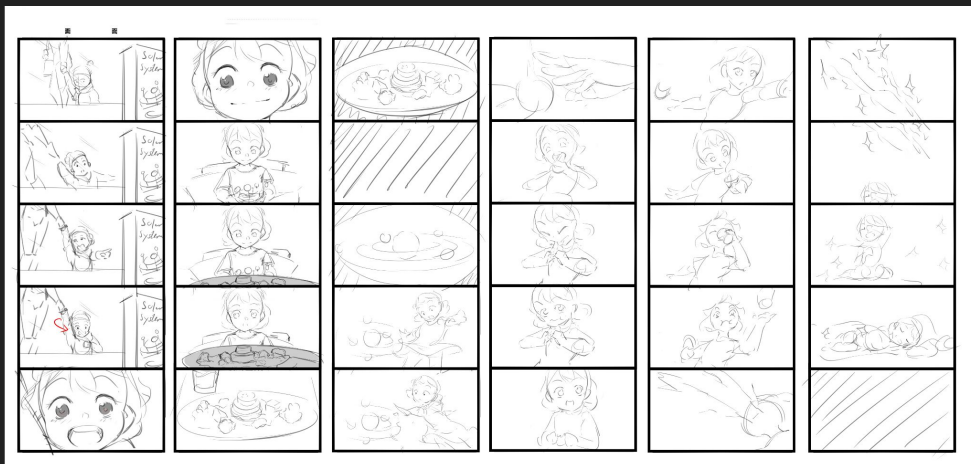
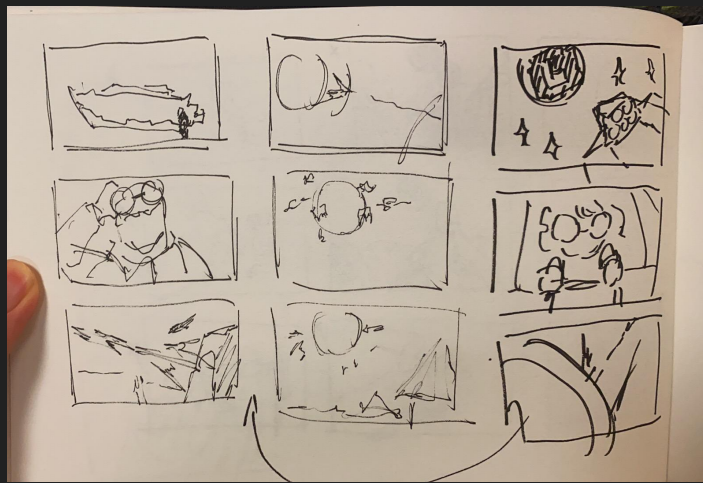
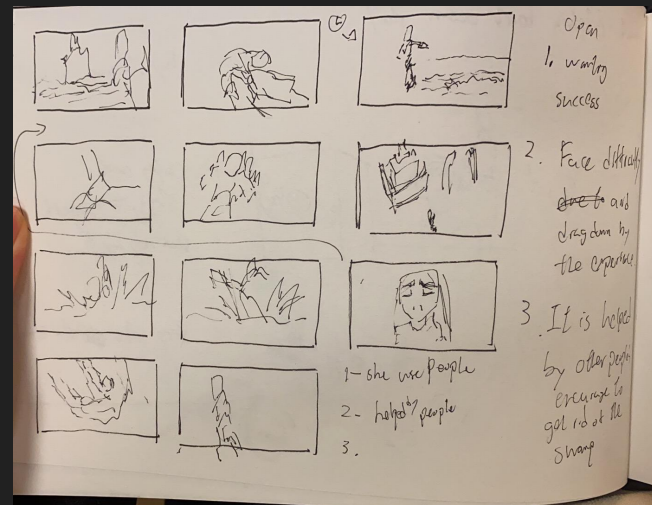


20 second animation

Max Wang
Khiara mulholand
Louis Mizuno



Abandoned and rough storyboards



Storyboard
Concept (Max)



Refined storyboard (Max)

Animatic (Max)

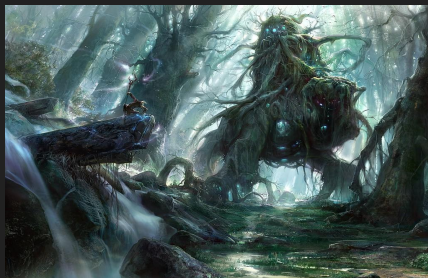
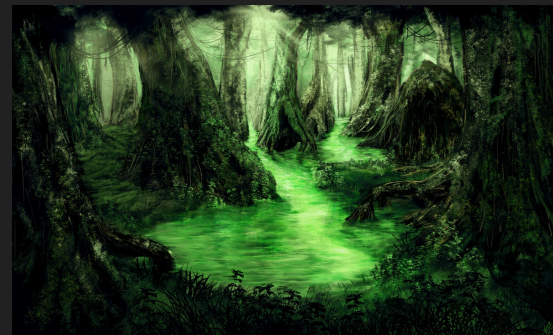
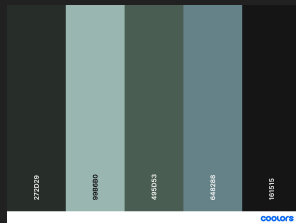
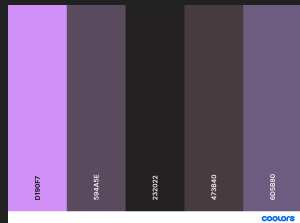
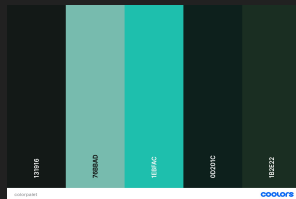


Background design research (Louis)



Mood board (Louis)

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









PORTAL INSPIRATION

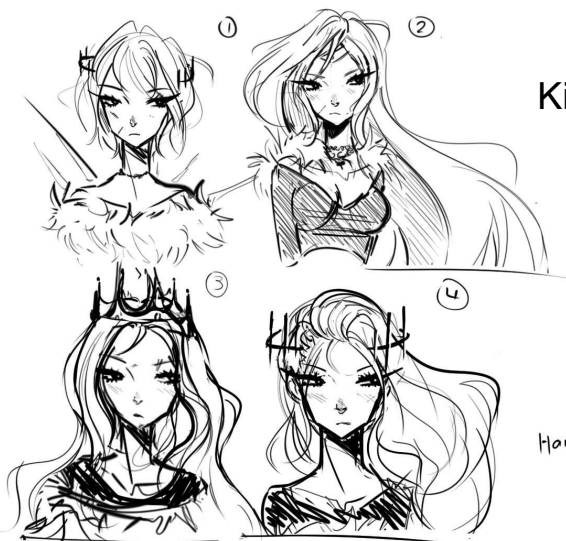


Swamp inspiration



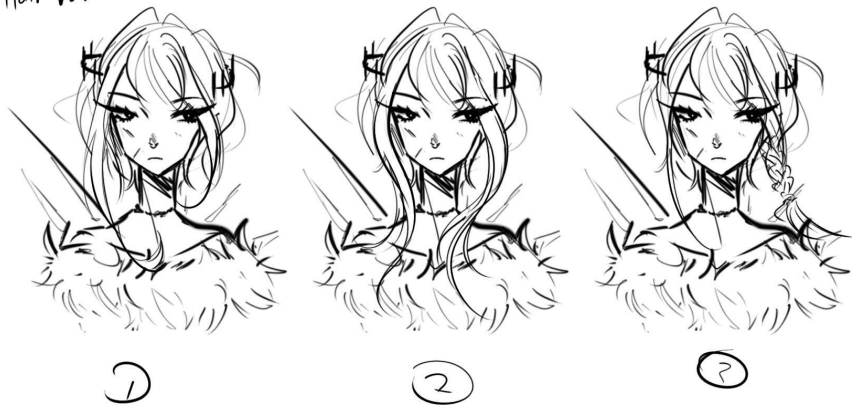


(Max)



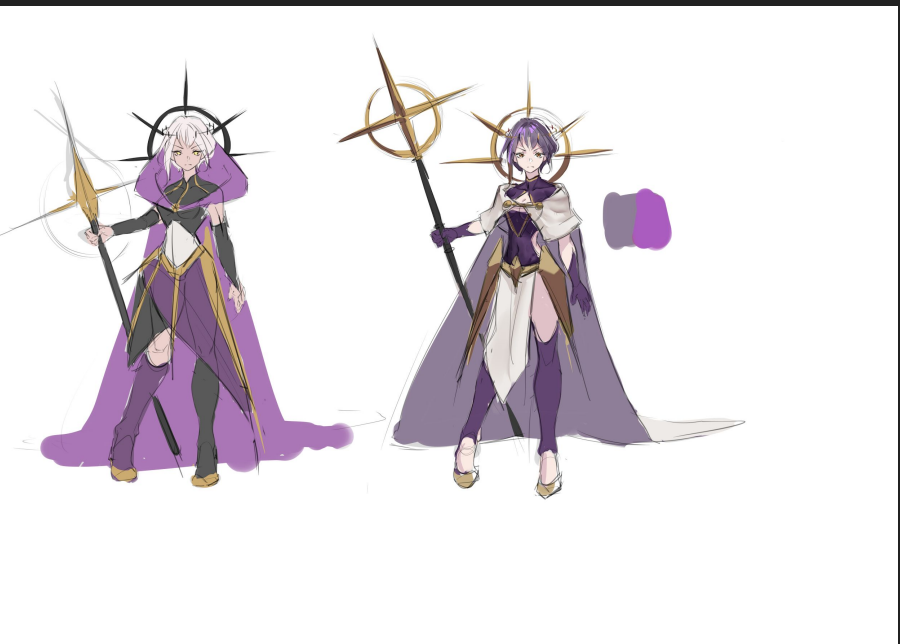
Kiara

Hair Variations

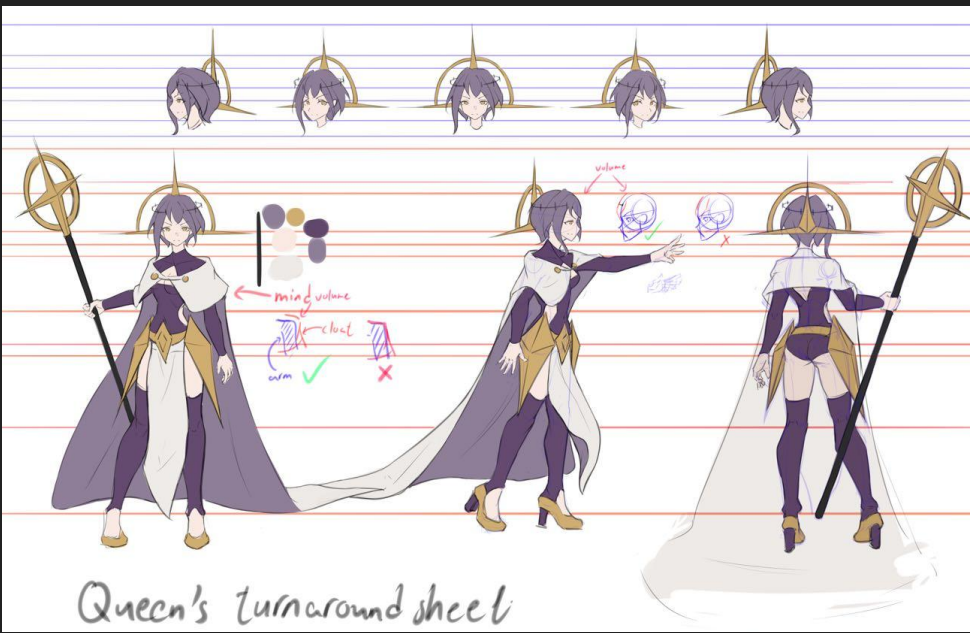


Kiara

Main character sketch

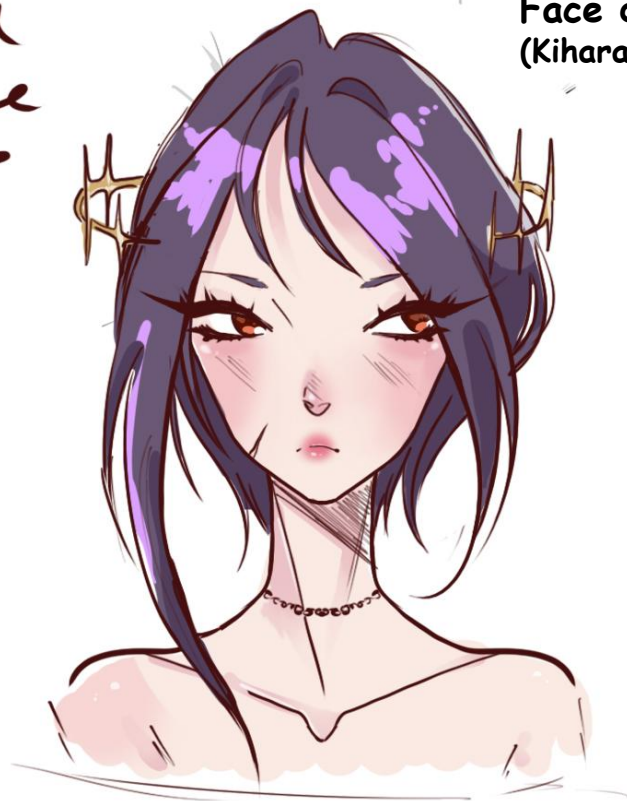


Sketch with color
2 variation
(Max)

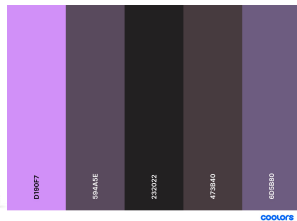


Turnaround/Concept design sheet
(Max)

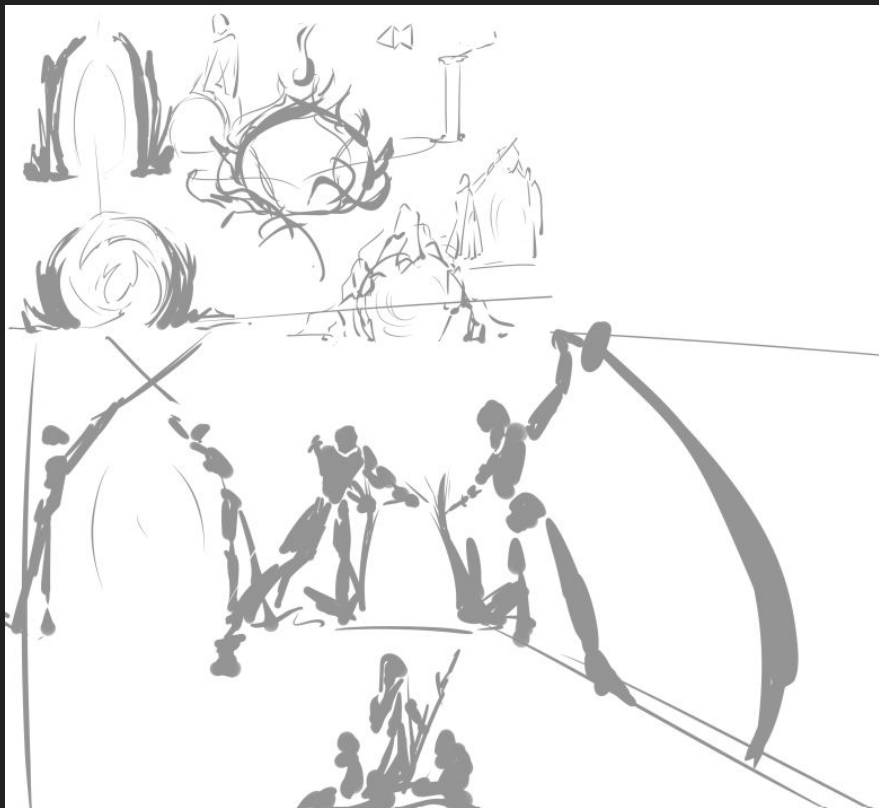
Final
Face
Up



Face detail
(Kihara)



Rough concept sketches (Max)

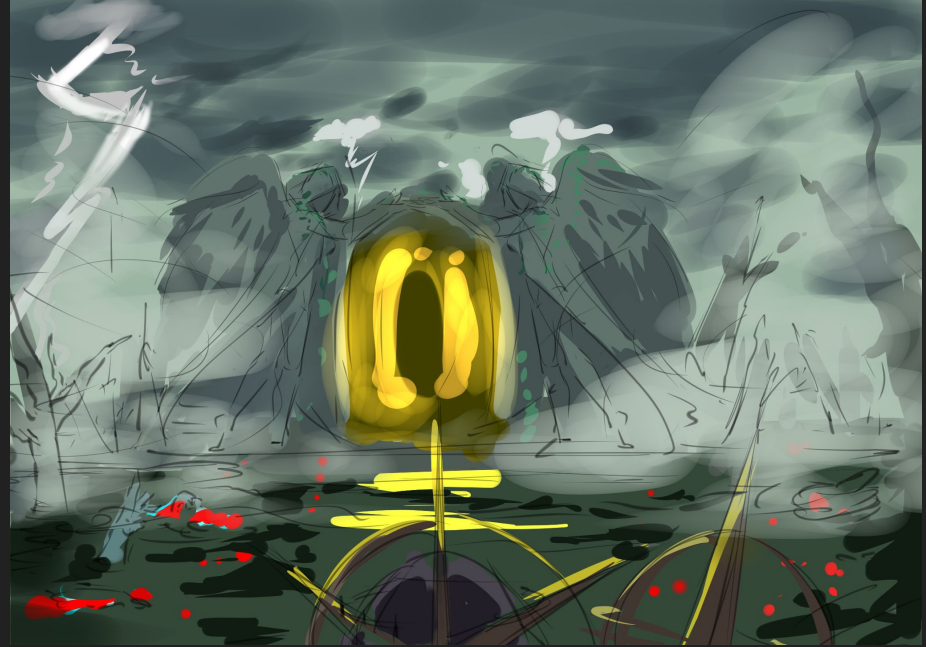


Background portal designs



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



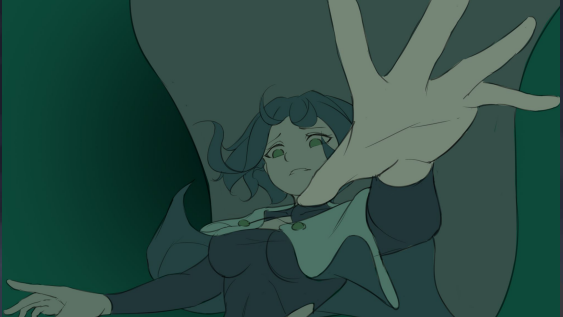
Select this blue setting



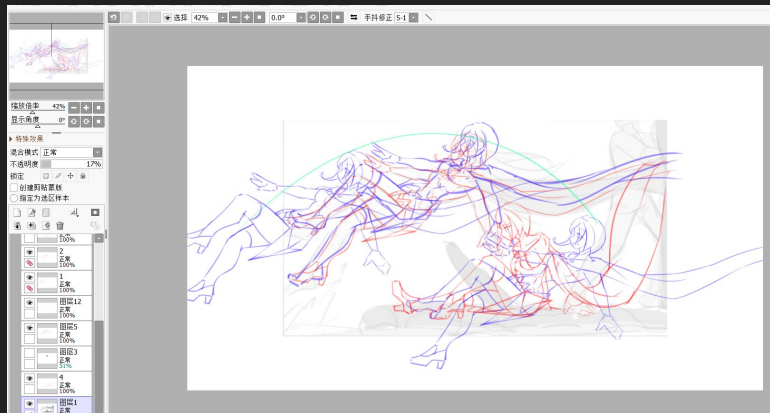
Name this document in the format '**Scene number (first frame number of the scene – last frame number of the scene)**', the scene number and frame number are stated in the timetable document

As this is a grouped project, I think it is useful to regulate the software we use to make the animation and to name, export 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 have 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.

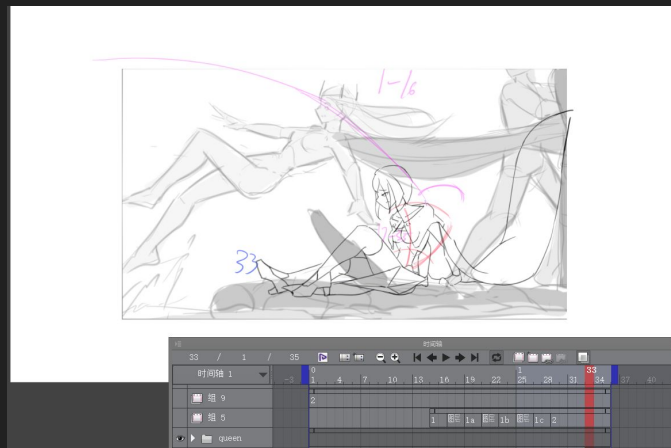
Refined key frames (Max)



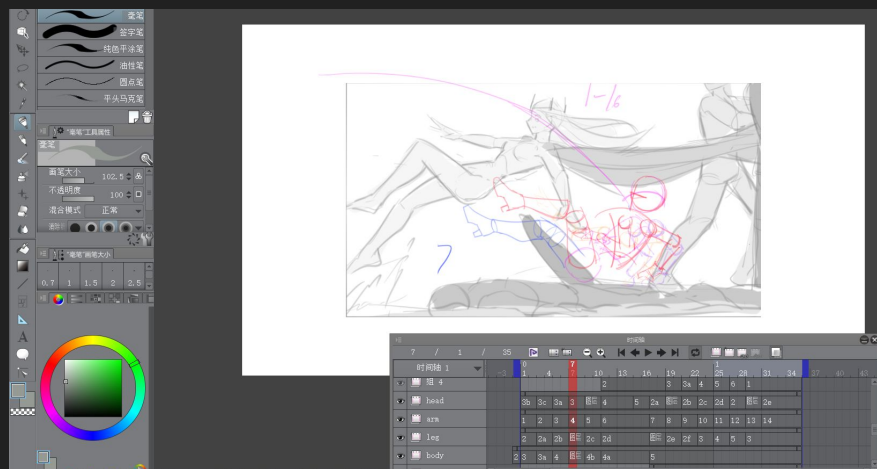
Animating (Max)



use SAI2 to produce rough key frames



Refining

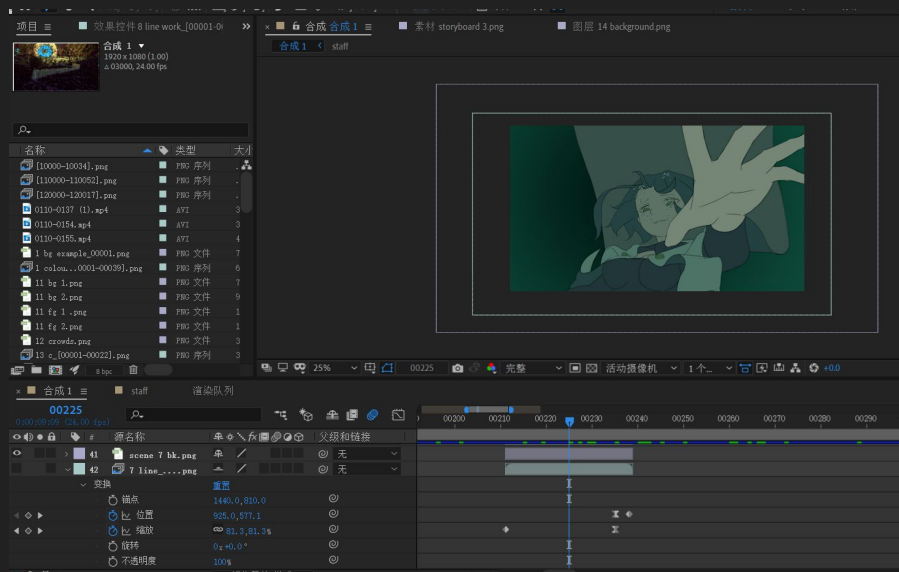


use Clip Studio Paint to produce animation



Colouring & background adding

Composition - Camera movement (Max)



Besides drawing the movement straight away, illusion of camera movements can be made by AfterEffect 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