

Hi, my name is Ash Dillon, and I am in animation

For explorations project - character animation

Chose for 2 reasons

1. Wanted to challenge myself physically by trying to use new types of animation like smears or liquid
2. Wanted to challenge myself mentally by including original characters I created, and the story/world they are in

\*slide 1\*

Character animation, rather than one skill, is several skills blended together;

-color theory/color design

-character design

-understanding movement/dynamics of fluid, explosions, smears, etc.

-understanding human anatomy/proportions

\*slide 2\*

First step: Brainstorm

After coming up with many ideas, decided on animating character introductions to a song. Like what you see at the beginning of a TV show sometimes, where characters are introduced

After, had to decide on specifics;

\*Chose a song: Take Me Back by More Plastic (on NCS -NoCopyrightSounds)

\*Choose characters to Animate: Original Characters

\*Decide Minimal Plot/Story Idea: Paradox Universe

\*slide 3\*

For the story;

Is something that has been floating in my head for years

A universe in which people have superhuman abilities, but morally grey. Focuses on how society can turn people into criminals. People who are evil aren't evil without a reason. The story follows a criminal name Paradox, who has mind-reading and mind-control abilities. I decided to call this story the same word as her alias:

\*slide 4\*

Paradox

\*slide 5\*

That was my inspiration for the story and characters. As for the inspiration for the animation style - 2 YouTube animators

-The artist on the left made a character introduction similar to the one I wanted to make

-The artist on the right has an animation style I wanted to follow

\*slide 6\*

Next, moved on to character and color design

-had three different types of character design, each helped me in a different way

1. Headshots -
2. Chess piece + Name -
3. Rough clothing/ outfit design-

\*slide 7\*

In total, I made 16 characters. However, due to time constraints, only ten made it in. Here are some of the designs for the characters that made it in, and how they helped me

\*slides 8-11\*

After I had a good idea of what characters I wanted, I began storyboarding. Before that though, I need to decide what parts of the animation would go to what parts of the song. Here is my very sophisticated Google Doc planning

\*slide 12\*

After that, onto storyboarding - this is for the beginning of the song

\*slide 13\*

and these were all of the storyboards I made in total. Again, not all of the characters made it in, but it helped me plan what I wanted the background to look like and come up with ideas for different actions/movements the characters could do

\*slide 14\*

Here is a closer look at some of the storyboards for characters that made it in. I didn't follow the storyboards exactly in the final animation, but I am glad that I made them

\*slide 15\*

After all the planning was done, I started the long process of animating. I animated on my Apple iPad, which was useful because it was portable and I could work on it when outside of freestyle or my home. I use Procreate Dreams, an animation app that the drawing program Procreate recently came out with. Here is a picture of one of the parts of my explorations project in Procreate Dreams on my iPad:

\*slide 16\*

After exporting clips out of Procreate Dreams, I edited them and combined them with the music in Adobe Premiere Pro

Finally, this is my final production, I hope you enjoy

\*play video on slide 17\*

Reflections, (and regrets)

Animating takes a LOT of time, and my biggest regret for this project was that I didn't have all the time I wanted. More time would have allowed me to:

- Animate all 16 character intros
- Incorporate more of a story
- Add more information and visual elements for each character, like the chess pieces that represent each individual character

Some important things that I learned or that I want to improve on next time are

- Don't spend extra time on steps that don't need it
- Look at resources/references while animating if needed
- Research how others have animated specific things like liquid, lighting, etc.

All in all, I learned a lot from this project, and I am pretty happy with the result. I will probably use these characters again in the future, and I am excited to do more with them.

Thank you for listening!