

# A FOXES JOURNEY

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# STATEMENT OF INTENT

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## **WHAT IS INTENDED TO BE DESIGNED AND MANUFACTURED INDICATING SPECIFICATIONS APPLICABLE TO YOUR PROJECT?**

For my year 12 multimedia major project, I plan to design and intend to create an animation approximately 3 - 4 minutes in length. The development of the project will incorporate a range of design aspects including; 2D animation, background design, sound effects, foley, incorporation of music and video editing. The project will have a strong focus on animation and music. The incorporation of music will create an overarching cinematic aura for the animation. Set in both a natural and mystical forest, the film aims to explore the effects of forest fires and natural disasters, with an additional theme of found family.

## **WHY THERE IS A NEED FOR IT TO BE DESIGNED AND MADE / WHY ARE YOU MAKING IT?**

The main reason for creating this animation is to help develop my skills and confidence in animation as well as pursuing a project that I have a keen interest in. While the animation is heavily directed and created with personal motives, I am also creating this specific animation with the intention of showing it to a wider audience. The overarching theme and message of the animation will also be directed at other people not only as an interest for myself.

## **WHERE WILL THE PROJECT BE SHOWN OR IMPLEMENTED / HOW WILL IT BE SCREENED?**

Throughout the creation of the animation, it will be shown to a range of people for both peer review and for external opinions. The animation will be shown to a school-based audience and later viewed by external markers. It will also be viewed by markers in the UC Creative Competition and uploaded to external viewing sites like YouTube so the animation can be easily viewed by a larger audience. The final animation will also be shown as part of a portfolio for university applications.

## **WHO WILL THE PROJECT BE USED BY / WHO IS THE AUDIENCE?**

The contents of my animation discusses universal themes and can be viewed by anyone. The animation should be visually appealing to all ages, although the design of the animation is more targeted towards the liking of a younger demographic.

## **HOW ARE YOU GOING TO DESIGN AND PRODUCE THE PROJECT? REFERRING TO THE PROCESSES OR ACTIONS THAT MAY BE FOLLOWED TO COMPLETE THE PROJECT.**

The animation will be designed and animated digitally using mainly a touch-screen laptop. The character design and storyboard aspects of the animation will be created using both traditional and digital drawing tools. The product will be made using a variety of animation techniques and an adaptation of newly learned animation methods. It will have a directed composition and storyboard to follow, with specific camera angles and scene designs. There will also be additional editing required after to add music, sound effects extra foreground animation and other visual effects. I will use the resources

# CRITERIA FOR SUCCESS

Criteria for Success	How it will affect the project
Create a high-quality animation and portfolio	This criterion is required to be implemented throughout the entire progress of the major work; it has to consistently be worked on progressively over the year to be able to achieve anything high quality.
Have the animation be engaging to a range of audiences	While this criterion can be hard to reach as the audience's engagement is the key criteria. To create an engaging animation there should be simple audio, the frame rate shouldn't be too fast and it should be clear to understand.
Improve skills and develop new skills through the creation of the animation	The addition of new skills especially when using a new medium are quite simple to acquire, the more you learn how to do something the more you will improve skills, the completion of a year long animation can help improve skills.
Use industry grade tools and software	As a student I have readily available and free adobe software, which is industry grade, this software can be used both at home and school, industry grade software is generally harder to use though when used correctly and to a high standard the outcome is to a higher standard.
Complete a finished animation in the set time frame	While this criterion seems quite simple the motivation for projects and the unexpected pressure and stress of projects readily effects how much work will in turn be done. A limit on how long you have to make something effects the quality and length of the production.
Create a unique and original animation	Uniqueness is a varying concept as the more typical an idea the less 'unique'. This criterion effects the initial design and research for the animation as ideas need to be new and innovative.

# LIMITATIONS OF SUCCESS

Limitation	How it will affect project
Time: 10 months time frame	To allow for the completion of the whole project and portfolio, a time frame of 40 weeks including holidays. This large amount of time allows for a well completed major work, though when time is not managed correctly it can negatively impact on the quality of the final product and associated portfolio.
Teacher Availability: 1 Teacher for 15 students	The availability of teachers is essential to the development of projects, as they are the main source of learning for students. With this limited number of teachers, it can impact the amount of individual learning time for each student. They help ensure that the students properly understand the content and how various knowledge can be applied in the creation and development of a product or design.
Equipment availability: Asus VivoBook Laptop, Wacom Cintiq, School computers.	The laptop device is required to help the completion of the major work both at home and school. While the laptop can run Adobe programs quite smoothly while the school computers run the Adobe software more smoothly and with greater efficiency. The Wacom Cintiq is only being used at home, it only has the ability to run adobe software, where a laptop will be needed to access google and other online resources.
Transferring of Data: Loss of data/Availability of files.	As multiple devices will be used in the creation of the major work, there are risks of losing data through the transferring of files across devices. Adobe files are able to be use easily across the laptop and the school computers, though The Wacom Cintiq has individual Adobe software unique to the device not allowing files to be viewed on other devices. This issue with the transferring of data can heavily impact the progress and development of the project if files are not transferred or saved correctly.
Personal Skills: Low skill level/ skills in certain areas	When trying to complete a project with a limited skill base, it means that certain skills need to be developed and refined over the course of the major project. The process of having to do this could hinder the quality of the final product.
Cost: Minimal Budget/Approx \$100	The cost of things required the varies heavily on what specifically you need for the creation of any specific project. Everything used at school is free as it has already been purchased, this includes software's as well.
Equipment safety: Protection and use of equipment	The safety and usability of equipment greatly effects the progress of the project as equipment needs to be in good condition to work properly.
Heath: Sickness, days off school, injuries etc.	The health and safety of students is important to consider when embarking on projects as one's health should take priority, and in turn schoolwork needs to be managed accordingly

RESEARCH

# INITIAL RESEARCH



wider frame to show more of scene

Text gives context to scene (would be in English)

Use of light particles across scene

Varying width of scenes.

details to add to scene

Use of layout's to show scenes from game from as animation

use of a background to separate

coloured shadows + overlay of colour

use of background midground and foreground

white text adds contrast to background

Shows all characters in one frame

overhead view unique angle

# HILDA

gets lighter shadows on background  
use of lighter shadows on background

character colours contrast and work well together

well placed tiny details



use light of beams

Very cute and unique style

eyes fade into hair

size of things fade and get smaller in background

Limited line weight variation



mostly flat colours on characters

simple shading

colours contrast well

mid action snippet

well made backgrounds in same style



different outfit

expression creates an understanding of the character

# GRAVITY FALLS

Amazing light usage

Limited interaction of light on characters.



detail in background

use of light and shadows on background but not characters

good character variation; age, height, ect.

character symbols help tell story/ overarching symbols

use of shadows



use of line weight on details

PIG. small character details

clear yet dense and complicated



so many details in scene



use of light rays

# ori

## AND THE BLIND FOREST

pink and purple shadows

lots of details in environment



use of colour (purple) contrasts with white of snow

wild fantasy of forest.



use of glow and light to create an environment

detail in background.

Use of light x Use of shadows



scale of character shows extent of environment

contrast of light and dark

character is simple and can be drawn over and over simply



simple round character design



Ori

no lines just uses colour and shading

# DOCTOR STRANGE





# INFINITY TRAIN



# BLUEY

unique / varied expressions



Bright bold background repetitive

detail fades

Background gets smaller and colour fades

Variety of characters in colours, looks and sizes.



Small details

cute / adorable

Simple use of colour / shading

Simple character design adaptable into other characters



Background

details of texture

perspective of background

midground

foreground

Small details that create a scene



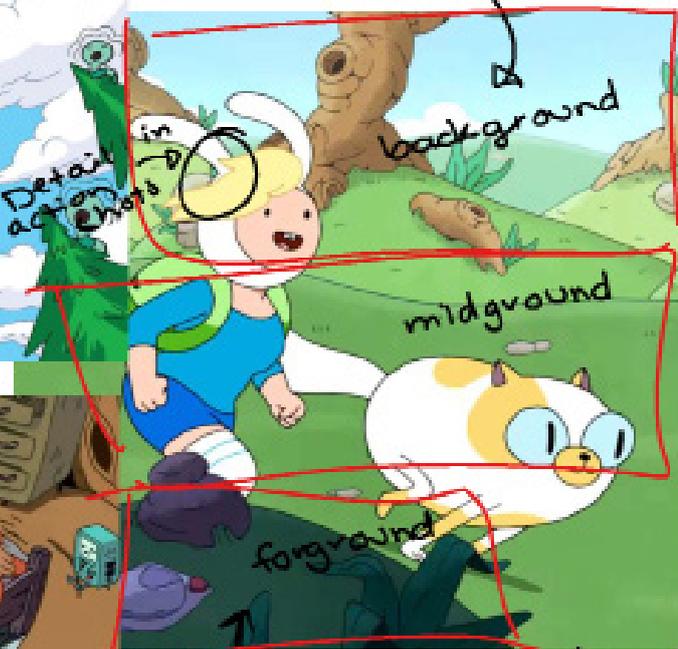
# ADVENTURE TIME

ADVENTURE TIME **max ORIGINAL**  
*Finn and Jake*  
 AND *Cake*

wild perspectives

Tiny important details

Simple backgrounds



Limited use of joints

Detail in action

background

midground

foreground

lots of foreground detail

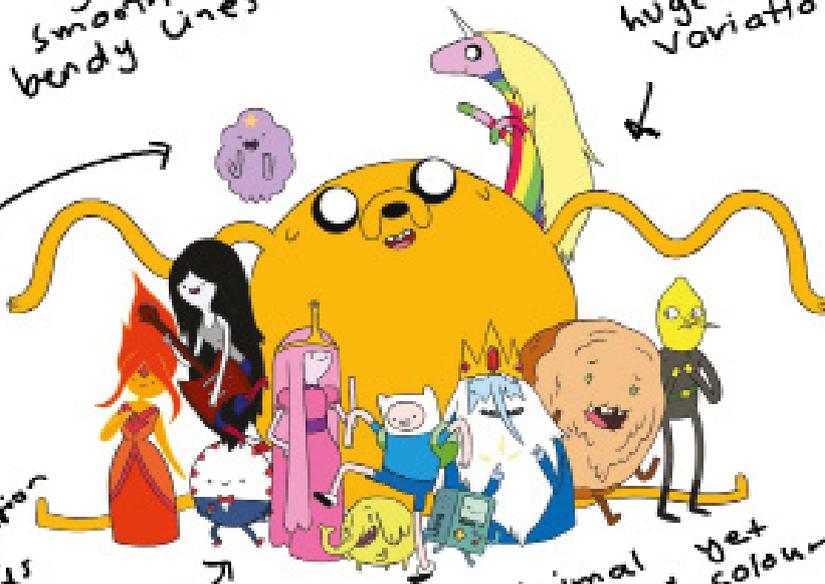
Smooth bendy lines

huge character variation

Wique characters

Personification of animals and foods

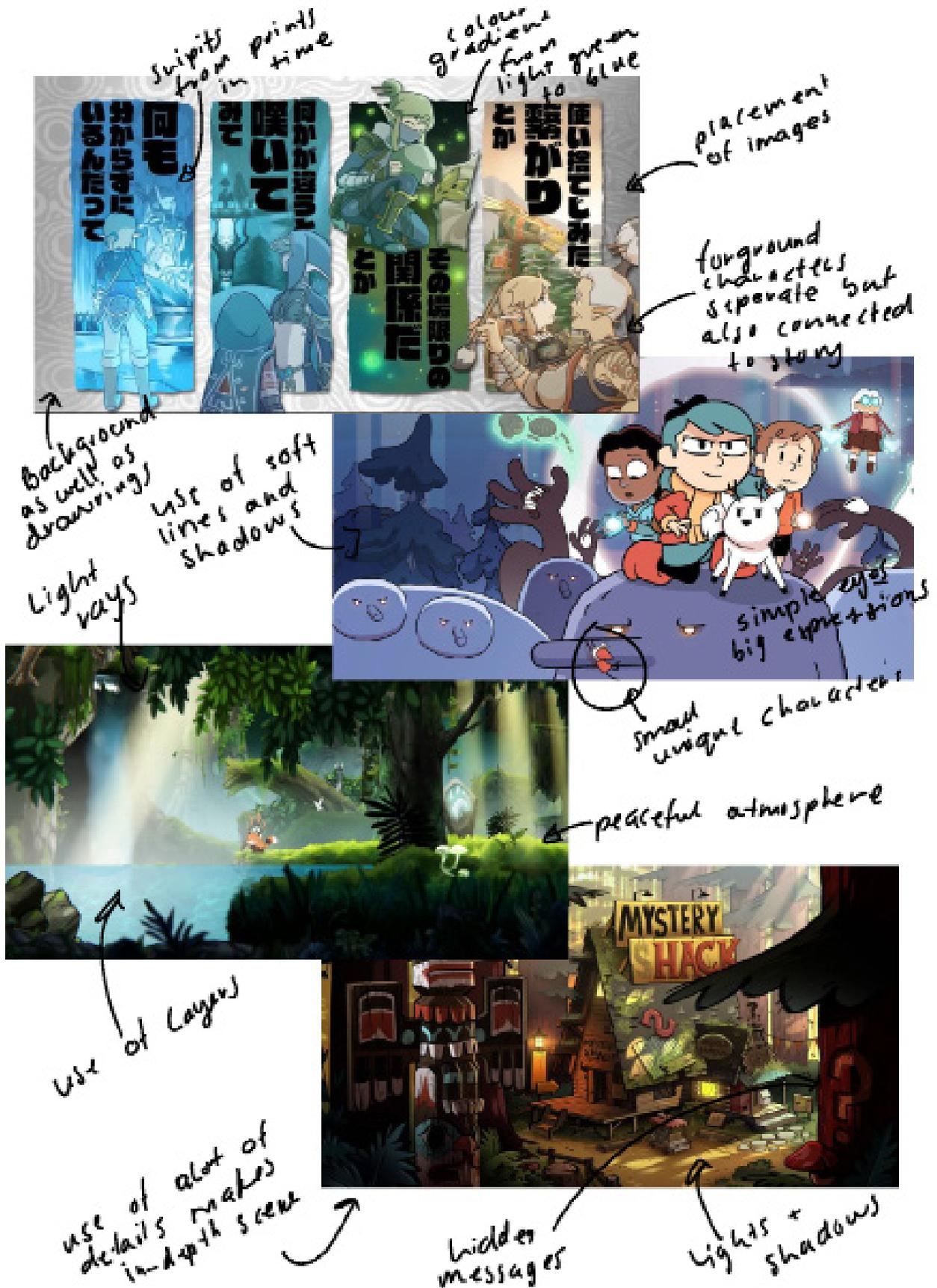
minimal yet varied colour palette



# KIPO



# LOOK DEVELOPMENT



# LOOK DEVELOPMENT

glowing of things in background

characters that vary from main character



use of white contrasts on background

use of varying angles

sun rise + shadows

strong use of colours and shadows very vibrant



snow

power dominance shows importance of character

detail in colour creates a magical environment

details in background

# HARDWARE RESEARCH

## COMPUTER

Name	Specifications	Pros	Cons
Altos BrainSphere™ P130 F7 Workstation	<ul style="list-style-type: none"> <li>- Intel® Xeon W-1300/W 1200/11th/10th Core™ i9/i7/i5/i3 Series</li> <li>- Intel® 11th Generation Core™ i processors</li> <li>- Intel® UHD Graphics high-quality display technology</li> <li>- NVIDIA® graphics cards</li> </ul>	<ul style="list-style-type: none"> <li>- No battery life</li> <li>- Strong/powerful enough to run necessary programs</li> </ul>	<ul style="list-style-type: none"> <li>- Files only stored on one device (at school)</li> <li>- Files must be sent on a hardrive to be seen on</li> </ul>
ASUS VivoBook Flip 14”	<ul style="list-style-type: none"> <li>- Intel Core i7 processor</li> <li>- Iris® Xe Max Intel® discrete graphics</li> <li>- 16 GB memory</li> <li>- 1 TB PCIe SSD</li> <li>- 360-degree hinge</li> <li>- Up to 40% better CPU performance</li> <li>- Efficient cooling design</li> <li>- All-day battery life</li> <li>- 1.5kg lightweight</li> <li>- 14” FHD display 82% screen-to-body ratio</li> </ul>	<ul style="list-style-type: none"> <li>- Can be used both at home and school</li> <li>- Personally owned</li> <li>- Full control over device</li> <li>- Touch screen</li> </ul>	<ul style="list-style-type: none"> <li>- Smaller display size</li> <li>- Has a limited battery life</li> <li>- May not run large programs properly/multiple programs at once.</li> </ul>

## STORAGE

SanDisk Extreme 64GB SD Card	<ul style="list-style-type: none"> <li>- 64 GB storage capacity.</li> <li>- read speeds of up to 170 MB/s</li> <li>- write speeds of up to 80 MB/s</li> <li>- 23.91W x 2.17D x 31.92H mm</li> </ul>	<ul style="list-style-type: none"> <li>- easy to insert the card to any SD card slot</li> <li>- easily portable</li> </ul>	<ul style="list-style-type: none"> <li>- small can be lost easily</li> <li>- needs a reader for devices that don't have one</li> <li>- easily damages</li> </ul>
SanDisk Portable SSD 1TB	<ul style="list-style-type: none"> <li>- 1 TB storage</li> <li>- Up to 800MB/s speeds</li> <li>- Connects to device using SSD and USB 3.2 technology</li> <li>- SSD has a USB-C interface</li> </ul>	<ul style="list-style-type: none"> <li>- Large storage capacity</li> <li>- Easily transportable</li> <li>- Small</li> <li>- Connects to basically all devices</li> </ul>	<ul style="list-style-type: none"> <li>- Expensive compared to other storage options</li> <li>- Files are stores in a separate location</li> <li>- Can be lost easily</li> </ul>
SanDisk 32 GB USB Drive	<ul style="list-style-type: none"> <li>- 32 GB Storage Capacity</li> <li>- USB 2.0 Interface</li> <li>- Weight, 0.05 lb</li> <li>- Dimensions.3 x 3.2x0.8</li> </ul>	<ul style="list-style-type: none"> <li>- Easy to transport</li> </ul>	<ul style="list-style-type: none"> <li>- Doesn't hold very much</li> <li>- Cant hold large photoshop files</li> </ul>

# HARDWARE RESEARCH

## DRAWING TOOLS

Name	Specifications	Pros	Cons
Wacom Intuos 	<ul style="list-style-type: none"> <li>- 200 x 160 x 8.8mm (total size)</li> <li>- 152.0 x 95.0 mm (active area)</li> <li>- Small Tablet (CTL-4100): 230g</li> <li>- Wacom Pen 4K (LP-1100K)</li> <li>- Pen read speeds of 133 pps</li> </ul>	<ul style="list-style-type: none"> <li>- Small and transportable</li> <li>- Have one at home and one at school</li> </ul>	<ul style="list-style-type: none"> <li>- Small and transportable</li> <li>- Have one at home and one at school</li> </ul>
Wacom Cintiq 16"	<ul style="list-style-type: none"> <li>- Display size 15.6-inch x 21.5 inch</li> <li>- Resolution 1920 x 1080</li> <li>- 19 degrees using built-in, fold-out legs</li> </ul>	<ul style="list-style-type: none"> <li>- Already Owned</li> <li>- Adjustable stand</li> <li>- Larger display than laptop</li> </ul>	<ul style="list-style-type: none"> <li>- Non-touch screen</li> <li>- Needs specific pen to be used</li> <li>- Uses own photoshop (files would need to be shared across devices)</li> </ul>
ASUS VivoBook Flip 14"	<ul style="list-style-type: none"> <li>- Intel Core i7 processor</li> <li>- Iris® Xe Max Intel® discrete graphics</li> <li>- 16 GB memory</li> <li>- 1 TB PCIe SSD</li> <li>- 360-degree hinge</li> <li>- Up to 40% better CPU performance</li> <li>- Efficient cooling design</li> <li>- All-day battery life</li> <li>- 1.5kg lightweight</li> <li>- 14" FHD display 82% screen-to-body ratio</li> </ul>	<ul style="list-style-type: none"> <li>- Can be used both at home and school</li> <li>- Personally owned</li> <li>- Full control over device</li> <li>- Touch screen</li> </ul>	<ul style="list-style-type: none"> <li>- Smaller display size</li> <li>- Has a limited battery life</li> <li>- May not run large programs properly/multiple programs at once.</li> </ul>

## OTHER HARDWARE

HP EliteDisplay E272q 27-inch QHD Monitor	<ul style="list-style-type: none"> <li>- 27 inch IPS with LED backlight</li> <li>- 68.58 cm widescreen</li> <li>- 59.67 x 33.56 cm</li> <li>- Aspect Ratio 16:9</li> <li>- Pixel pitch .23x0.23mm</li> </ul>	<ul style="list-style-type: none"> <li>- Large display screen</li> <li>- Easier to see detail in images</li> <li>- Multiple programs to be viewed on screen</li> </ul>	<ul style="list-style-type: none"> <li>- Large display should be seated further away from monitor (OHS)</li> </ul>
Artograph LightPad 930	<ul style="list-style-type: none"> <li>- Overall Dim: 14.25" W x 11.25" D x 0.5" H</li> <li>- Light Area: 12" x 9"</li> <li>- LEDs Last up to 5 yrs</li> <li>- very bright leds</li> <li>- Colour Temperature: 6000-7000K Cool White</li> </ul>	<ul style="list-style-type: none"> <li>- Great for Tracing</li> <li>- Already owned</li> <li>- Small enough to be transported around the house</li> </ul>	<ul style="list-style-type: none"> <li>- Must be plugged in to use</li> <li>- Can't be transported, can only be used at home</li> </ul>

# SOFTWARE RESEARCH

## ANIMATION

Name	Pros	Cons
Adobe Photoshop	<ul style="list-style-type: none"> <li>- familiar with program</li> <li>- free for students</li> <li>- Industry standard</li> <li>- High level of 2D drawing tools</li> <li>- Easily comprehensible workspace</li> </ul>	<ul style="list-style-type: none"> <li>- Not as good for animation</li> <li>- Not familiar with animation aspects of software</li> <li>- Ineffective timeline editing</li> <li>- Limited professional aspects</li> </ul>
Adobe Animate	<ul style="list-style-type: none"> <li>- Industry Standard/Free for students</li> <li>- Effective animation timeline</li> </ul>	<ul style="list-style-type: none"> <li>- Familiar with software</li> <li>- Limited brush designs</li> </ul>
Krita	<ul style="list-style-type: none"> <li>- Free</li> <li>- has good brush options</li> <li>- Can easily create own brushes and textures</li> </ul>	<ul style="list-style-type: none"> <li>- Used software for drawing before</li> <li>- Layout is hard to understand</li> <li>- More designed for drawing over animation</li> </ul>
Clip paint Studio	<ul style="list-style-type: none"> <li>- character art, concept art, illustration costs \$49, One time purchase</li> </ul>	<ul style="list-style-type: none"> <li>- comics, manga, webtoons &amp; animations costs \$219</li> </ul>
OpenToonz	<ul style="list-style-type: none"> <li>- Free</li> <li>- Can be used for both 2D and 3D</li> <li>- Simple animation interface</li> </ul>	<ul style="list-style-type: none"> <li>- Overly simple interface</li> <li>- Very squished layout when timeline is at the bottom of screen</li> </ul>

## GRAPHIC DESIGN

Adobe Indesign	<ul style="list-style-type: none"> <li>- Industry standard</li> <li>- Simple interface design</li> <li>- range of tools</li> <li>- Can be used for books, magazines and portfolios (range of uses)</li> </ul>	<ul style="list-style-type: none"> <li>- Hard to initially learn</li> <li>- Embedding of images is difficult/complicated</li> <li>- No drawing tools/implements</li> <li>- No word count/spell editor</li> </ul>
Microsoft PowerPoint	<ul style="list-style-type: none"> <li>- Free for education</li> <li>- Allows for a lot of unique transitions and effects for moving images + shapes.</li> </ul>	<ul style="list-style-type: none"> <li>- high level range of transition and movement for short sprite animations</li> </ul>
Microsoft Word	<ul style="list-style-type: none"> <li>- Simple program, word based files.</li> <li>- Free for school use</li> <li>- Spell editor/word count</li> </ul>	<ul style="list-style-type: none"> <li>- not designed for graphic design</li> <li>- very limited design functions</li> </ul>
Good notes	<ul style="list-style-type: none"> <li>- Free for windows</li> <li>- Unique sticker and writing function</li> <li>- Designed for handwriting</li> </ul>	<ul style="list-style-type: none"> <li>- Not as in-depth as IOS version</li> <li>- Hard to upload/copy + paste</li> <li>- Limited drawing implements</li> </ul>

## OTHER SOFTWARE

Premiere Pro	<ul style="list-style-type: none"> <li>- Industry standard</li> <li>- Simple standard editing timeline</li> <li>- Understand basics of software</li> <li>- Simple video editing software</li> </ul>	<ul style="list-style-type: none"> <li>- Limited knowledge of audio functions in program</li> </ul>
Adobe Audition	<ul style="list-style-type: none"> <li>- Industry Standard/ Free for school</li> <li>- Works well with other programs like premiere pro</li> <li>- Used for mixing + mastering audio</li> </ul>	<ul style="list-style-type: none"> <li>- Not confident in the use of program/never used program</li> </ul>
Adobe After Effects	<ul style="list-style-type: none"> <li>- Free for school use</li> <li>- Industry standard</li> <li>- Allows for a wide range of tools</li> </ul>	<ul style="list-style-type: none"> <li>- Not confident/familiar with</li> <li>- Not ideal for video editing</li> </ul>
Logic Pro X	<ul style="list-style-type: none"> <li>- School has purchased software</li> <li>- Large selection of instruments</li> <li>- You can record with the software</li> </ul>	<ul style="list-style-type: none"> <li>- Only available on apple products</li> <li>- Expensive for personal purchase</li> </ul>

# EQUIPMENT RESEARCH

## CAMERA

Name	Specifications	Pros	Cons
Canon 200D Mark 2 + 18-55mm f/4-5.6 IS STM Lens	<ul style="list-style-type: none"> <li>- Picture angle: 64 degrees 30 minutes to 23 degrees</li> <li>- Minimum aperture: f/22-f/32</li> <li>- Lens construction: 12 elements in 10 groups</li> <li>- Focus drive: Lead screw type stepping motor</li> </ul>	<ul style="list-style-type: none"> <li>- Familiar with camera</li> <li>- Touch screen for camera focus</li> <li>- Newer camera</li> <li>- High quality Lense</li> <li>- Light weight</li> </ul>	<ul style="list-style-type: none"> <li>- Owned by school and has to be borrowed</li> <li>- May not be compatible with tripod at home</li> </ul>
Cannon PC2047 4.3V	<ul style="list-style-type: none"> <li>- 30x optical zoom plus 60x ZoomPlus with Optical Image Stabilizer, S-X700, SX-700, PC2047</li> <li>- DIGIC 6 Image Processor Built-In</li> <li>Wi-Fi/NFC, CS100 Compatibility</li> </ul>	<ul style="list-style-type: none"> <li>- Already owned</li> <li>- High quality photos</li> <li>- high video quality</li> </ul>	<ul style="list-style-type: none"> <li>- limited internal storage</li> </ul>
Cannon Full HD EOD 500D	N/A could not find	<ul style="list-style-type: none"> <li>- Personally owned</li> <li>- Still has high quality images</li> <li>- Not as good for video</li> </ul>	<ul style="list-style-type: none"> <li>- Images seen though a view finder</li> <li>- 15 years old</li> <li>- Doesn't have its original Lense</li> <li>- Lense falls when tilted</li> </ul>

## OTHER EQUIPMENT

Silk Mirage	<ul style="list-style-type: none"> <li>- 3-way pan head with a bubble level and a retractive video pin</li> <li>- easy and quick led opening and closing</li> <li>- min height 39cm, 650 g</li> </ul>	<ul style="list-style-type: none"> <li>- light weight and compact</li> <li>- works with camera from home</li> </ul>	<ul style="list-style-type: none"> <li>- old may not fit newer cameras</li> </ul>
Zoom H5 & Zoom XYH-5 Capsule Recorder	<ul style="list-style-type: none"> <li>- handle extremely loud sounds and is compatible other recorders</li> <li>- Audio Interface compatible</li> <li>- F4 and F8 Multitrack Field Recorders</li> </ul>	<ul style="list-style-type: none"> <li>- Mostly understand how to use</li> <li>- Allows to record foley</li> <li>- Very sensitive audio recorder</li> <li>- High-definition recordings</li> </ul>	<ul style="list-style-type: none"> <li>- Needs to be borrowed from school to be used at home</li> <li>- Very limited amounts to use/borrow at school</li> </ul>
Logitech M280 Wireless Mouse	<ul style="list-style-type: none"> <li>- USB Wireless</li> <li>- High Precision Optical Tracking</li> <li>- Windows, macOS, Chrome OS, Linux</li> </ul>	<ul style="list-style-type: none"> <li>- Lightweight easy to transport</li> <li>- Usable on any computer</li> <li>- Allows use of programs more than a touchpad</li> </ul>	<ul style="list-style-type: none"> <li>- USB adapter can be lost</li> <li>- Limited battery life</li> <li>- Less ergonomic design of mouse</li> </ul>

# PROCESSES RESEARCH

Name	Pros	Cons
2D Animation	<ul style="list-style-type: none"> <li>- Wide range of software to use</li> <li>- Shows skills in detail</li> </ul>	<ul style="list-style-type: none"> <li>- Can take a long time</li> <li>- Must run smoothly, otherwise it can look cheap/bumpy</li> </ul>
Felt Animation	<ul style="list-style-type: none"> <li>- Stronger material</li> <li>- Has more texture to it then paper</li> </ul>	<ul style="list-style-type: none"> <li>- Fiddly to work with</li> <li>- Glues can erode/dissolve the felt</li> </ul>
Paper Animation	<ul style="list-style-type: none"> <li>- Cheap material</li> <li>- Can be made from recycled material</li> <li>- Easy to source</li> </ul>	<ul style="list-style-type: none"> <li>- Can be hard to work with material can break easily</li> </ul>
Photography	<ul style="list-style-type: none"> <li>- Can be used for stop motion animation</li> <li>- Can show extreme detail (micro photography)</li> </ul>	<ul style="list-style-type: none"> <li>- Unless take in perfect condition images must be edited</li> </ul>
Text Animation	<ul style="list-style-type: none"> <li>- Makes details easy to read</li> <li>- Simple to design to convey a message</li> <li>- Links mdp together with a title</li> </ul>	Needs to be completed to a high standard
Adding Music Over Video	<ul style="list-style-type: none"> <li>- Creates ambiances</li> <li>- Gives the animation an overall atmosphere</li> <li>- Can create an emotional reaction</li> </ul>	<ul style="list-style-type: none"> <li>- Can negatively impact the project if not like the project</li> <li>- Music has to be royalty free</li> </ul>
Foley	<ul style="list-style-type: none"> <li>- Enhanced the atmospheric nature of the scene</li> </ul>	<ul style="list-style-type: none"> <li>- Is time consuming and has to line up perfectly with the video/animation</li> </ul>

# SELECTION AND JUSTIFICATION

# HARDWARE

Category: Computers	Selection	Justification
<ul style="list-style-type: none"> <li>• Altos BrainSphere™ P130 F7 Workstation</li> <li>• ASUS VivoBook Flip 14”</li> </ul>	<ul style="list-style-type: none"> <li>• Altos BrainSphere™ P130 F7 Workstation</li> <li>AND</li> <li>• ASUS VivoBook Flip 14”</li> </ul>	<p>I chose to use both computers, for most of the time I will be using my VivoBook as it is easy to transport and can be used in multiple environments. I will use the Altos Workstation to run any large programs my laptop cannot handle; the files will then be sent to my laptop just to be viewed.</p>

Category: Storage	Selection	Justification
<ul style="list-style-type: none"> <li>• SanDisk Extreme 64GB SD Card</li> <li>• SanDisk Portable SSD 1TB</li> <li>• SanDisk 32GB USB Drive</li> </ul>	<ul style="list-style-type: none"> <li>• SanDisk Extreme 64GB SD Card</li> <li>AND</li> <li>• SanDisk Portable SSD 1TB</li> </ul>	<p>To store and transport files I will use my SSD it has a very large storage capacity and compared to the USB, is compatible with almost every device. The SD card will be used to store photos and videos from cameras as my SSD does not work with cameras.</p>

Category: Drawing Tools	Selection	Justification
<ul style="list-style-type: none"> <li>• Wacom Intuos</li> <li>• Wacom Cintiq 16”</li> <li>• ASUS VivoBook Flip 14”</li> </ul>	<ul style="list-style-type: none"> <li>• ASUS VivoBook Flip 14”</li> </ul>	<p>I will in the end only use my laptop for any digital drawing and animation, it is able to run all programs and allows for me to take from place to place unlike the Wacom Cintiq. Though this is a more professional standard for drawing /animation, its not able to be moved around files would have to be transported from this device to others.</p>

Category: Drawing Tools	Selection	Justification
<ul style="list-style-type: none"> <li>• HP EliteDisplay E272q 27-inch QHD Monitor</li> <li>• Artograph LightPad 930</li> </ul>	<ul style="list-style-type: none"> <li>• HP EliteDisplay E272q 27-inch QHD Monitor</li> </ul>	<p>This monitor that goes with the Altos Workstation and will be used as an extra display. I won't need to use a LightPad in the end of my MDP as my work is done digitally not on paper.</p>

# SOFTWARE

Category: Animation	Selection	Justification
<ul style="list-style-type: none"> <li>• Adobe Photoshop (2023)</li> <li>• Adobe Animate (2023)</li> <li>• Krita</li> <li>• Clip Paint Studio</li> <li>• OpenToonz</li> </ul>	<ul style="list-style-type: none"> <li>• Adobe Animate (2023)</li> </ul>	<p>Excluding Clip Paint Studio, I tried all of the other animation software's, even after watching multiple videos it was quite hard to animate in both Krita and Photoshop as they are primarily designed for drawing. OpenToonz animation tool worked well, it was a little complicated but in the end it lacked the finesse that adobe animate has. I also have a larger set of skills and knowledge surrounding adobe animate allowing me to create better well rounded animations.</p>

Category: Graphic	Selection	Justification
<ul style="list-style-type: none"> <li>• Adobe Indesign (2023)</li> <li>• Microsoft PowerPoint</li> <li>• Microsoft Word</li> <li>• Good notes</li> </ul>	<ul style="list-style-type: none"> <li>• Adobe Indesign (2023)</li> </ul>	<p>In the long run while InDesign might have the hardest layout and is the hardest to use. The outcome of a portfolio made in this software will be of greater quality than in the other software's. It also has a larger range of tools within the program making it my option for software to be used in my mdp.</p>

Category: Other Software	Selection	Justification
<ul style="list-style-type: none"> <li>• Adobe Premiere Pro (2023)</li> <li>• Adobe Audition (2023)</li> <li>• Adobe After Effects (2023)</li> </ul>	<ul style="list-style-type: none"> <li>• Adobe Premiere Pro (2023) AND</li> <li>• Adobe Audition (2023) AND</li> <li>• Adobe After Effects (2023)</li> </ul>	<p>It is difficult to choose just one or two of these software's to use throughout the creation of my mdp as all three software are able to do slightly different things. While both premiere and audition can edit audio, Adobe audition is better at it. Both Premiere and After Effects have a range of tools some which are similar and some which are different. In turn I will be using all three software in my mdp.</p>

# EQUIPMENT

Category: Camera	Selection	Justification
<ul style="list-style-type: none"> <li>• Canon 200D Mark 2 + 18-55mm f/4-5.6 IS STM Lens</li> <li>• Cannon PC2047 4.3V</li> <li>• Cannon Full HD EOD 500D</li> </ul>	<ul style="list-style-type: none"> <li>• Canon 200D Mark 2 + 18-55mm</li> </ul>	<p>After experimentation with all three cameras for any photography or videography, I will proceed to do this with the 200D mark 2 camera, while it has to be used at school or borrows the camera is in general of higher quality. I also have a higher understating of how to use the camera over the other two I have at home.</p>

Category: Other Equipment	Selection	Justification
<ul style="list-style-type: none"> <li>• Silk Mirage</li> <li>• Zoom H5 &amp; Zoon XYH-5 Capsule Recorder</li> <li>• Logitech M280 Wireless mouse</li> </ul>	<ul style="list-style-type: none"> <li>• Zoom H5 &amp; Zoon XYH-5 Capsule Recorder</li> </ul> <p style="text-align: center;">AND</p> <ul style="list-style-type: none"> <li>• Logitech M280 Wireless mouse</li> </ul>	<p>For any recording of audio, mostly for foley I will use the capsule reorder, it has to be used at school and is not necessary to take home either. I wont be using the silk mirage tripod as it doesn't fit my chosen camera. The mouse will be used as a general tool to make any work easier and is able to be a replacement for a mouse pad when my laptop is flipped.</p>

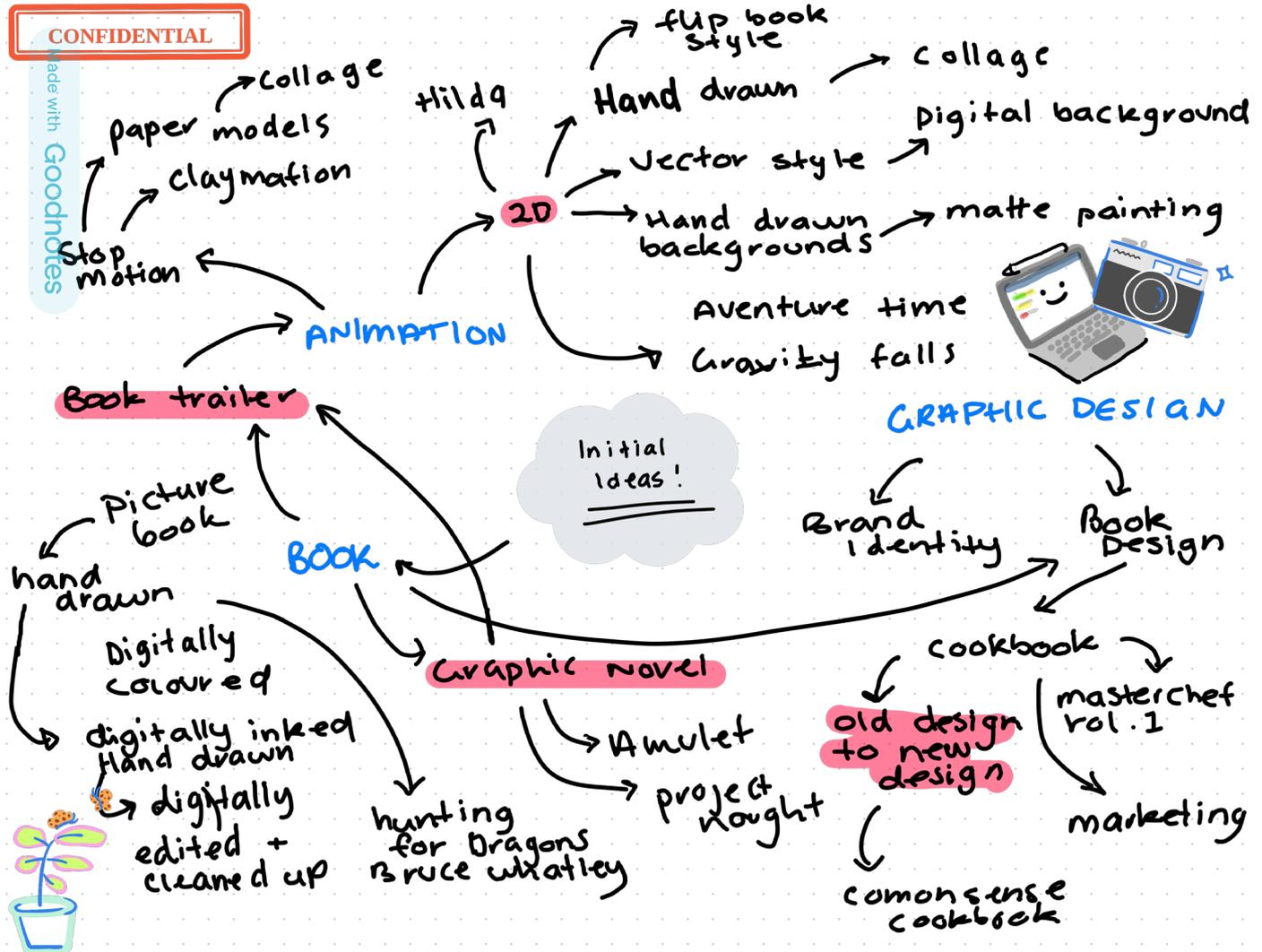
# PROCESSES

Category: Other Equipment	Selection	Justification
<ul style="list-style-type: none"> <li>• 2D Animation</li> <li>• Felt Animation</li> <li>• Paper Animation</li> <li>• Photography</li> <li>• Text Animation</li> <li>• Adding music over video</li> <li>• Foley</li> </ul>	<ul style="list-style-type: none"> <li>• 2D Animation &amp; Text Animation</li> </ul> <p style="text-align: center;">AND</p> <ul style="list-style-type: none"> <li>• Adding Music over video &amp; Foley</li> </ul> <p style="text-align: center;">AS WELL</p> <ul style="list-style-type: none"> <li>• Felt Background (not animation)</li> <li>• Particle effects (added in after effects)</li> </ul>	<p>These processes allow me to show a range skills throughout my mdp. I decided against felt and paper animation as it is fiddly to animate and instead will be using the felt as a background some of these processes I have yet to prototype, and my knowledge needs to be expanded for some of these processes. Overall the use of these processes will allow me to create a well rounded mdp that can showcase my unique skills to a high standard.</p>

idea

DEVELOPMENT

# IDEA GENERATION



After a lot of initial research, inspiration and thought about what I wanted to do for my major design project I finally decided to do an animation of sorts. While I have a general idea of styles and design ideas I'd want my animation to include I need to go into further research to work out the topic and characteristics of my animation.

# IDEA GENERATION

\* picture book idea under same ideas  
 more options with animation  
 ↳ one product

Preferred Idea  
 ANIMATION

Animation on hand drawn backgrounds

Dr. Strange space style theme

Ideas + Styles

Lots of fantasy elements

Hilda style



Human characters in fantasy world

Digital background + Animation

Character exploring new worlds

Adventure time

personification of animals

Digital matte painting

Infinity train

use of solid colours

Digitally drawn background  
 hand drawn cooks

- deer
- dog
- cat
- wolves
- fox
- bear



Combination of animals

Animal w/ deer horns

clothing

- vest
- tie / bowtie
- glasses ?
- pants !
- jumper
- sweater

only one of its kind

Bullied?

Journey to find others

Lives away from others

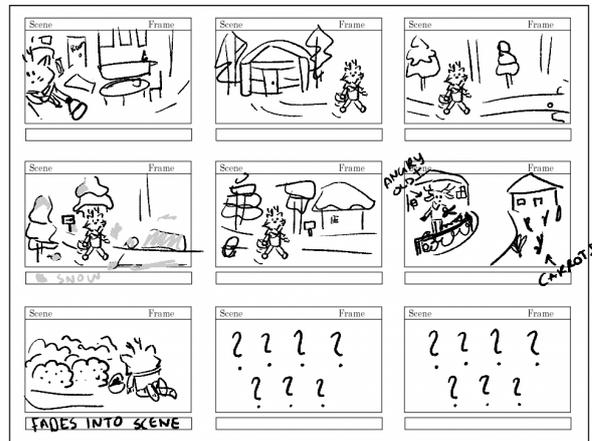
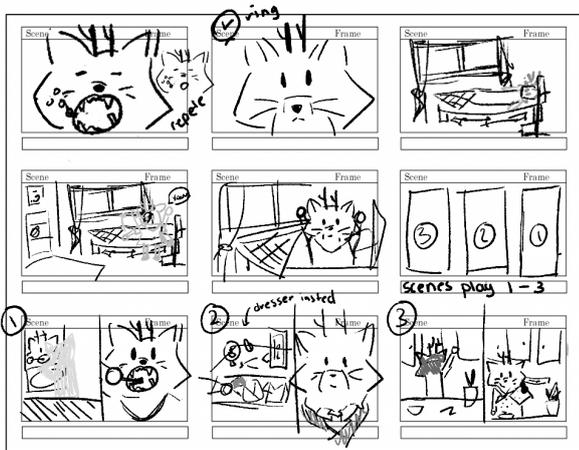


# CONCEPT ART

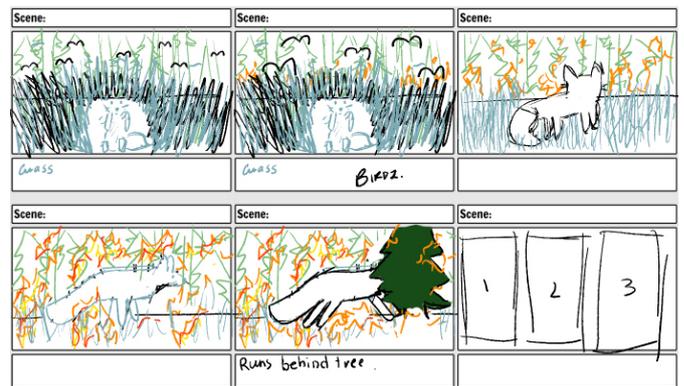
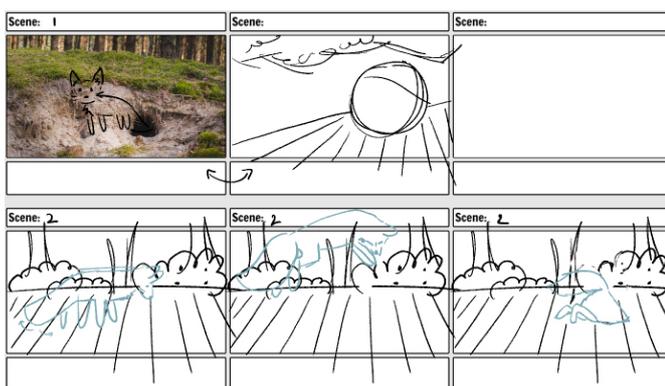
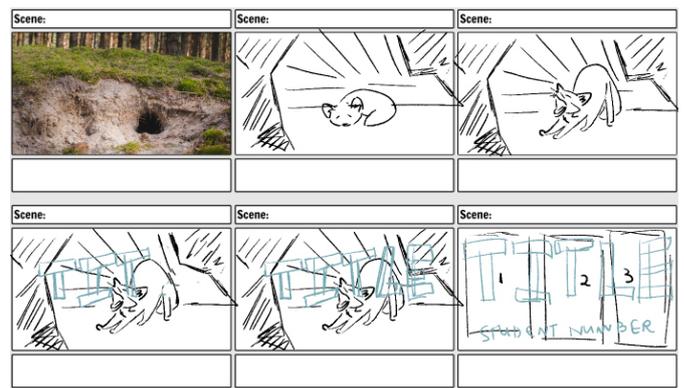


# STORYBOARDING

## INITIAL STORYBOARD



## NEW STORYBOARD



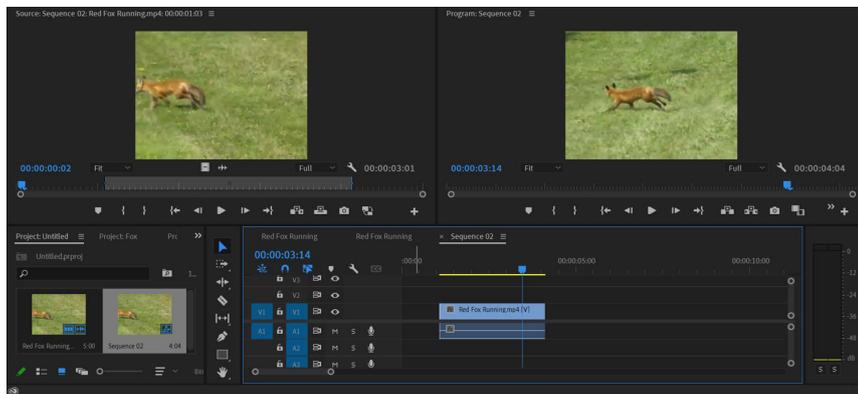
During the storyboarding process I drastically changed my story, and overall narrative of the animation. After designing a new storyboard I took all the frames and spread them out onto an adobe animate document to allow me to effectively visualise the entirety of the animated storyboard. I consistently referred back to this document when making my animation.



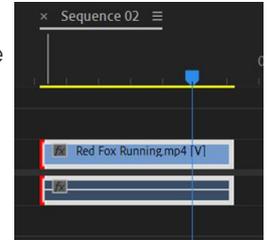
# PROTOTYPING

## 2D ANIMATION: TRIMMING VIDEO FOR ROTOSCOPING

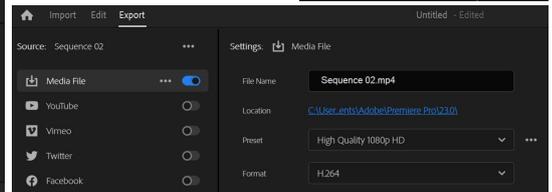
1. Download a video/clip and import it into Premiere pro



2. Using the arrow tool hold it over the sequence until a red line shows up, adjust this to trim the video.



3. Click Export, as a media file, name the clip. Make sure the preset is set to high quality 1080p HD and the format is H264. Once done click export.

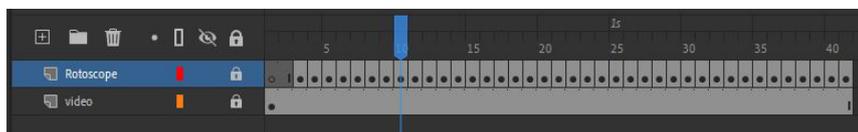


## 2D ANIMATION: ROTOSCOPING

1. Import your video into Adobe Animate. Make sure to lock the layer after its imported.

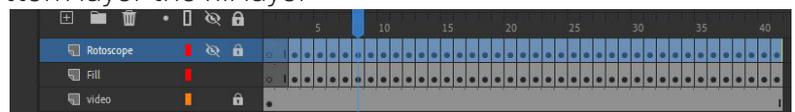


2. You want to make a new layer above the video layer and highlight all the frames, right click and go convert to blank key frame. This is our rotoscope layer.



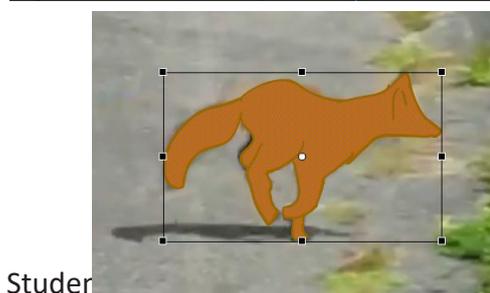
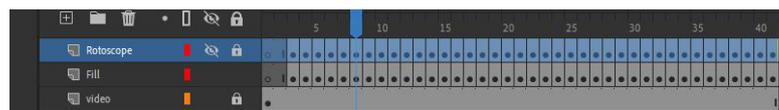
3. On each frame on the rotoscope layer, using the brush draw over each image of the fox.

4. Duplicate the rotoscope layer make the bottom layer the fill layer (because the layers are the same). Before you duplicate them make sure there are no gaps in the linework so that the fill tool work.

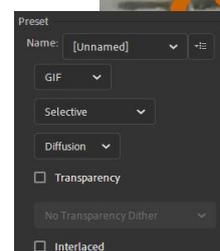


5. Fill each of the frames of the fill layer, fill with the same colour as the line work.

6. Highlight all the frames on the rotoscope layer and select the line and using the fill tool, adjust the colour slightly darker and change the rotoscopes line colour.

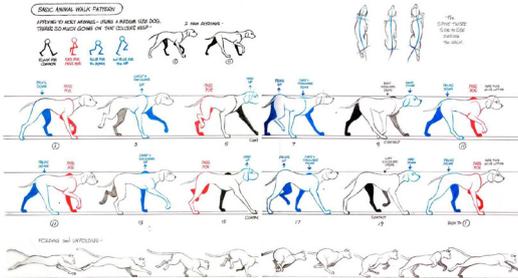


7. Once this is done, turn off the video layer and then go File > Export > Animated Gif. Make sure your preset settings are for GIF, selective and diffusion. You can also make the background transparent if desired. After that export, your file.



# PROTOTYPING

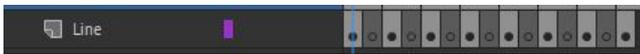
## 2D ANIMATION: FRAME BY FRAME



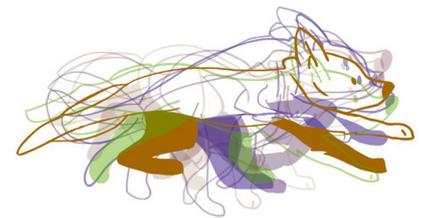
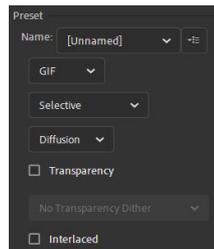
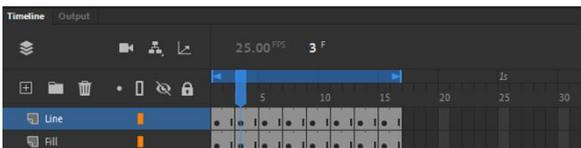
1. Googled and took references from other quadrupled (4 legged) run and walk cycles.



2. I animated on the same spot, so that it was a lot easier to adjust the frames of the run cycle as most of the body sits in a similar area. I also animated on 2's where each drawing is on every second frame.

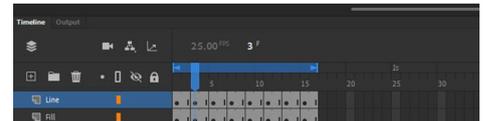


3. Just like in the rotscope prototype I duplicated line layer and filled in the section underneath. Unlike the rotsocoping, I added the same line colour on the back legs to show shadows to shape the characters movement more.



4. Then on both the line and fill layers you need to extend each frame so that they take up the full two frames. This gets rid of the choppy nature of the animation prior.

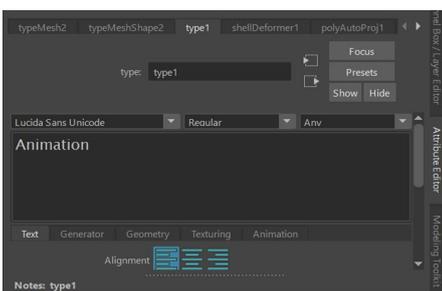
5. Once this is done, go File > Export > Animated Gif. Make sure your preset settings are for GIF, selective and diffusion. You can also make the background transparent if desired. After that export, your file.



## 3D TEXT MODELING

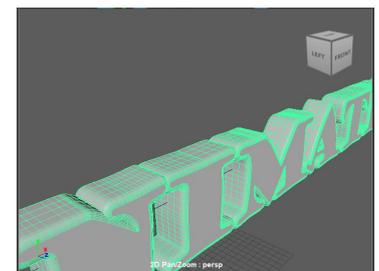
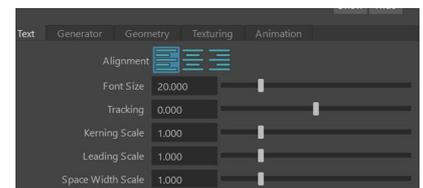
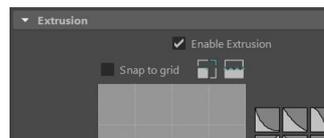
1. Open a new Maya file then go Create > Type, this will create 2D text on the modeling plane.

2. Automatically on side of the workspace the Attribute editor will open. In the type1 tab you can adjust everything related to the text model. First in the large box we want to change what the text says to something like "Animation". Above you can change the texts font.



4. In the tab under the "Animation" box in the text tab you can adjust the font size, tracking kerning etc.

5. In the Geometry tab under extrusion, to make the text 3D you need to click "Enable Extrusion" underneath shows the profiles and curves for when the text is extruded.

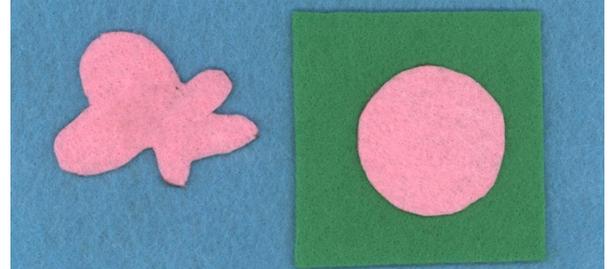
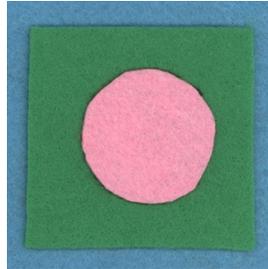


# PROTOTYPING

## FELT: HAND MADE BACKGROUNDS

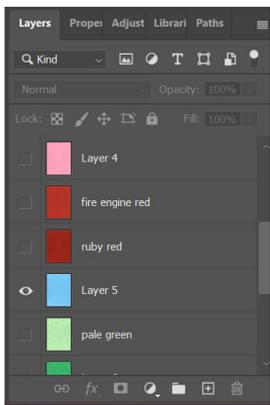
1. Cut out felt and scan it in using a printer/scanner. This was scanned in at 300dpi to get high detail in the scan.

This is the process that would be used when designing whole backgrounds to be scanned in .



## FELT: DIGITAL BACKGROUNDS WITH REAL FELT

1. After purchasing a range of felt colours (Spotlight) I scanned them in and uploaded them to a Photoshop document A4 size with 300 dpi. (DO NOT EDIT THE LAYERS ON THIS DOCUMENT)

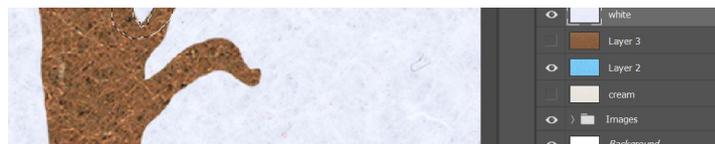
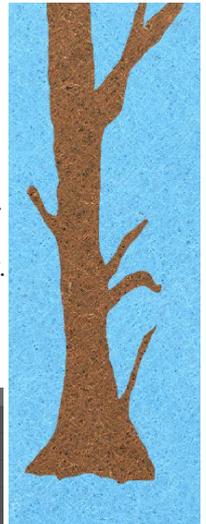
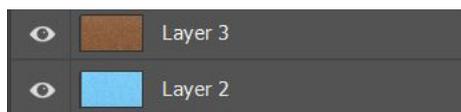


2. On a new document make a 1920 x 1080 file with a resolution of 72

3. Copy any colour of felt to the new document and scale the size depending on the level of detail you want from the felt. Put the background layer on the bottom.

4. Using the lasso tool while on the brown layer draw a shape and copy the shape to a new layer. Turn off the brown.

5. Using the lasso tool while on the brown layer draw a shape and copy the shape to a new layer. Turn off the brown layer. Make sure the colour you're working on is below the tree layer. Turn on and click on the white layer trace out patches of snow and copy them to new layers.



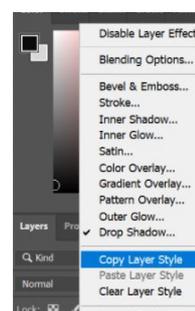
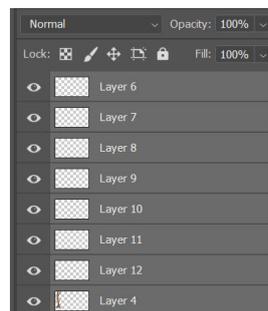
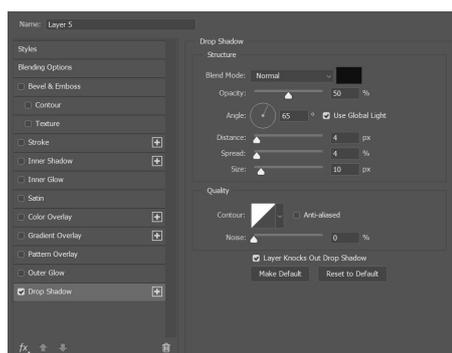
## FELT: ADDING DIGITAL SHADOWS

6. After cutting out a bunch of snow you want to a shadow to make the depth that felt would have. Double click on any cut out layer. Tick the drop shadow box and set the shadows structure settings.

- Opacity of 50
- Angle of 65\*
- Distance to 4px
- Spread of 4%
- Size to 10%

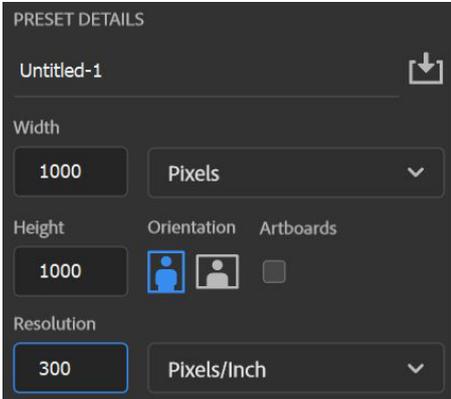
7. After this is done you cant to right click on the "drop shadow" box under your layer and copy the layer style.

8. Highlight all your layers and right click and "Paste Layer Style" this copy's the shadows onto all the layers at once.

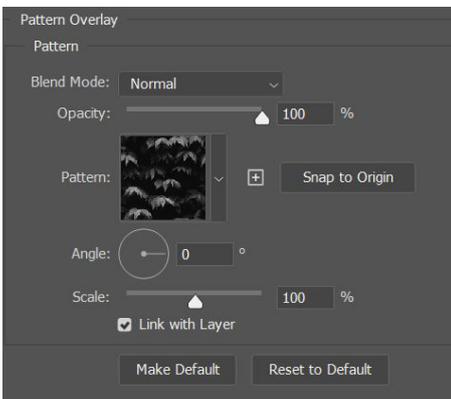


# PROTOTYPING

## FELT: MAKING A TEXTURE



1. Make a 1000 x 1000px document with 300 dpi.
2. Copy any of the felt colours from the original document onto the new document. Blow the image up so you can see the felt texture enough.
3. We want to make the layer in grayscale so go Image > mode > grayscale. When prompted click flatten > discard.
4. To turn this into a pattern go Edit > define pattern, and name it anything.
5. Then we want to fill layer with colour, go edit > fill > and pick a colour. Then double click the layer > click pattern overlay > select pattern > scale up & opacity up to adjust the patterns detail. The colour will be slightly duller.
6. To fix this adjust colour in colour picker and/or you can up the vibrance/saturation in image > adjustments
7. Once that's once right click on layer > Rasterize the layer.



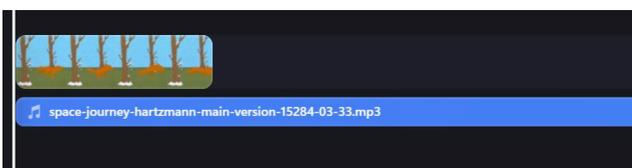
You can treat this the same as the previous prototype or you can fill coloured shapes with the pattern or make a shape and just copy the rasterised layer style onto the shapes.

## BACKGROUND AND AUDIO

1. Open Adobe Animate and open the go, file > import to stage, and select the background. Position it as desired on the Animation plane.
2. Make sure to keep the timeline neat
3. Export out the file, file > Export > video file.



1. Open both your video and audio files in Microsoft Clipchamp and drag the item onto the timeline
2. Crop the audio recording to fit the video and then export the video



APPROPRIATE  
DESIGN/DESIGN  
MODIFICATIONS

# DESIGN MODIFICATIONS

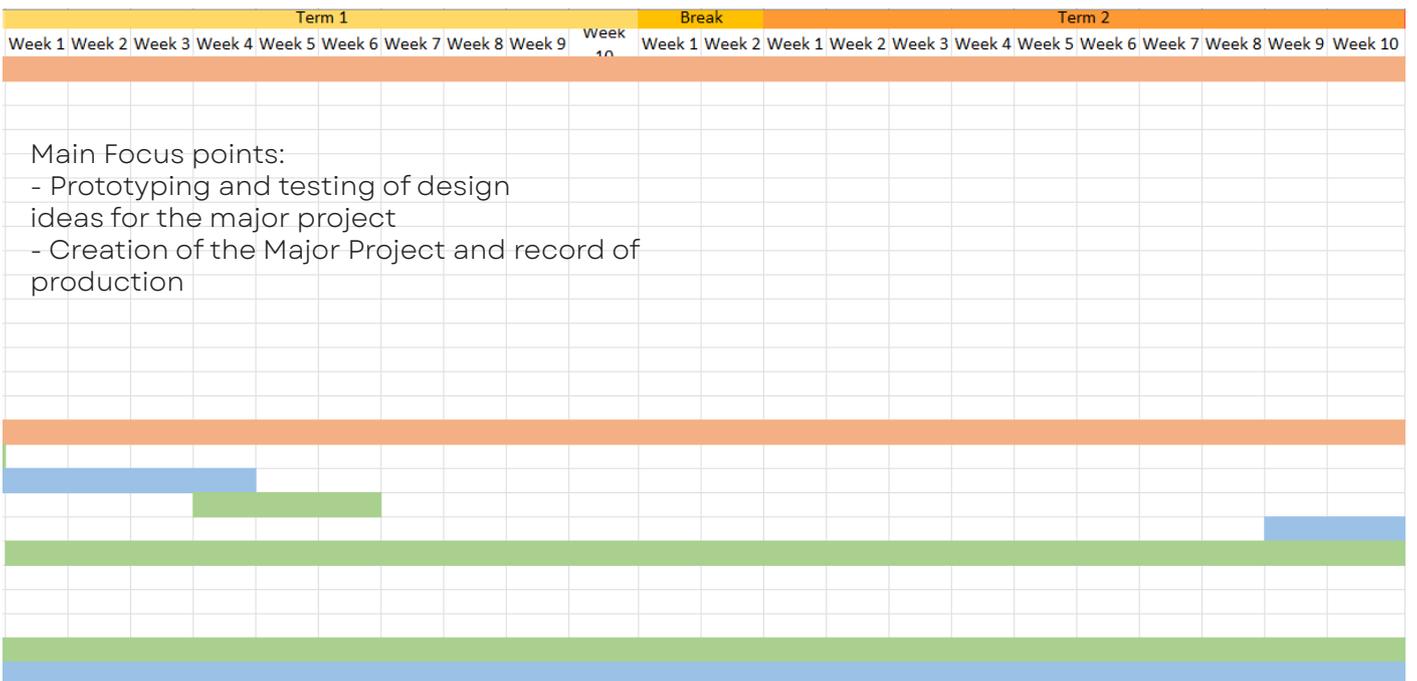
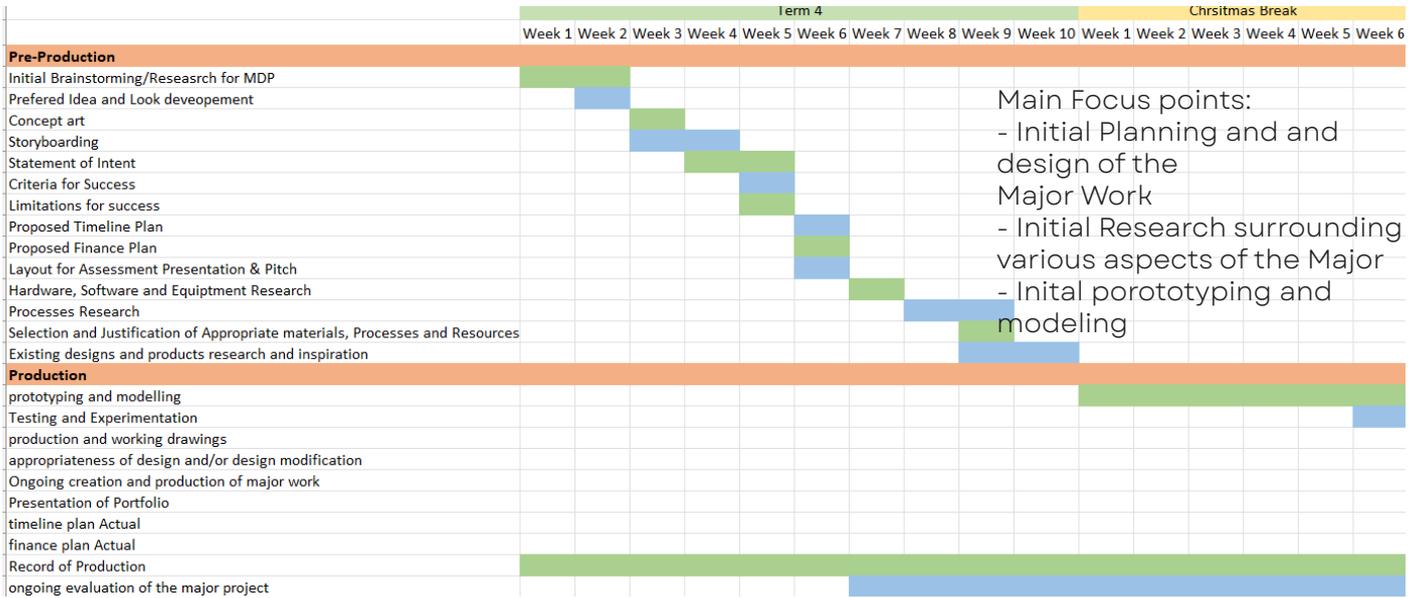
storyboard comparison

slight shot changes

added video

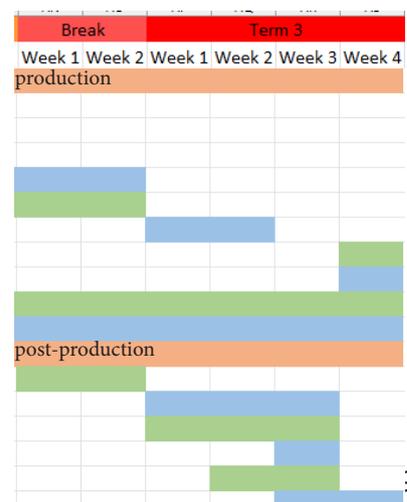
# TIMELINE AND FINANCE

# PROPOSED TIME PLAN



Main Focus points:

- Finalisation of major work design focusing on the post-production aspects of the major work
- Fishing the design and content for the portfolio



# FINANCE PLAN

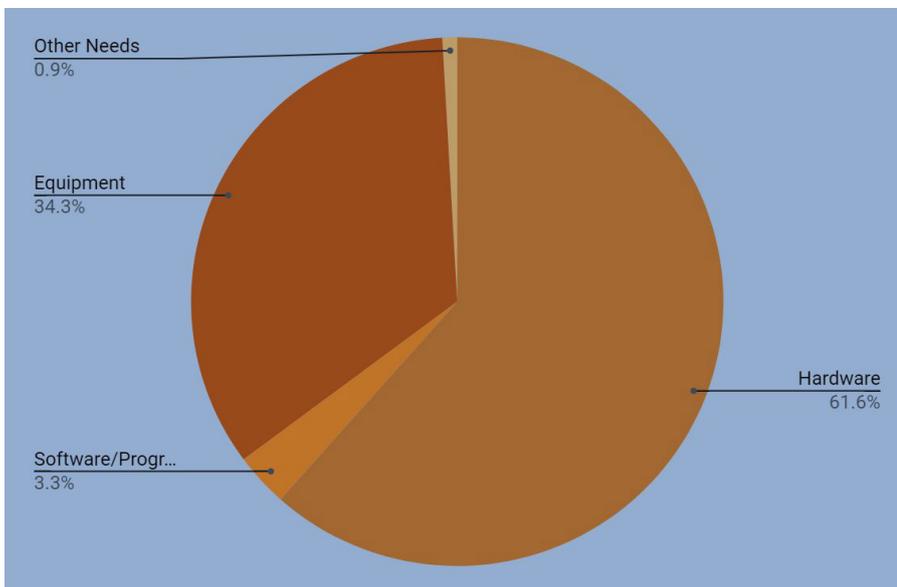
		Estimated \$	Actual \$	Justification
<b>Hardware</b>	<b>Total</b>	<b>\$6,842.94</b>		
Altos BrainSphere™ P130 F7 Workstation		\$3,359	\$0	Provided by School
HP EliteDisplay E272q 27-inch QHD Monitor		\$590	\$0	Provided by School
Wacom Cintiq 16"		\$1,249	\$0	Already Owned
ASUS VivoBook Flip 14"		\$1,200	\$0	Already Owned
Wacom Intuos		\$199.95	\$0	Provided by School
Artograph LightPad 930		\$244.99	\$0	Already Owned
<b>Software/Programs</b>	<b>Total</b>	<b>\$362.88</b>		
Adobe Photoshop (2023)	Adobe Creative Cloud	\$21.99/month \$263.88/year	\$0	Provided by School
Adobe Animate (2023)			\$0	
Adobe Indesign (2023)			\$0	
Adobe Premiere Pro (2023)			\$0	
Adobe After Effects (2023)			\$0	
Microsoft Word	Microsoft Office 365	\$99/year	\$0	Provided by School
Microsoft Excel			\$0	
Microsoft PowerPoint			\$0	
Good Notes Windows		\$0	\$0	Free/Already Owned
<b>Equipment</b>	<b>Total</b>	<b>\$3,810.38</b>		
SanDisk Extreme 64GB SD Card		\$33	\$0	Already Owned
SanDisk Portable SSD 1TB		\$129	\$0	Already Owned
Logitech M280 Wireless Mouse		\$35	\$0	Already Owned
Tripod (home)		\$27.38	\$0	Already Owned
Canon 200D Mark 2		\$859	\$0	Provided by School
18-55mm f/4-5.6 IS STM Lens		\$199	\$0	Already Owned
Zoom H5 & Zoom XYH-5 Capsule Recorder		\$499	\$0	Provided by School
Cannon Full HD EOD 500D		\$1,649	\$0	Already Owned
Cannon PC2047 4.3V		\$350	\$0	Already Owned
Cannon PC2047 4.3V Case		\$30	\$0	Already Owned
<b>Other Needs</b>	<b>Total</b>	<b>\$100</b>		
Miscellaneous Costs		\$100	\$0	A Safety Measure
	<b>Combined Total</b>	<b>\$11,116.20</b>		

This is a proposed time plan for the creation of my major work, it allows for small variations in design and cost of production along the course of the project.

At this stage I haven't spent any money on my major work.

During the actual production phase I only spent \$20 on a range of felt material for the background design. All other costs stayed the same.

Overall I did not exceed my budget and spent less then I budgeted for myself.



Pie chart of estimated cost values associated with each section of the finance plan.

# RECORD OF PRODUCTION

# WORKING MANAGEMENT DOCUMENT

ANIMATION DETAILS				
	Description	Shots/Angles + Movements	Editing	Length of Clip
Shot 01	Exterior of Fox den (raining)	Establishing Shot, Zoom in	Dissolve, rain effects	5 sec
Shot 02	Sleeping fox inside of den then stretching and yawning	Mid shot	Fade in, wait, (Title plays)	5 sec/3 sec
Shot 03	Three pannell's playing animation one after the other		(title) Paralell editing, fade out	3 sec
Shot 03A	Exterior of Fox den, fox pokes head out and exits (look at outside, rainbow)	Close up, Mid shot, long shot		5 sec
Shot 03B	fox dives into a rabbit hole in ground	Mid shot		5 sec
Shot 03C	Fox rolls in a clearing of long grass, birds fly over (Fox chases own tail)	Long shot, high angle		5 sec
Shot 04	Beer bottle caused fire to start from sun	Zoom in, close up	fade in, cross cutting	10 sec
Shot 05	Fox standing in field as fire in forest approaches, birds fly over	Long shot, mid shot, zoom in	Cross cutting, cut away	10 sec
Shot 06	Three pannell's playing animation one after the other		Paralell editing	
Shot 06A	Fox runs through forest that's on fire			
Shot 06B	Fox digs/shoves head under a fallen log/fence (fox is blocked by tall fence)	mid shot		
Shot 06C	Runs forward and jumps over a log front on	mid shot, eye level		
Shot 07	Fox stands facing camera looking left and right (lost)	Long shot,		
Shot 08	Walks to the left, spooked by birds and turns around (right) (runs shortly)			
Shot 09	Runs through the summer season	Long shot	Cut away, leaves falling	10 secs
Shot 10	Runs through the autumn season	Long shot	Cut away, maple leaves falling	10 secs
Shot 11	Runs through the winter season	Long shot	Cut away, snow/snowflakes	10 secs
Shot 12	Runs through the spring season	Long shot	Cut away, flowers/blosoms	10 secs
Shot 13	Stops running, is exhausted, walks forward background changes	Long shot, mid shot		
Shot 14	Fox walks towards screen background forest foreground magical	Long shot, Mid shot		
Shot 15	walks over to rock, lies down (curled up) head down, eyes close	Mid shot, zoom in		
Shot 16	Forest burning, fox standing (front) not moving, fire covers screen (video)	Extreme long shot, long shot	dissolve to black, flashback	
Shot 17	Fox suddenly wakes up (side) and then leans back down	Front shot, mid shot		
Shot 18	Fox head down, glow on right, head lifts up	Side shot, mid/long shot		
Shot 19	Fox with head up 3/4 view, eyes glowing magical background	Eye level, mid shot		
Shot 20	Fox face more detailed then rest of animation, eyes glow	Close up, eye level, zoom in		
Shot 21	Detail in foxes eye can see the lights and forest (hidden foxes)	Extreme close up, zoom in	eyeline match, cross cutting	
Shot 22	Tips of foxes ears (back) and the 3 foxes in background (glow)	half low angle, long/mid shot	eyeline match	
Shot 23	Fox walks towards foxes before looking back and turning away	Long shot, mid shot, zoom in	Fade out	
Shot 24	All 4 foxes siting on hill above den looking at forest and northern lights	Extreme long shot/long shot	Title plays/credits, fade out	
Shot 25	Small sapling/plant grows on burnt ground.	Close up ground level	Fade out	
Shot 26	Black/white screen (THE END) (Student number)			

Reference	ANIMATION				BACKGROUNDS		FOREGROUND ANIMATION
	Storyboard frame	Rough linework	Clean linework	Colour	Background Rough	Background Drawing	Foreground Animation
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# TERM 4 2023

## Week 1

Introduction into subject and general course info and what is expected in the course  
Look at previous band 6 examples  
Set up file structure  
Initial research - look into thoughts/stuff you like

## Week 2

Initial research continued  
Intro into assessment #1

## Week 3

Preferred Ideas & Look Development

## Week 4

Limitations of success & Time plan  
List and organise what pages are needed in folio  
Hardware research & Finance Plan

## Week 5

Storyboarding  
Finance Plan  
Statement of intent

## Week 6

Worked on PowerPoint  
Statement of Intent & Criteria of Success  
Time plan  
Storyboarding & Concept Art

## Week 7

Presented Pitch  
hardware research, Software research and Equipment research  
Processes research (what ones not examples of)

## Week 8

Finished research of hardware/equipment  
Test animations in some software's (Kitra, photoshop) - wasn't able to test in Clip Studio Paint at it costs money

## Week 9

Finished software research & Finished Processes research (examples to do later)

Christmas Holidays

Found videos to show how to animate and design things with felt

# TERM 1 2024

Week 1

Selection and justification

Week 2

Tested open toonz  
tested photoshop again  
Tested animate

Week 3

Run cycle  
character turn around  
3D text

Week 4

Rotoscoping

Week 5

Rotoscoping  
Frame animation  
Camera settings  
Weekend - Scanned in felt

Week 6

Assessment due  
designed a background winter  
made slideshow for multi  
felt scan (for shadow)

Week 7 & 8

Parallax prototype  
Parallax Prototype  
Re-do storyboarding

Week 9 & 10

Initial designing/formatting of folio in InDesign  
Worked on Storyboard

Term 1 Holidays Week 1

Finished storyboard  
Started animation roughs  
Made shot list table

Week 2

Rough animation for shot 2 done  
Background for shot 1 started

# TERM 2 2024

Week 1 & 2 & 3

Worked on shot 1 (hill background)  
Worked on shot 2 (cave background)

Week 4

Worked on shot 3 (3 frames background)  
Worked on scene 3 (three frames)

Week 5

Rolling animation scene 3  
Download chasing tail

Week 6

Changed rolling animation to chasing tail  
Finished jump animation  
Downloaded font for title

Week 7, 8 & 9

Made the ending cut out scene.  
Worked on assessment  
**Student Number: 36895446**

Week 10

Finished and handed in assessment  
Edited fox run cycle from prototyping

Term 2 Holidays Week 1

shot 6, a b and started c and coloured shot 3

Week 2

animated walk cycle  
shot 9-13 put in a sequence  
animated foreground rough tree  
worked on shot 7-8  
Shot 17-19 done  
camera over 20-21 (not final)  
downloaded fire video  
roughs for 14-15  
re-started wake up shot  
worked on portfolio

# TERM 3 2024

Week 1

Portfolio

Week 2

finished shot 25 (lines)

shot 24 (lines)

shot 5 (lines)

Composited together (exported all shots I had done)

- Not done (2, 4, 6, 14-15, 22-23)

Week 3

6c working on

tail chasing done (3c)

worked on basically entirety of portfolio copping and pasting everything from assessments.

# EVIDENCE OF WHS

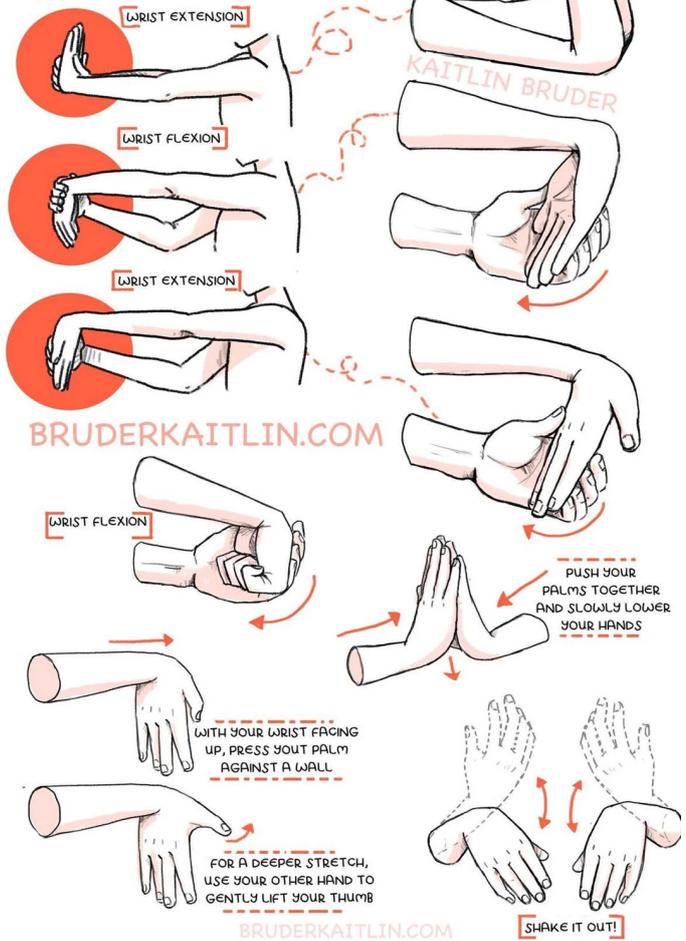
# WHS DEMONSTRATED

**INCORRECT**

**CORRECT**



**MAKE TIME TO STRETCH!**



**Please remember to...**

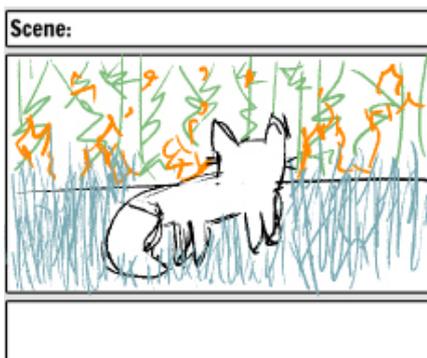
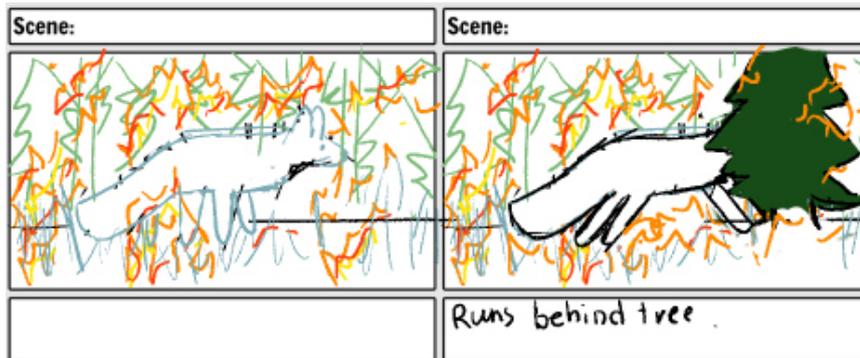
**TAKE A BREAK**

**SAFETY4WORK**

This poster is intended as a form of raising safety awareness in the workplace, and not as an instructional safety guide. HED44

# LINKS BETWEEN PLANNING AND PRODUCTION

# LINKS BETWEEN PLANNING AND PRODUCTION



EVALUATION

# EVALUATION

## **STATEMENT OF INTENT:**

In relation to my statement of Intent, I intended to create a 2D animated short film. It was to be dramatic, cinematic and full of fantasy elements and an overall “pretty” animation. I effectively created this animation to a high standard which I am personally happy with. I have become much more efficient in many programs in the adobe suite; including adobe animate, premiere pro and indesign.

## **RESEARCH & DEVELOPMENT:**

Throughout the process of my animation I conducted extensive initial research for my animation. I annotated a large range of animated TV shows and video games, as well as live action movies. I do wish I had a slightly clearer character design before straiting my actual animation. Due to lack of conformation and clarity on my character my storyboard design changed multiple times to adapt to the design, personality and general feel of my character.

Overall, the project turned out well above my expectations. I had set very high expectations for myself and while I did not meet these drastic expectations I am thrilled to see how high of a standard I was able to create this animation to. I previously had very little animation experience, which extended mostly to simple 3D animation not 2D animation. This led to a lot of complications and struggles with learning how to animate. While I did not find softwares like photoshop and premiere pro as hard to manage, due to both previous use and the softwares ease of use softwares; I still had to learn new skills like felt designs and video editing for my project.

Separately if I were to attempt a multimedia major work again I would not only focus on my time management skills, as this time I was far behind on my time plan. This in turn caused a lot of mental and some physical stress to myself. The last few weeks before the MDP was due were extremely rough and pushed me to my creative and metal boundaries.

## **CONCLUSION:**

Overall and in conclusion I believe I have created a successful animation done to a high standard. While there will always be little aspects of my animation that I will not be happy with regardless of their quality, I am so proud of what I have created and proud of myself for making it though this extremely busy and stressful time. Additionally I am proud of the skills I have learnt along the way; 2D animation, background design, how to use editing softwares, and overall I have learnt how to effectively design and create an animation. I am personally happy and proud of the final design of my animation.

# REFERENCES

## WHS

<https://www.google.com/url?sa=i&url=https%3A%2F%2Fwww.safety4work.com.au%2Fproducts%2Fhe037-health-workplace-safety-poster-1&psig=AOvVaw2IDPKfm3NeFUIF1hfwb-Z&ust=1723458491384000&source=images&cd=vfe&opi=89978449&ved=0CBcQjhxqFwoTCLiDo-qzd7lCDFQAAAAAdAAAAABAQ>

[https://www.google.com/url?sa=i&url=https%3A%2F%2Fwww.reddit.com%2Fr%2Fcoolguides%2Fcomments%2F106jrhy%2Fcool\\_wrist\\_stretching\\_guide%2F&psig=AOvVaw2d63IUvEruDnXN-eGYkOeCE&ust=1723458334198000&source=images&cd=vfe&opi=89978449&ved=0CBcQjhxqFwoTCMD1zNTk7lCDFQAAAAAdAAAAABAD](https://www.google.com/url?sa=i&url=https%3A%2F%2Fwww.reddit.com%2Fr%2Fcoolguides%2Fcomments%2F106jrhy%2Fcool_wrist_stretching_guide%2F&psig=AOvVaw2d63IUvEruDnXN-eGYkOeCE&ust=1723458334198000&source=images&cd=vfe&opi=89978449&ved=0CBcQjhxqFwoTCMD1zNTk7lCDFQAAAAAdAAAAABAD)

<https://www.google.com/url?sa=i&url=https%3A%2F%2Fwww.greatamericaninsurancegroup.com%2Fcontent-hub%2Floss-control%2Fdetails%2Fergonomic-control-measures-seat-ed-work&psig=AOvVaw2EtOYzzOt9Z7wQt0-XTqg4&ust=1723458280601000&source=images&cd=vfe&opi=89978449&ved=0CBcQjhxqFwoTCLDrx9zk7lCDFQAAAAAdAAAAABAD>

## VIDEO

<https://www.youtube.com/watch?v=45dT2qdG6IE>

## COVER

# A FOXES JOURNEY

36895446

