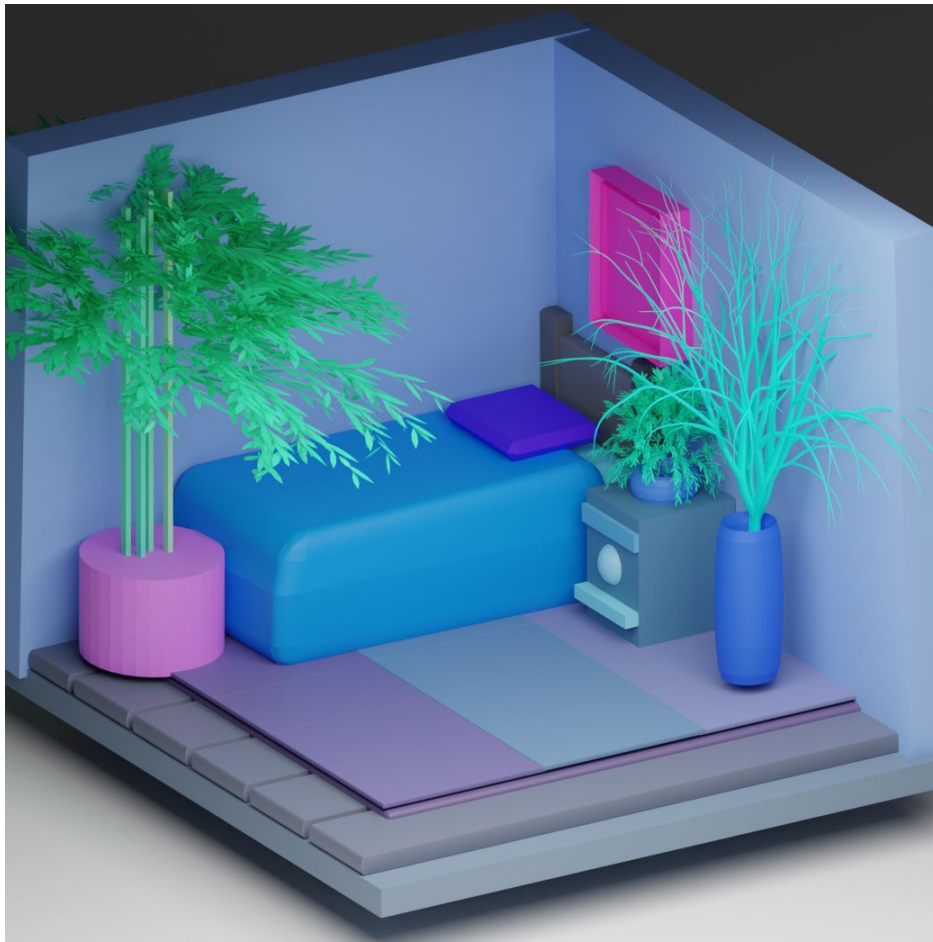
Sound video 2

<https://youtu.be/l0GMp0BkXs0>

Sound video 3

<https://youtu.be/RZc8R51hvrq>

For my sound videos I made 3 different types of sound. Music, recordings, and making sound using objects. As well as making sound I experimented with the animation and how I could make the animation carry the sound successfully. In this rotation I used a new program, premier pro. At first I found it difficult but after a while of playing around with it I shortly got the hang of using it. For the music sound video I used an app which has difference instruments and vocals that allows you to create your own song. For the second video I recorded myself getting on a train and drew what I saw eg people sitting with suitcases and just chilling waiting for their stop. Lastly I made a video using objects to create sound such as a pencil scratching and turning pages in a book. At the begging I did find it hard to come up with any ideas but i'm happy with the outcomes.



3D story worlds Final piece

My main concept for my 3D story worlds was to create a room for my character design project, I wanted to make a room that had a cozy and night vibe with some neon colours and shades of blue. I used blender for this piece and I found it very difficult but tutorials helped a lot and I was able to create a room., This is one of the hardest rotations I've experienced because I found the program confusing and there are lots of shortcuts to remember. However I am happy with the outcome. If I had more time to do this project again I would definitely take the time to learn the program so that I'm able to make more creative and ambitious pieces.

Out of your head

For this out of your head projects we decided to use the five words swim, fall, turtle, illuminate and swamp. We chose these words because we wanted to create a fantasy based 20 second animation and we were able to incorporate these words into illustrations and sound. Our main intention was to use 2D animation however we decided to use cut out animation because we wanted to experiment with a new technique. The concept of this animation was dissociating and feeling like nothing is real, it can also mean that the world isn't as bad as it seems and it can be beautiful and full of life. We wanted to show this through a strong contrast using colour, sound and visuals. By changing the hue of the character in the city scene and swamp scene it makes a huge difference and makes the character match their environment a lot better than if we were to use the same hue for all the scenes. Sound plays an important role in this animation because again it helps create a realistic environment and helps drive the narrative. For the visuals I created a series of different background using procreate and made sure they were at their best quality for printing by using the right PPI. I used the colour pallet we made using the mood board to make the swamp backgrounds and I used a variety of textured brushes to illustrate the leaves and trees to create an authentic look. Our collaboration was very good and we discussed a lot of ideas between us and made a mind map, we divided the work and had meetings to discuss the work we produced and to make sure we weren't missing anything or if we could add something to improve the final outcome. Our time management was good as well and we create a calendar with times and dates to ensure we had enough time to complete everything to a high standard without having to rush anything. Before doing any filming of the cut out, I create an animatic to make it clear what we were doing and we could reference this when filming. I created it using procreate and used a messy style as it doesn't have to be neat.

We wanted to create a magical 20 seconds for the viewer so the illustrations are done well and the cut out isn't super neat because we wanted it to be slightly textured. We added firefly's in every swamp scene because it adds to the environment as well as adding more movement to the scenes because if he had any still scene it would make the animation look stiff. When filming the animation we used lots of different things for example for the bubbles we used bubble wrap and cut the little air sacs off and for the windows we used sticky notes to make sure they were consistent and easy to move. For the character we cut the limbs separately and used blue tack to make the joints and to make the animation smooth. For the filming we used a stop motion app and used 25 frames per second to ensure the animation was at a good speed however if we had more time for the animation I would add some extra frames in some areas to hold the duration.

This was my second time ever doing a cut out animation so I'm really happy with how it turned out and my overall experience was good, I enjoyed the process of making it and working in a team and collaborating new ideas and concepts which opened my perspective a lot more. I'm also happy we decided to use cut out animation because it was fun to experiment more with a new technique and learn new ways to improve it. If I was to do this animation again I would definitely take the time to make the background all cut out as well by illustrating each part and layering them to create depth and maybe have more things moving in the background for example fog, leaves and sun rays. Overall I am very pleased with how this turned out and I'm looking forward to learning new techniques on cut out in the future because I think it creates a satisfying animation short.