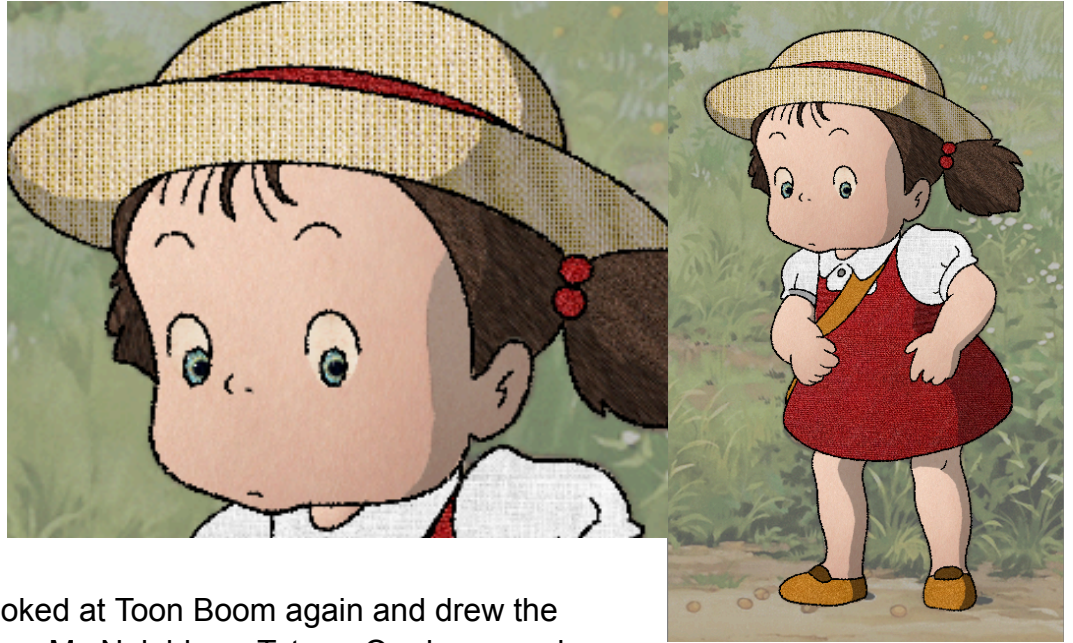
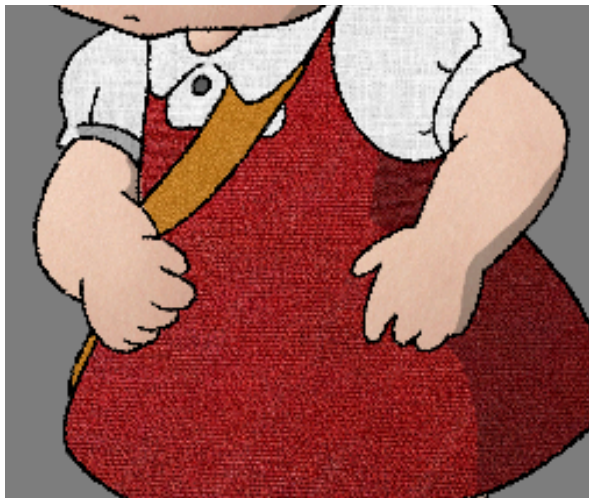


Week 7 Self Reflection

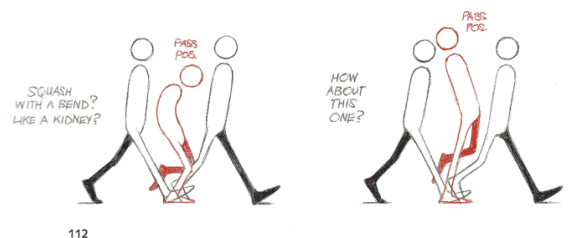


This week we looked at Toon Boom again and drew the character Mei from My Neighbour Totoro. Our homework was to redraw Mei with a different pencil and style. I used the charcoal pencil and instead of using flat colours I got images of real textures for all the colours, I really liked being able to use a texture and the colour fill tool.

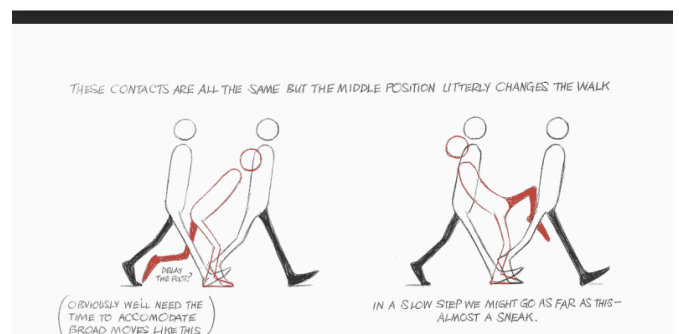


We also had to read part of 'The Animator's Survival Kit' by Richard Williams and take notes on things we learned.

- Walk cycles can look very different when the middle or passing position of a step is changed. Normally the passing position of a step is higher than the stepping down position. If the passing position goes down or lower than the stepping position it looks very cartoonish and unnatural.
- The passing position is very important in a walk cycle as it changes the whole style of the walking depending on how



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the body is positioned. The stepping position could look the same with many different walk styles but if the passing position is different it changes it completely.

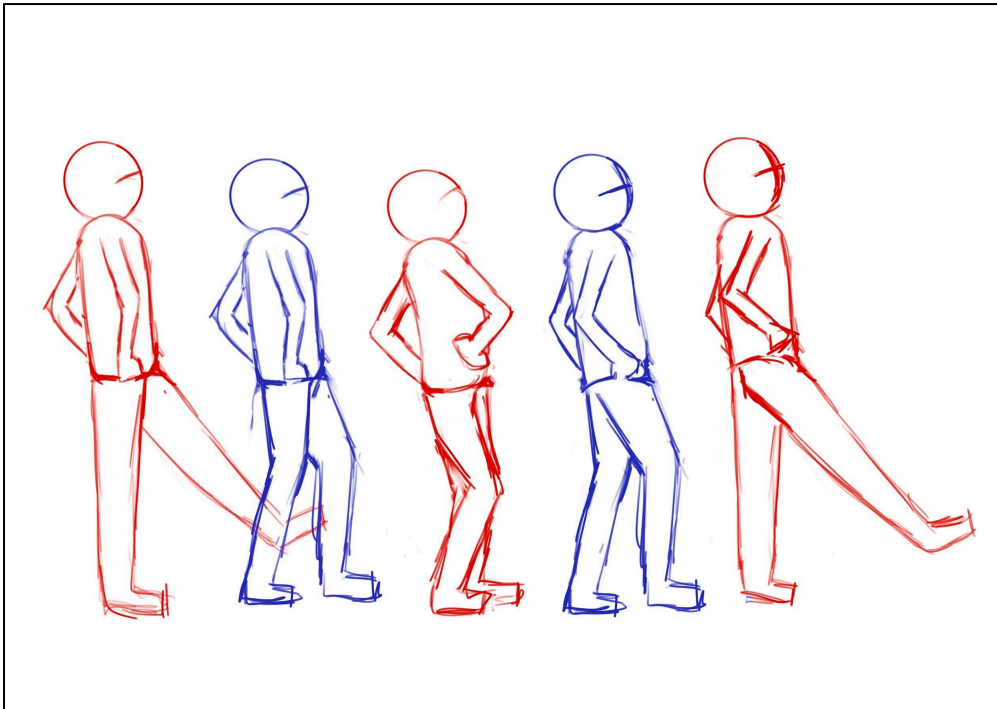
- Easy way to draw a walk cycle is to draw the two down positions first and then draw the passing position in between those two and then draw the two mid positions or the contact positions on either side of the passing position to create a full step. Instead of drawing it out in the order from left to right.
- It can also work by having the contact positions on the ends, having the down position and the up position on the insides of the contact positions and the passing position in between all four.
- The arms move opposite to the legs in a walk. When the foot is back the hip joint is back too and when the arm is forward the shoulder is forward too.
- In the passing position the shoulders and hip joints are on a straight line across when viewing from the front. When a foot steps forward the back hip joint is higher than the stepping leg joint and the shoulder on the stepping side is higher than the shoulder on the other side.
- When walking the mass of the head mostly moves up and down, making it move in circles of figure 8s can make it look like a pigeon walk.

Filming and drawing walks



This week we had to film ourselves walking and then draw one of them. For my first walk I decided to try to do a double bounce happy walk and my second one is just a standard basic walk. I decided to draw the first walk. When drawing the steps I decided to follow the method Richard Williams explained in his book that I wrote in the notes. I found this method quite simple compared to how I used to draw them- by

drawing each movement in order of how it goes, each step would end up looking way different to the one before. But with this method I was able to draw the steps quicker and make them look more similar to each other.



WEEK 8

This week we did more learning about walk cycles. We traced an image from Richard Williams book in ToonBoom and animated the different drawings into frames to make it moving. The character walked along the screen as if the camera was still. For homework we had to move the drawings to make the walk cycle move on the spot as if the camera is following alongside the character. We will have to do it this way for our assignment. Doing this exercise was helpful to me to understand how the body is positioned when a character walks on the spot and is making me feel more confident in drawing my walk cycle for my own character.



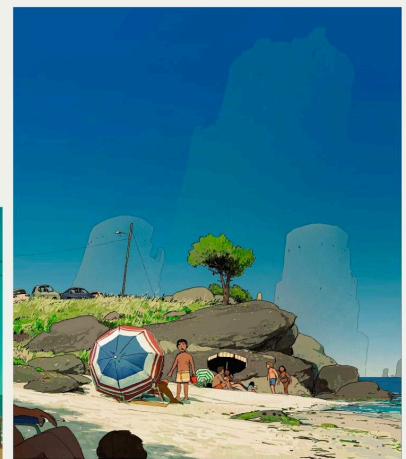
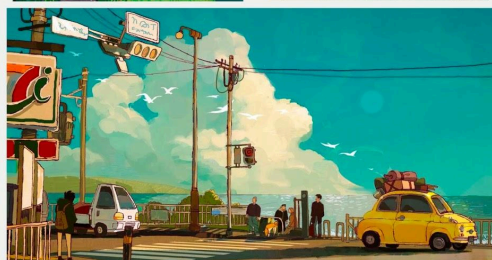
We also looked at some animation clips from Disney's Robin Hood and Sylvain Chomet's The Illusionist. We noticed how the character design and style differed from the background style. For example the background could be painted have many details and thin line art whereas the character could have a more simple design and plain colours with thicker line art to stand out against the background and be more noticeable.



Moodboards



Settings Moodboard





Pachyderme

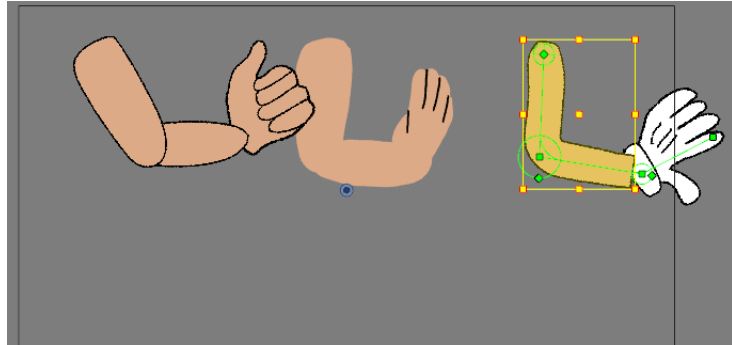
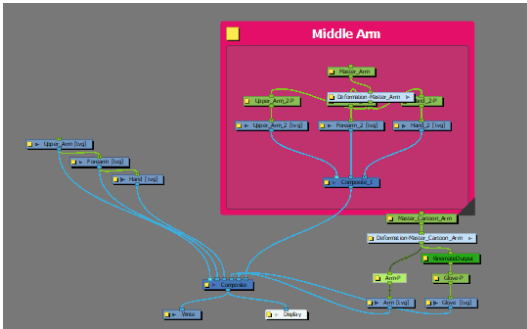
The short animated film *Pachyderme* is about a girl named Louise who stays with her grandparents for a holiday, although it does not explicitly say in the film, Louise is sexually abused by her grandfather. This story is told through the voice of Louise's older self.

The style of this film is very painterly and nostalgic, giving the look of a children's picture book, it makes it seem like the story is going to be more of a child-like story until we get clues of what is actually going on and gives the whole animation more of an eerie feeling. Having the nostalgic style is also a way of showing us the story through a child's perspective and how Louise sees the world through her eyes.

The lighting during the daytime in this animation is very yellow and bright contrasting to the dark and shadowy colours seen during the night time. During the day the story seems more innocent fitting to the bright colours. During the night Louise is scared and uncomfortable which matches the mood of the dark colours. Louise's facial expressions stay the same throughout the whole animation, staying very blank and emotionless. This tells us more about her character: she is very quiet and withdrawn and unhappy, much unlike the face of a child who has a happy childhood. The power dynamic between Louise and her grandparents is shown through sizing, Louise appears so much smaller than the adults especially in the scene where her grandfather is holding her hand. Louise is displayed as so powerless and insignificant. She doesn't get a say in what happens in her life like when she says she doesn't like when her parents leave her at her grandparents and she doesn't like taking her dress off to swim. She still does both because that's what the adults tell her to do.

WEEK 9

Looking at character rigging and cutout animation



This lesson we looked at rigging characters in Toon Boom and learned about how all the nodes work and affect different joints.



This is the walk sequence using the rigged character Miriam made. In Toon Boom I used the node library and rotated the rigged joints to make the arms and legs bend. We used Richard Williams walk cycle as reference and moved the character so they matched the images of the reference.

Our homework this week was to create Moodboards as if we were to create a cutout animation.

Aesthetics:

Visuals- lighting, colour, line art, texture, shape and proportions.

Composition and treatment of space- grid, leading lines

Degree of realism- abstraction

Think of the aesthetic, technical and conceptual ideas.

Remarkable not serviceable.

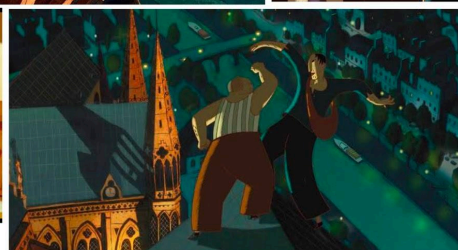
I found two cutout artists that I really liked named Carlotta Notaro and Morgana Wallace. I like both of their styles even though they are quite different. I think I could try to implement many aspects of their styles if I decide to do a cutout animation. Carlotta Notaro creates animated GIFS with a mix of pencils and digital art. Morgana Wallace creates hand made art using paper collage and gouache paints.



Carlotta Notaro



Morgana Wallace

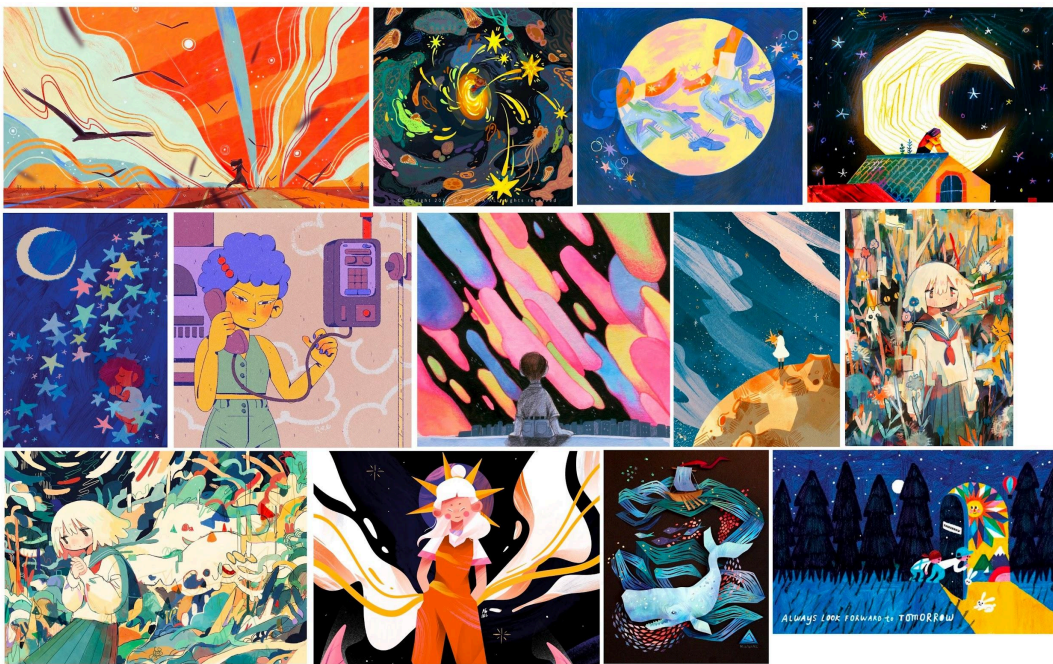


Directors
Jean-Loup Felicioli & Alain Cagnol

I wasn't really able to find any cutout animation films that inspired me for this assignment but I made a mood board of two film directors who work together in a lot of films- Jean-Loup

Felicioli and Alain Gagnol. One film they made, A Cat In Paris, was one of my favourite films when I was younger. I really like the style of animation and the look of the characters. Even though this is not a cutout animation, it has lots of elements that are in cutout animations like textures and colours that look hand drawn and character features like curved limbs and interesting head shapes which makes it look like it could be done with cutouts.

I made some new style, character and setting moodboards this week. After our lesson this week I felt my original mood board and idea was a bit too simple, I think it's 'serviceable not remarkable' like Miriam mentioned in class. I decided I could come up with a more interesting idea and added lots more colour and shape inspiration to my new mood boards. There's a lot more texture used which I like and want to implement into my animation.



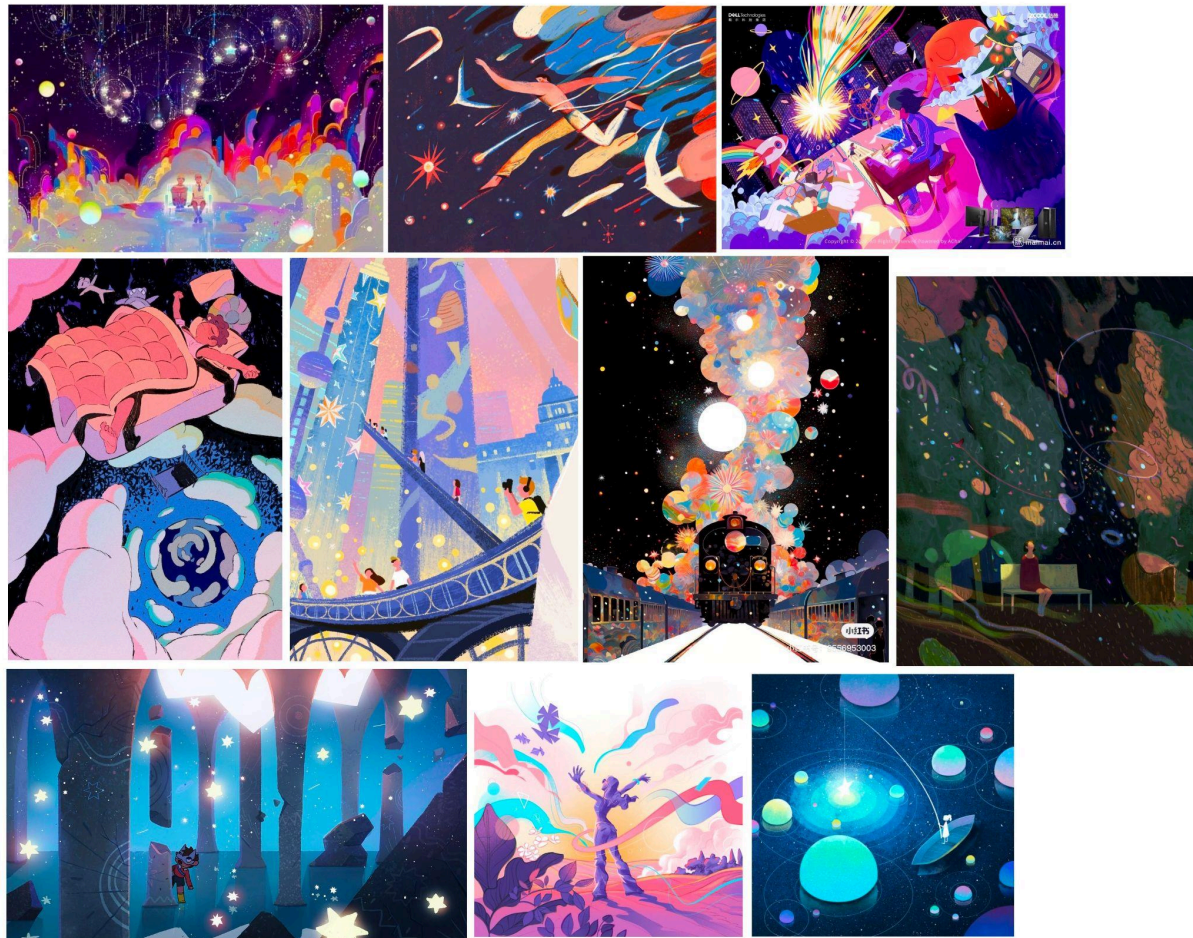
Style moodboard



Character moodboard



Setting Moodboard



Outdoor and indoor photos taken by me. I like the bright colours in these photos and I like how in the outdoor photo there is a contrast between the sky and ground that really brings out the colours of the sunset.



Three drawn artworks in different styles
Agnes Decourchelle



Angela Pan



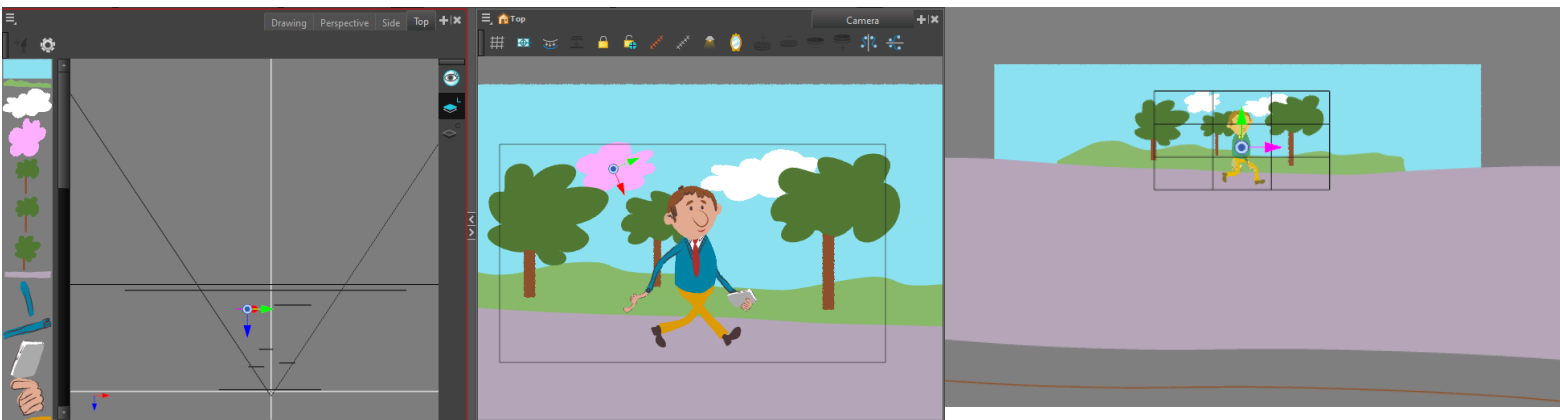
Jiyoung Park



WEEK 10

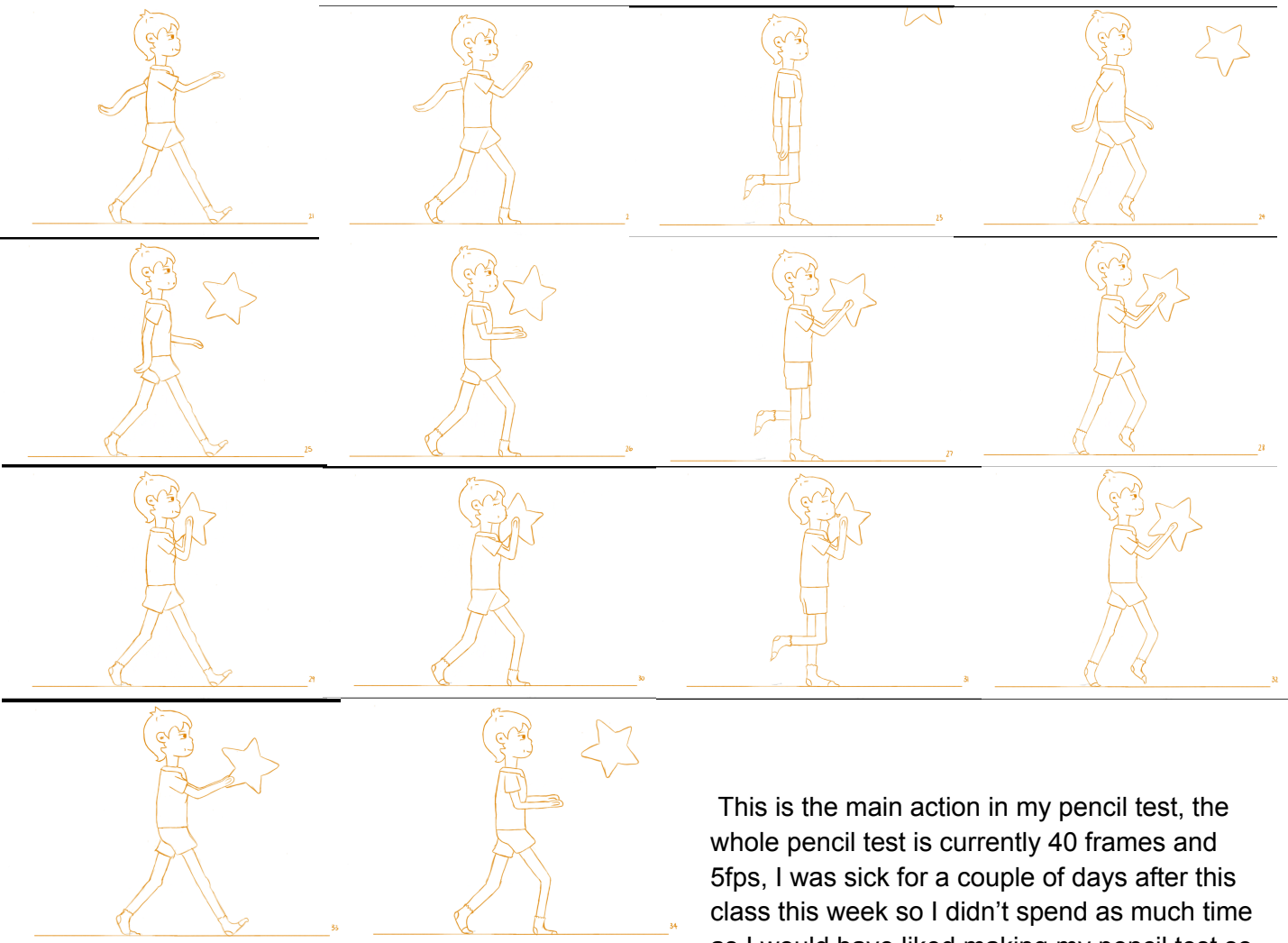
Background images- whether drawn, painted or modelled play a hugely important role in animated films.

This lesson we learned about backgrounds in Toon Boom and using parallax to create moving backgrounds to accommodate our walking character. We do this by adding a camera to our scene and using the top and side views we are able to position objects closer to or further away from the camera. Then we key frame the camera panning across the background and it creates parallax. We have to position the character in the centre of the shot in each frame so it doesn't disappear off camera.



We also tested parallax with one of the photos we used for our reflection last week.

Pencil test

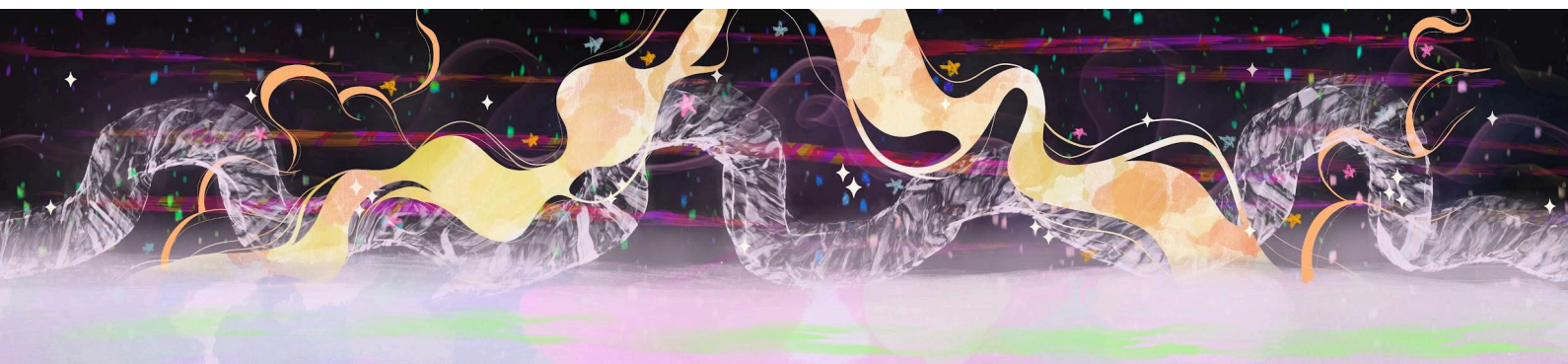


This is the main action in my pencil test, the whole pencil test is currently 40 frames and 5fps, I was sick for a couple of days after this class this week so I didn't spend as much time as I would have liked making my pencil test so I think I could improve it a bit and add a bit

more personality and movement to the walk but I like the idea of her interacting with the star.

Synopsis- star girl wanders through the galaxy calm and peaceful. A star floats into her hands and she gives it a kiss. She lets the star float back up into space and continues wandering.

Background



This is a background I made for my animation, I really like it but I'm not sure if I want to design a few more and pic options. I think this one really matches the style of my Moodboards. I want it to look like a really colourful galaxy and I think it kind of works with the stars in the back but I'm not too sure if everyone will really know it's a galaxy because it's so colourful. I think with my character catching the star it will fit together nicely. I used lots of different brushes and textures and didn't start with any sketches or lineart because I didn't want it to look too planned and put together, I want it to look wild and bright.

Character



This is my first character design. I really like her hair, I want my character to have a spiky pixie cut hair style because she is supposed to resemble a star. I also want her to be in pyjamas since stars come out at night time. I chose bright colours of yellow and orange but I'm thinking it makes her look a bit more like a sun instead of a star so I will try a few more variations with colours maybe more white and less orange. I used different textured brushes for her colour because I want it to have a more painted look but still digital. I also want her to stand out against the backdrop because there is so much going on but also match well with it so she looks in the right place. I added an image of my character moodboard again to see the inspiration.

Character profile

What does she do in life- she wanders around the galaxy and puts nice dreams in every creature's mind.

Things that make her happy- kissing stars, floating around in nebula, dreaming

Things that make her scared- black holes, nightmares, rocket ships



This is an image from my final animation. I changed the colours of my character to be a bit more yellow and white. I animated her using a rig which was a really interesting thing to learn and use. I ended up giving her a double bounce step to make it a bit more different and have more personality. I also added a glow to the star. I wanted to add a rim light to my character but because of the way my nodes are laid out it made

it really difficult to create a light on her so I just decided to use one on the star. For the colours of my character I drew different textures and imported them into Toon Boom, it's not super noticeable but I think it adds a little bit more to my character's style.