20 Second Animation

Max Wang
Kiara Mulholland
Louis Mizuno
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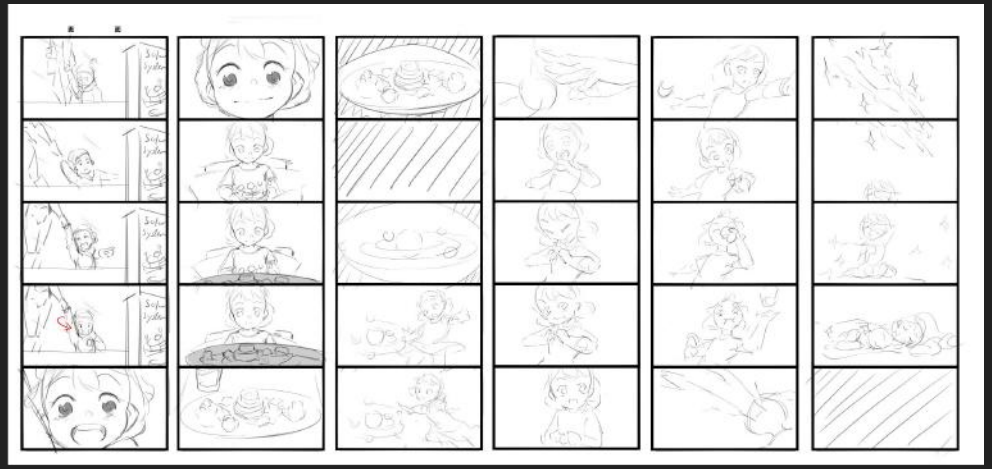
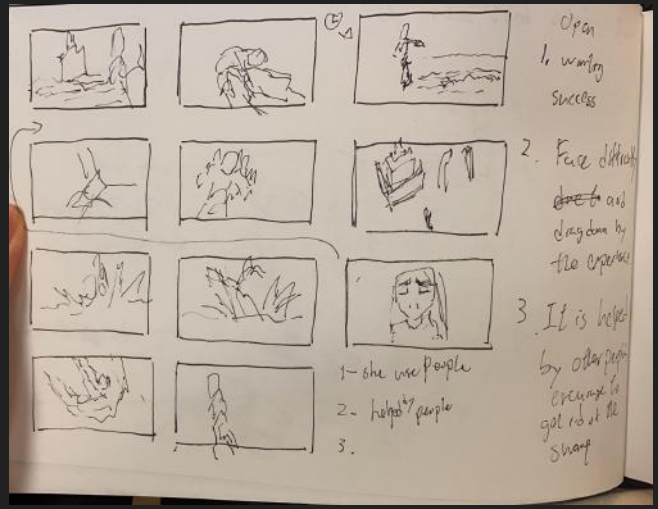
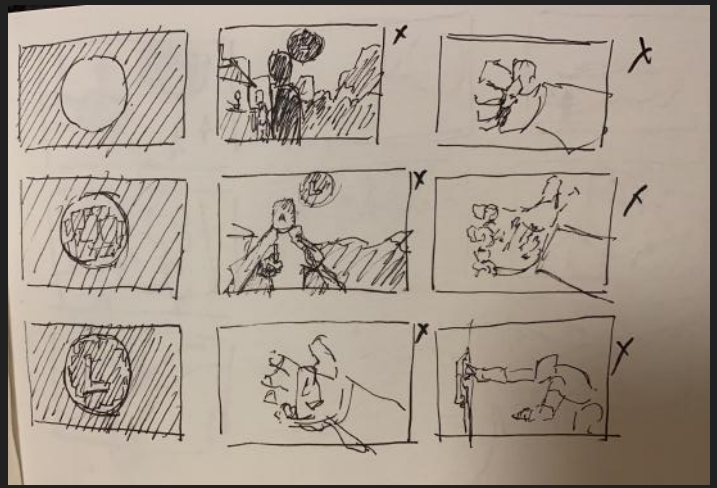
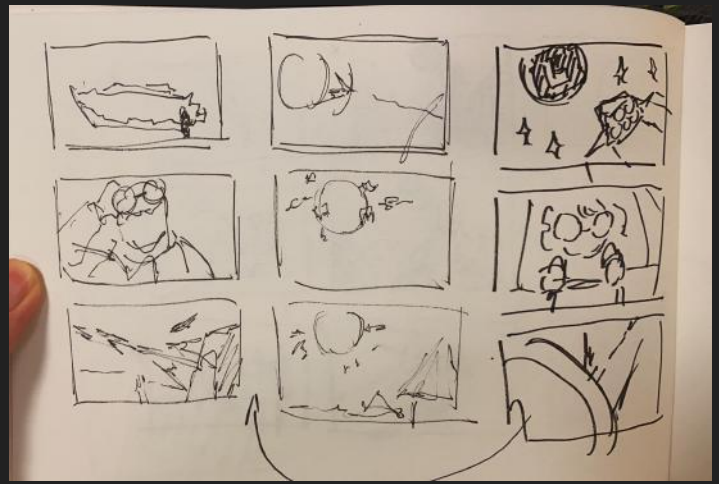


Abandoned and rough storyboards







Storyboard
Concept (Max)

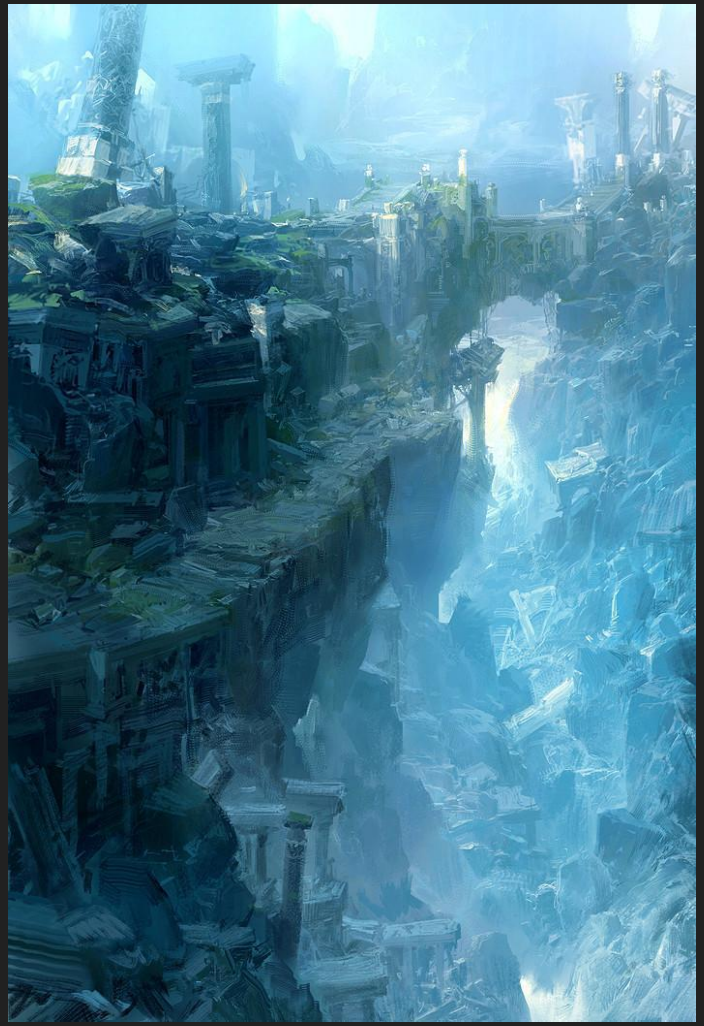
Refined storyboard (Max)

Animatic (Max)

Background design research (Louis)

Moodboard (Louis)

-A swamp with lily pad floating with
-poisonous water.
-Glowing mushroom
-Mist
-Plant

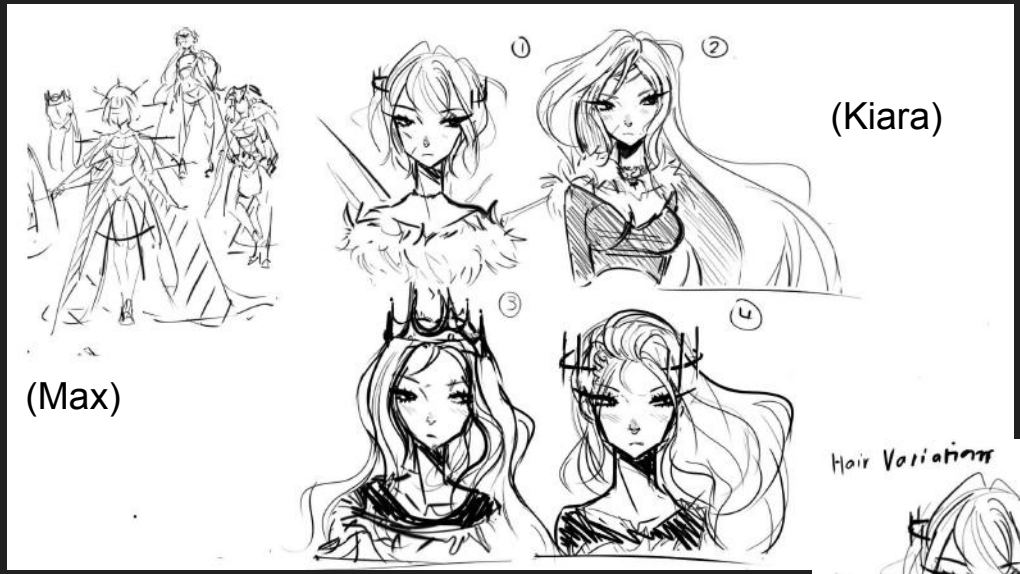


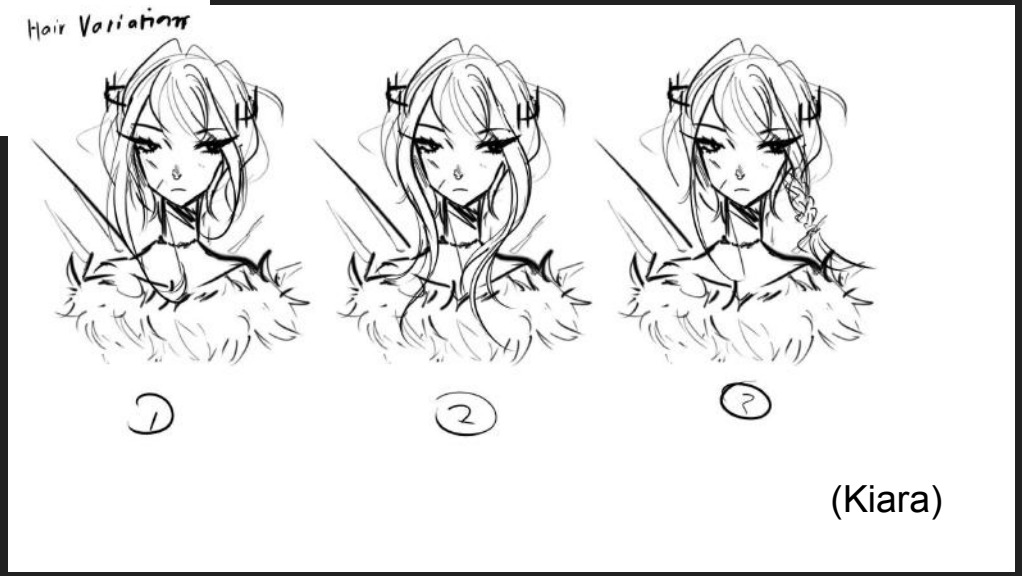
MICHELE NUCERA

PORTAL INSPIRATION

Swamp inspiration

Main character sketch

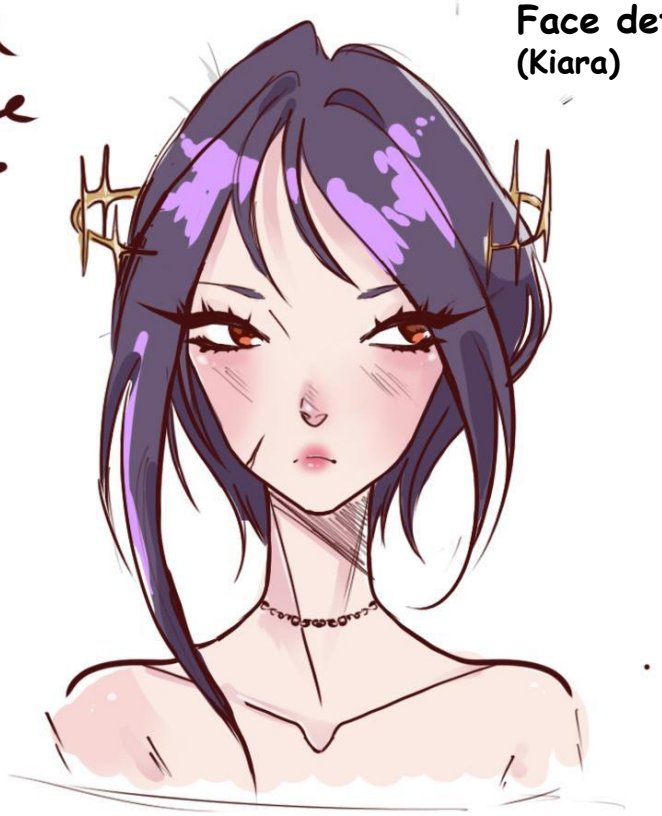




Sketch with color
2 variation
(Max)

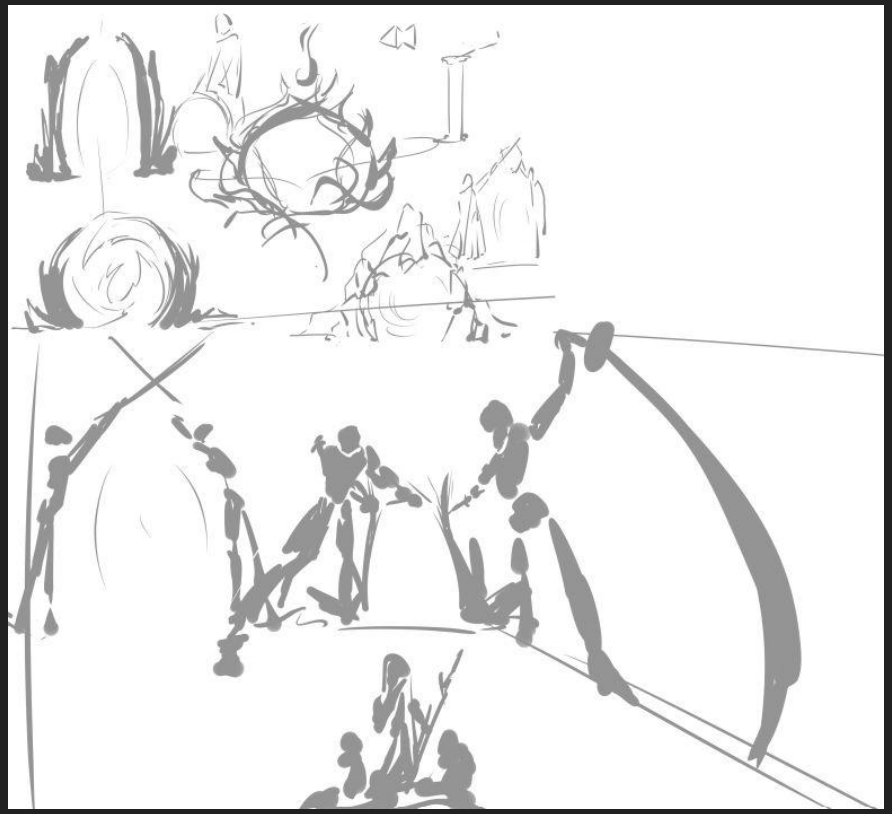
Turnaround/Concept design sheet
(Max)

Final Face Up



Face detail
(Kiara)

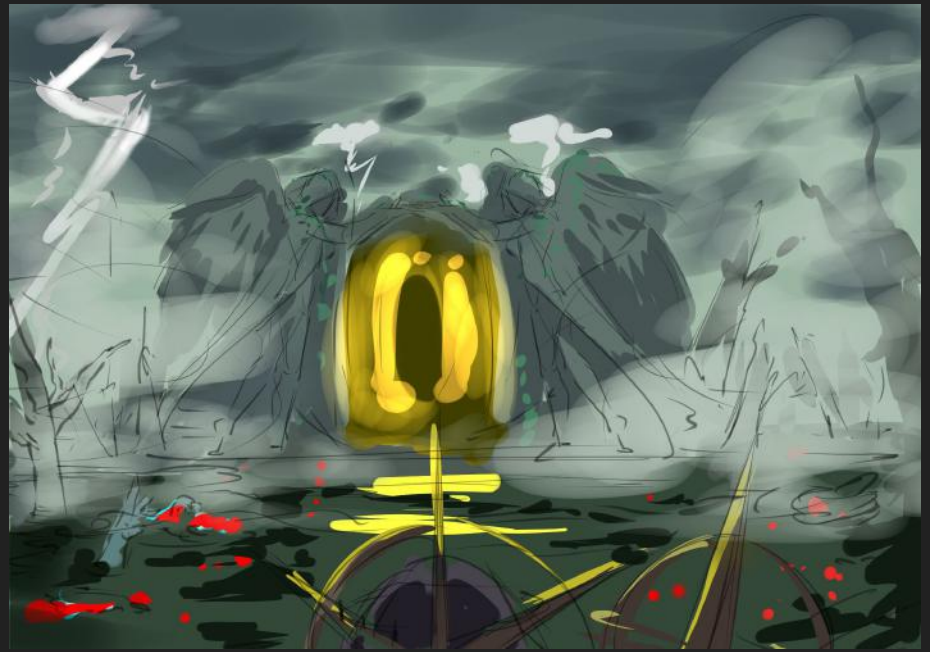
Rough concept sketches (Max)



Background portal designs

Crowd & victim designs

Background Concept (Max)



Setting up regulation for documents (Max)

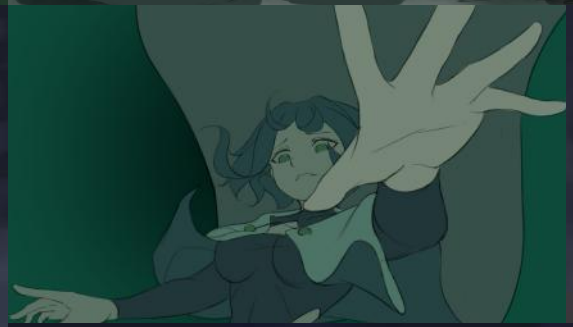
This should be how it looks like when you make a new drawing document in CSP

Select this blue setting

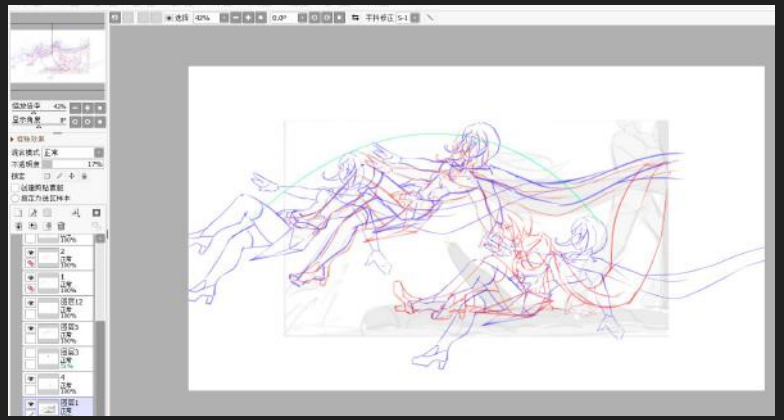
Name this document in the format **'Scene number (first frame number of the scene – last frame number of the scene)'**, the scene number and frame number are stated in the timetable document

As this was a grouped project, I thought it was useful to regulate the software we used to make the animation and to name, exported the documents with the same format and file types. Therefore I created a step-by-step guidance to regulate these things as well as providing a note for everyone to check on. I had deliberately made the size of the frames larger than 1920 x 1080p in order to leave rooms for camera movements in After effect from my past experiences.

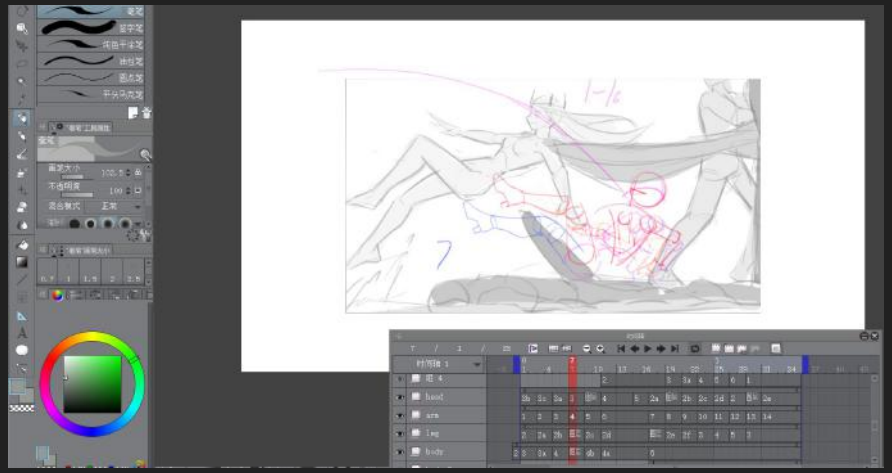
Refined key frames (Max)



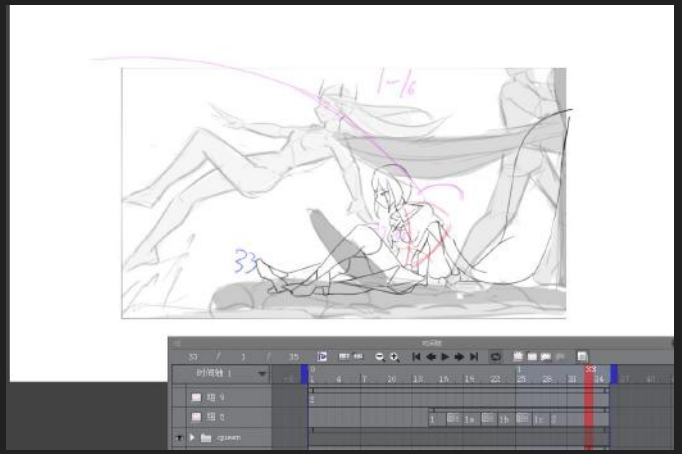
Animating (Max)



use SAI2 to produce rough key frames



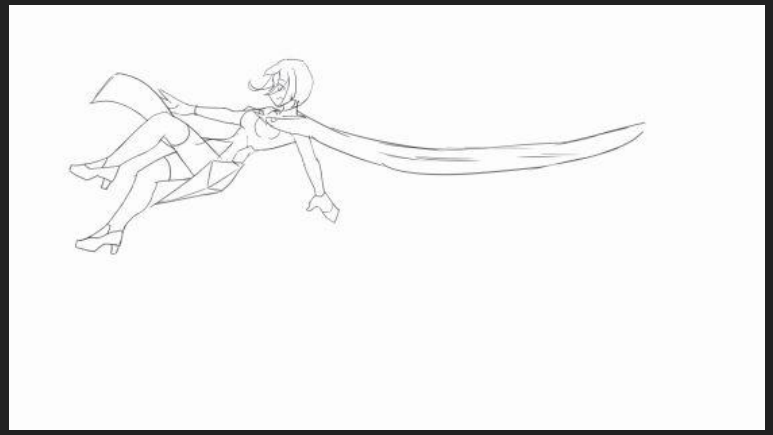
use Clip Studio Paint to produce animation



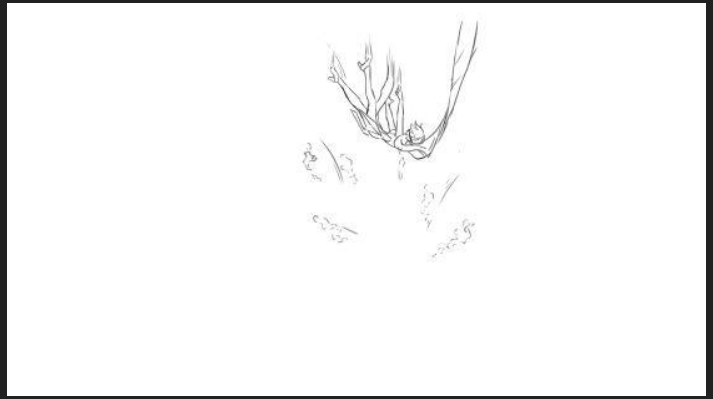
Refining

Colouring & background adding

Animation Examples (Max)



Animating pt2 (Kiara)



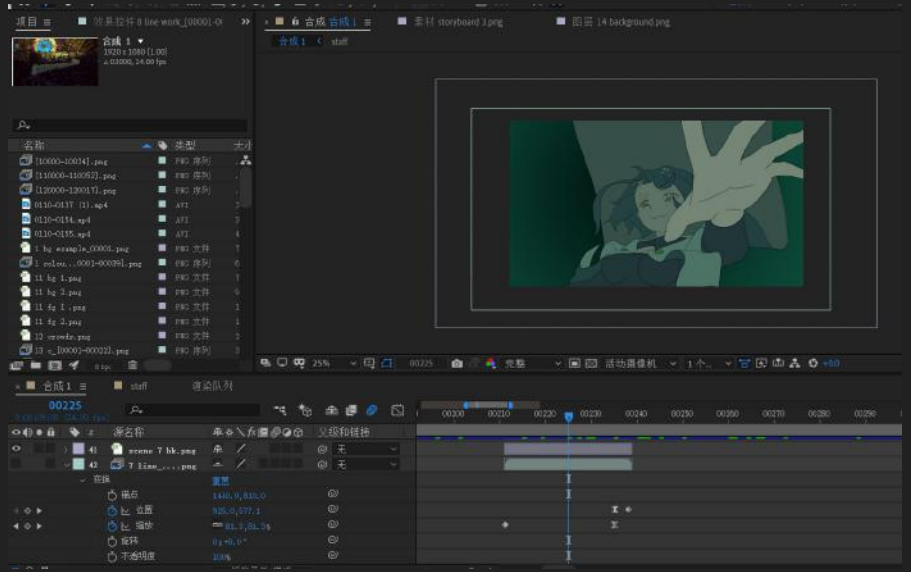
gif of scene 6 animated

gif of scene 12 animated

use Clip Studio Paint to produce animation

Colouring animation frames

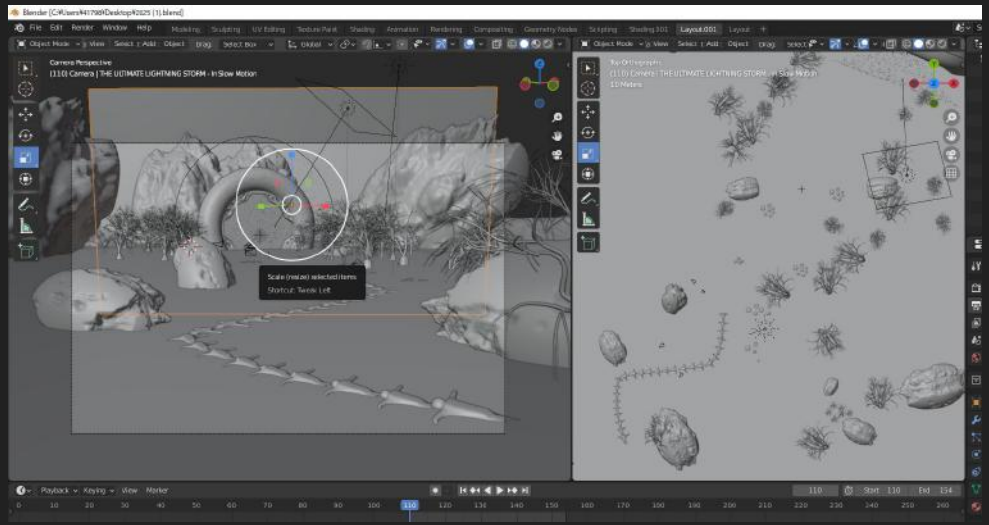
Composition - Camera movement (Max)



Besides of drawing the movement straight away, illusion of camera movements can be made by After Effect via changing animation and fore/backgrounds position and ratio etc. For this reason we designed the scenes all larger than 1080p to room of zooming and moving without affecting the quality of the scene too much. Through the use of pick whip we managed to make save the maximum amount of time as the movement of the animatic, line-test and the final animation can be shared to maintain consistency. Yet we did found it would make the file heavy, fragile from documents lost and hard to transfer so we will revalue the necessity of doing this.

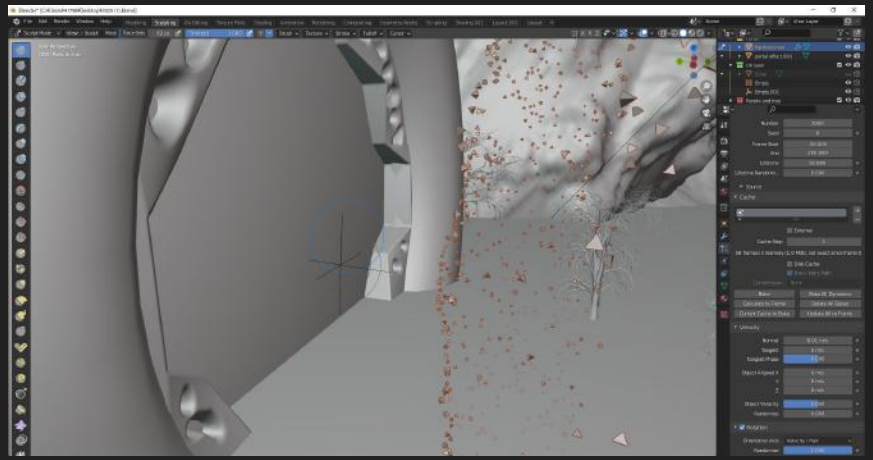
3D background (Louis)

Scrapped idea of the portal.
First we were making a greek ancient structure but later on The circle portal for the scene.

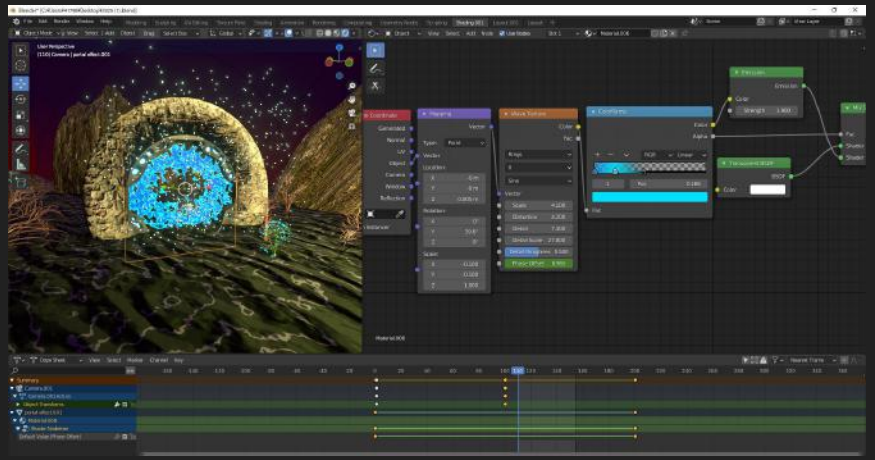


The portal frame with one of the camera angle without any texture and lighting. I usually work on this filter to work more smoothly.

3D background (Louis)

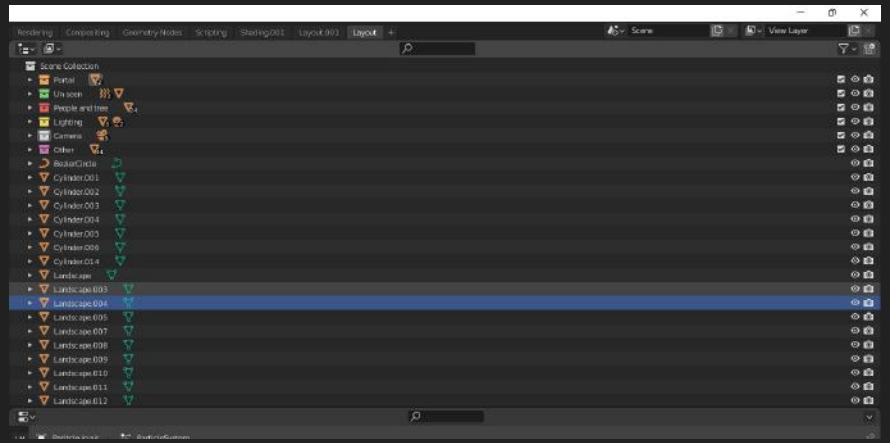


The emitting particle i usually use triangle for particle rather using a cube to reduce 2 surface for the better performance. Aldo there is a force in the middle of the portal to attract the particle to the portal.

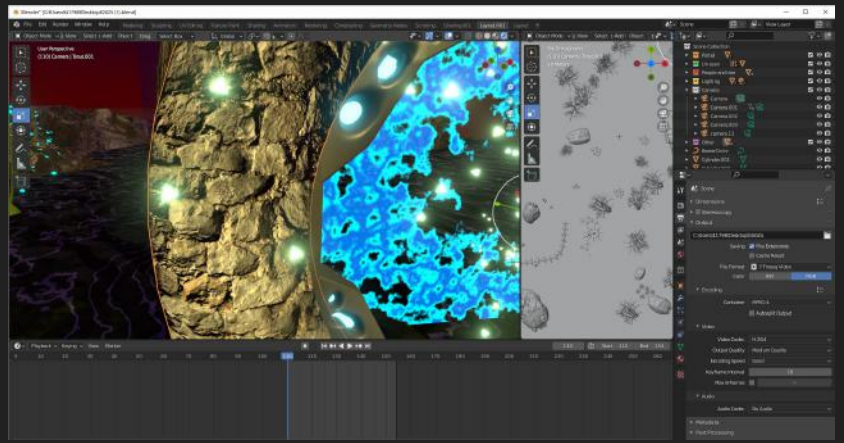


These are the animation node for the blue effect in the portal. After you made it once you can change all the valuable to adjust the effect.

3D background (Louis)



These are the library for my object,camera,force,file,light.
I separated with colorful box to make easy to understand.



I download the texture from poly heaven for the terrain and portal frame.But for the swamp

Sounds Effects–Part 1(Ragnar)

I created the sound effects to match the mood of the animation and the sounds that the characters and environment would make in the animation.

I use a limited number of objects around me and made them sound in different forms.

For example, these are the sounds effects that i applied on the original sound track in Adobe Audition in order to make them matching what the animation expresses.

Sounds Effects–Part 2(Ragnar)

hit on ground	Block B 72
wiggling	Block B 66
Pull out from water	Block B 63
Pass Through	Block B 60
chain	Block B 59
take sth.	Block B 58
clothes	Block B 55
foot slip	Block B 50
wind	Block B 48
under water 2	Block B 46
water	Block B 45
splashing	Block B 44
lighting	Block B 43
lightning 2	Block B 43
army	
under water	

Cooperating with composer,
I made lists of sounds effect
for this animation.

Composers that make sounds

Visual Effects–Part 1(Ragnar)

Original Video

Without Fog Effect

Without Rain Effect

Visual Effects–Part 2(Ragnar)

Applied Saturation Character

Adjustment of Color Saturation

Applied Saturation Character

Original Character

Original Character