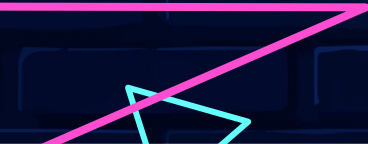

CAVITY CROWNS

By Kajsa and Lillian

June 2024



Exploring:

Visual storytelling, building and showing characters.

Kajsa H:

- Post-production and compositing in After Effects
- Storytelling through colour

Lillian H:

- Cleaning up animation
- Collaboration

Process

01

Drafting:
Story pitch, schedule

02

Image:
Moodboard,
inspiration

03

Outline:
Storyboard, animatic

04

Animation:
Final animation
(in-betweens, colour)

05

Composition:
Lighting, effects

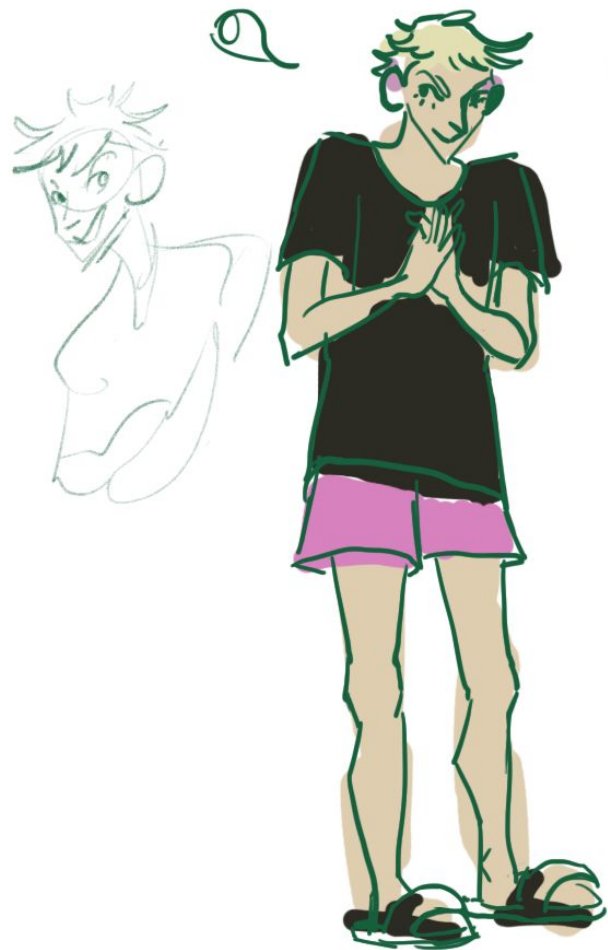
06

Final:
YAYYY

01

DRAFTING

Story pitch and scheduling.



PREMISES

VISION

A dentist meets his client at an unlikely time, who happens to be involved in his night job as a mafioso.

CONSTRAINT

There are 16 days between May 16 (start date) and June 1 (due date).

KAJSA / LILLIAN EXPLORATIONS PLANNER

Schedule:

Week 1 (May 16-17):

- Storyboard
- Planner
- Audio
- Character sheets

Week 2 (May 21-22):

- Scenes:
 - Kajsa Intro Scenes (2)
 - Lillian Intro Scenes (2)
- Start Dentist Office
 - Color swatches
 - Layout (Animatic)

Week 3 (May 29-30)

- Composite
- Finish Dentist Office
- Finish personal stills
 - Kajsa's Stills
 - Lillian's Stills

Due June 1 (Presentation)

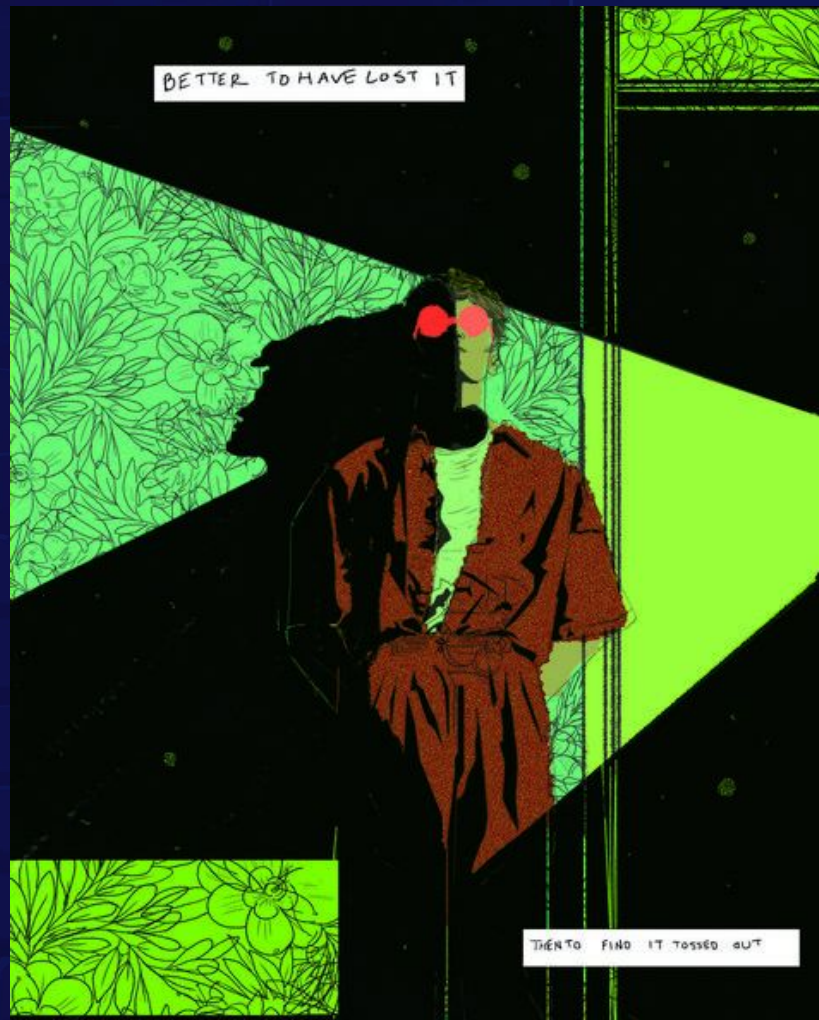




02

Image

Moodboard and inspiration.



FOUNDATION OF STYLE

1

Messy, sketchy lines
(mostly to save time).



2

Bright / neon
colours.



3

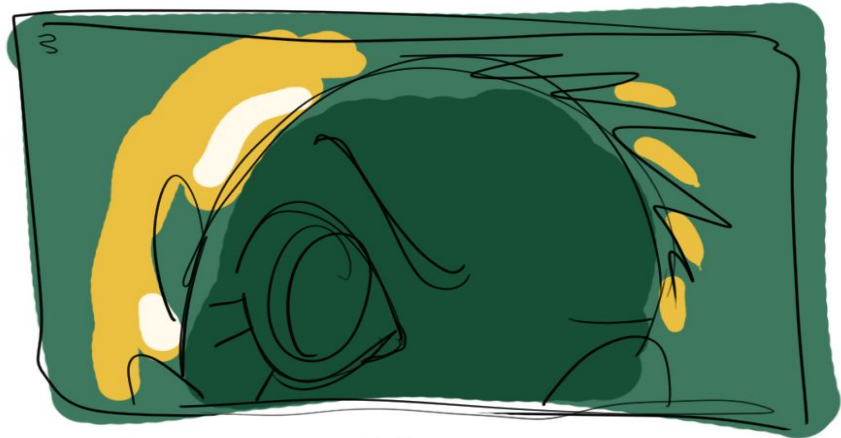
Unique angles, quick
scenes.



03 OUTLINE

Storyboard and animatic.





SCENE Δ = DENTIST

Color palette

● Background

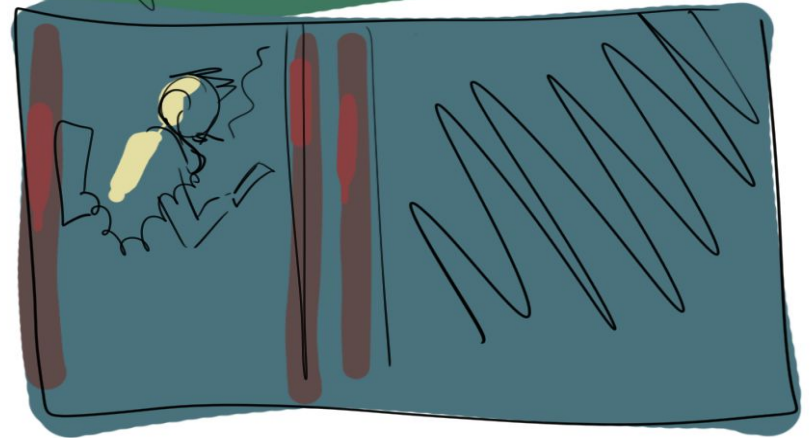
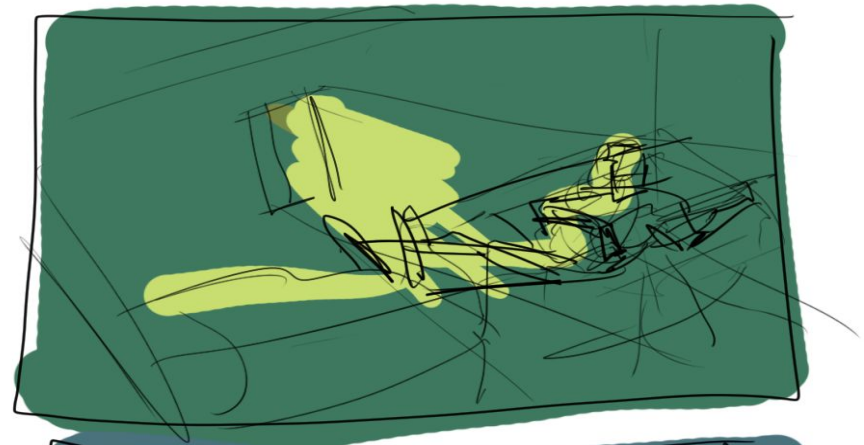
● light

● light body

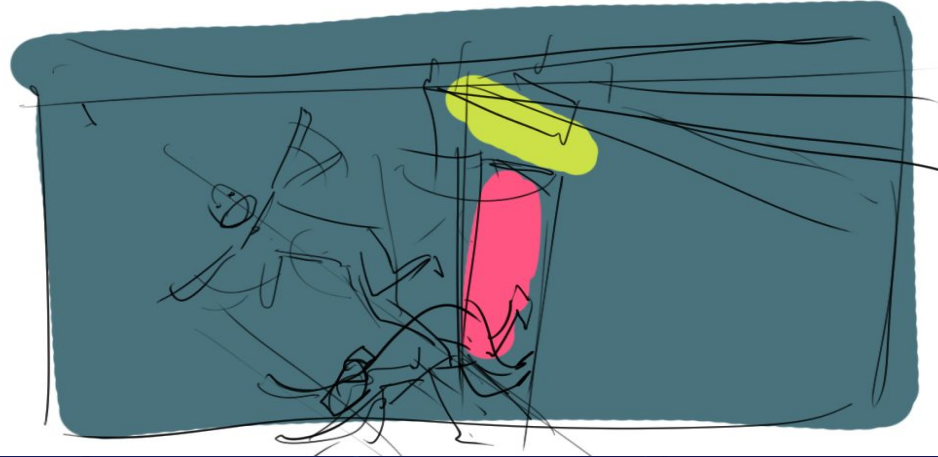
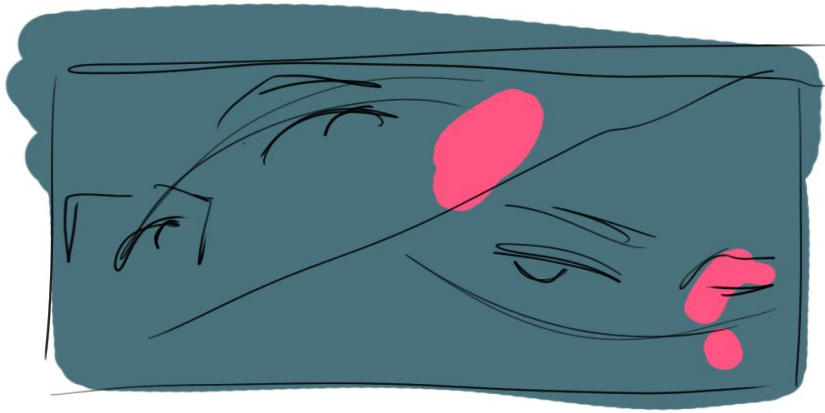
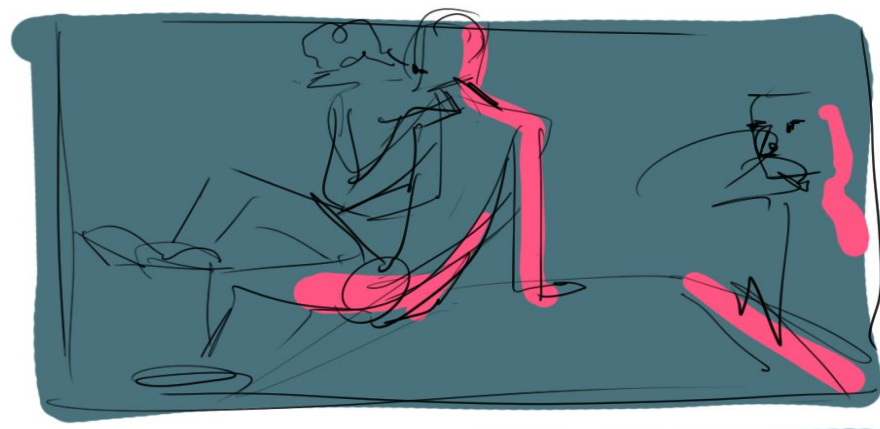
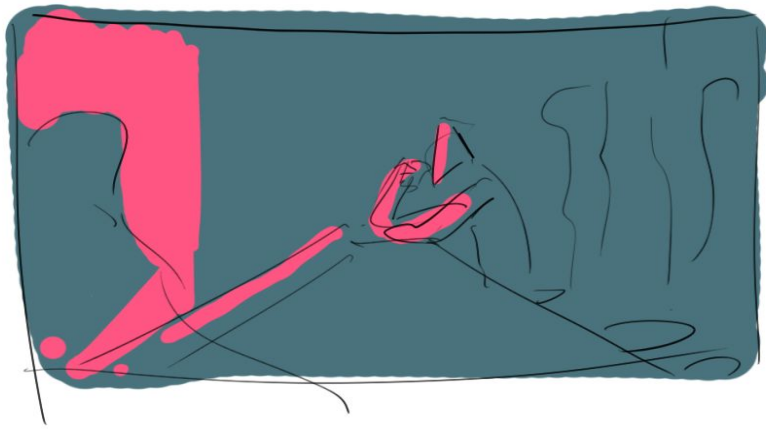
● gloves

● (lines/
shadow)

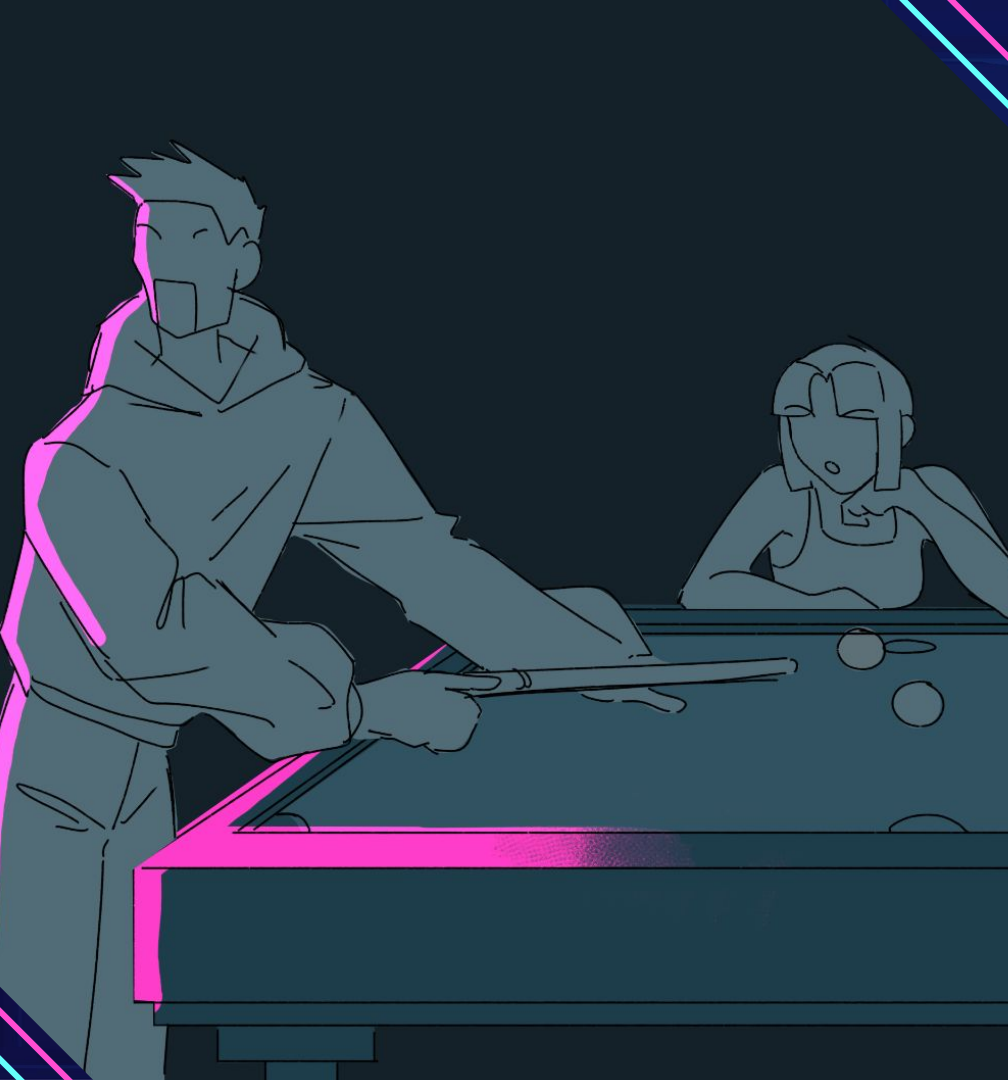
Dentist scene: inspired by the picture of lights behind those two guys



These scenes establish the characters: Top two, of Duncan, show he is a chill skater who plays guitar. Bottom two, Victor, show his nefarious-mafioso-plotting, in a bathroom, and call booth



Last scene brings the characters back together in a bar



04

ANIMATION

Final animation (in-betweens,
colour)

Adobe Photoshop 2024

Share

skateboard streetpsd @ 50% (Layer 86, RGB/8#)



Select subject Remove background

100% 1920 px x 1080 px (72 ppi)

Timeline

Timeline controls: Play, Stop, Solo, Mute, etc.

Timeline markers: 00, 03f, 06f, 01:00f, 03f, 06f, 02:00f, 03f, 06f, 03:00f, 03f, 06f, 04:00f, 06f, 05:00f, 03f

- Polygon 1
- Video Group 2
- Video Group 3
- Video Group 1
- Video Group 5
- Video Group 4
- Layer 4
- Layer 2
- Layer 5
- Layer 3

Color Swatches Gradients Patterns



Properties Adjustments Libraries

Pixel Layer

Transform

W: 4 px X: 0 px
H: 4 px Y: 0 px

Align and Distribute

Align: Left, Center, Right, Top, Bottom, etc.

Quick Actions

Layers Channels Paths

Layers panel showing a stack of layers:

- Layer 86 (checked)
- Layer 84
- Layer 3
- Video Group 4
- Layer 5
- Video Group 5
- Layer 52
- Layer 53
- Layer 54
- Layer 55
- Layer 56

0:00:04:03 (8.00 fps)

Source: (no clips) Audio Clip Mixer: animatic Text Effect Controls

Source: animatic.m... animatic - anima... :00:07:0 00:00:07:5 00:00:08:0 00:00:08:5

Video animatic.mp4

- fx Motion
 - Position 960.0 540.0
 - Scale 100.0
 - Scale Width 100.0
 - Uniform Scale
 - Rotation 0.0
 - Anchor Point 960.0 540.0
 - Anti-flicker F_ 0.00
- fx Opacity
 - Time Remapping
 - Speed 100.00%



00:00:08:3 Fit 1/2 00:01:02:7

Project: Explorations Animatic Media Br...

Explorations Animatic prproj

animatic

00:00:08:3

Essential Graphics

Essential Sound

Lumetri Color

Libraries

Markers

History

Info

Effects

- Presets
- Lumetri Presets
- Audio Effects
- Audio Transitions
- Video Effects
- Video Transitions

05 COMPOSITION

Lighting and effects.



Project


FX Composition
1920 x 1080 (1.00)
Δ 0:00:30:00, 24.00 fps

Essential Graphics

Name: _____
Primary: Select a composition
Solo Supported Properties
Set Poster Time

Composition FX Composition

FX Composition



Properties: bg.png

Layer Transform

Anchor Point	960	540
Position	960	540
Scale	100%	100%
Rotation	0x+0°	
Opacity	100%	

Info
Audio
Preview
Effects & Presets
Align
Libraries
Character
Paragraph
Tracker
Content-Aware Fill

100% Full

FX Composition

0:00:01:00
00:04 (24.00 fps)

Layer Name	Mode	Track Matte	Parent & Link
1 Adjust... Layer 4	Normal	No Matte	None
2 [untitl...k;[1-9].png]	Normal	No Matte	None
3 [untitl...k;[1-9].png]	Normal	No Matte	None
4 [untitl...ork (3).png]	Normal	No Matte	None

Effects

- Fast Box Blur
 - Blur Radius: 0.0
 - Iterations: 3
 - Blur Dimensions: Horizontal and Vertical
 - Repeat Edge Pixels: On
- Compositing Options: + -
- Transform
 - Anchor Point: 2132.0, 1080.0
 - Position: 1018.0, 502.0
 - Scale: 53.2, 53.2%

Frame Render Time 837ms

SofaV TheaN SofiG pitch

Reflection

Did we learn what we said?

Lillian:

COLLABORATION: I learned to trust and depend on my teammate, and to be transparent (share stuff, check in)

Clean up: be more careful and **DO IT RIGHT THE FIRST TIME!!** Rather than going back and cleaning up

Kajsa:

POST-PRODUCTION: I learned how to use after-effects in manipulating lighting.

COLOUR: Still room for improvement. Push contrast further.

Mistakes we won't make again

X out of the photoshop file while it's still saving on the desktop in the animation room :((((

Q&A

