

**FOLIO PLAN**

## **RATIONALE**

I am going to make a short 2D animation in this semester which included different tiny stories or employed montage to express my idea. I want to explore some new skills or different expression in my work.

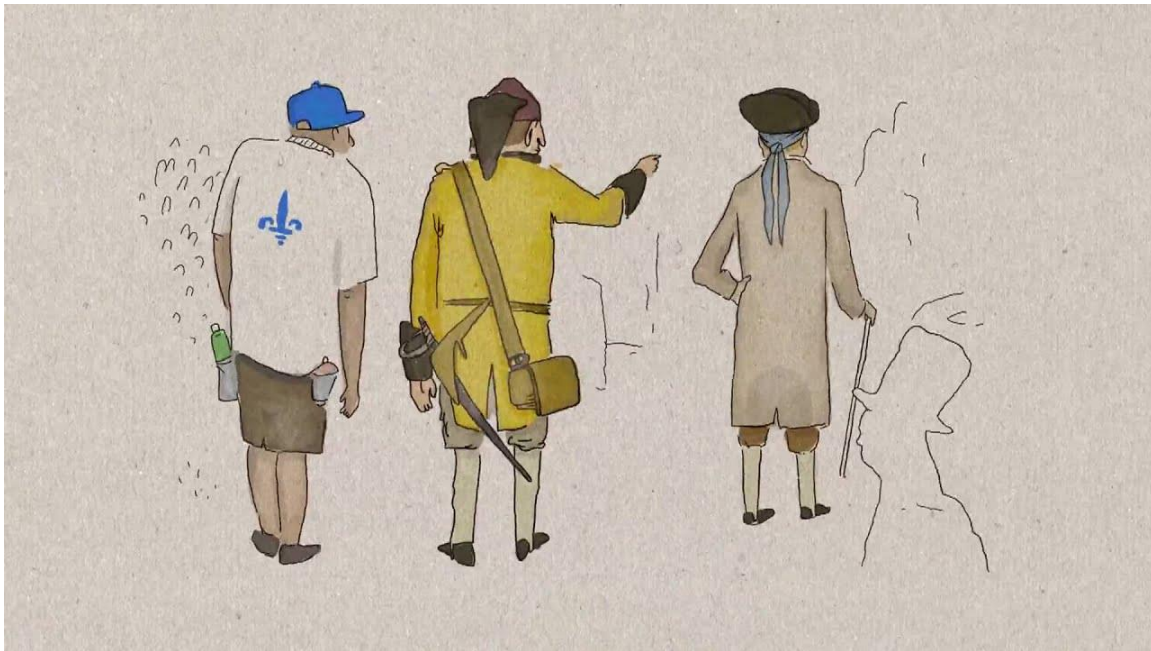
## **Outcome**

6 Weeks: finished the storyboard

12 Weeks: finished the animation (the color background etc.)

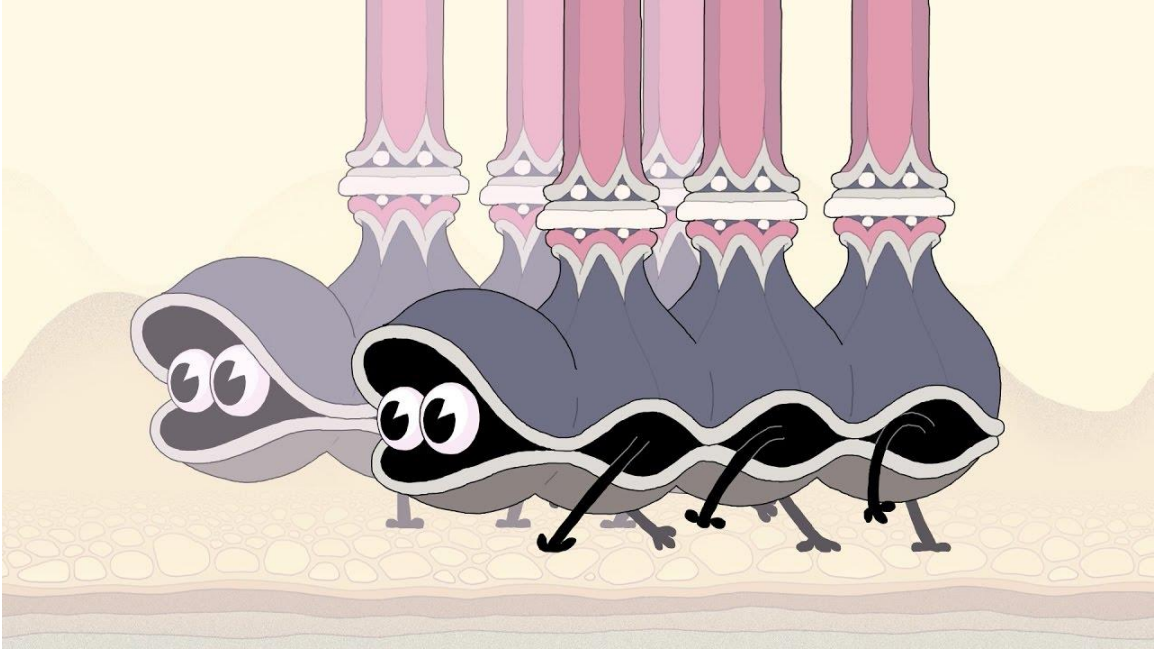
## **CONTEXT**

### **The style**



LA FETE - by Malcolm Sutherland, 2010

## Structure



Double King

## SELF ASSESSMENT

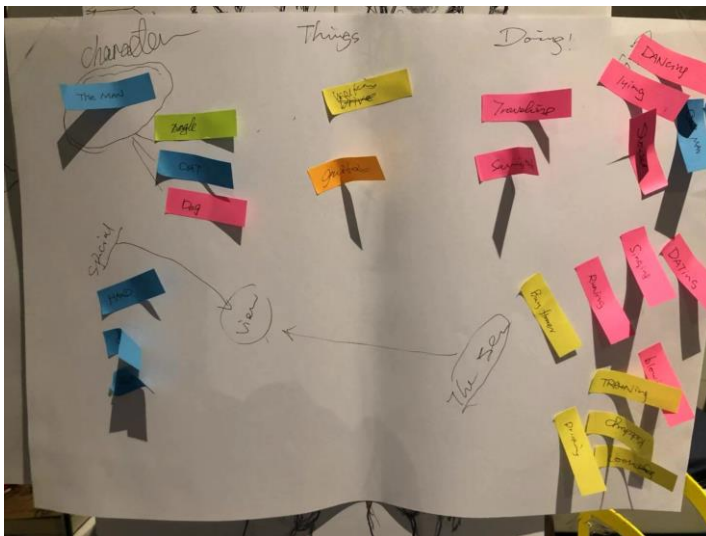
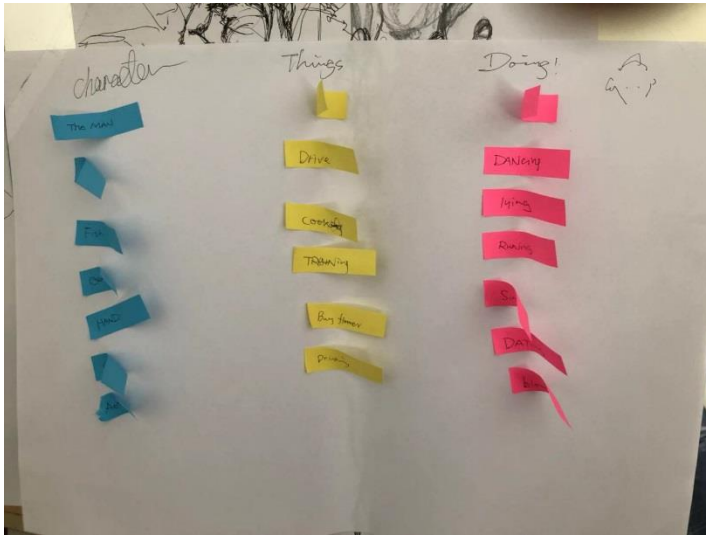
What I learned:

**Area:** 2D Animation stuff (the storyboard, animatic, sketch)

Contrast

	Studio 2	Studio 3
2D ANIMATION	YES	YES
NARRATIVE	YES	NO
QUALITY	YES	YES

## Process



I made the map and collected some ideas in my mind.

1. Different stories show different ways.
2. A simple story with different scenes.

Good Points:

I got more ideas in my animation

Problems:

Too many characters to design

The structure maybe too complex.

## **PRODUCTION SCHEDULE**

<b>Week</b>	<b>Context</b>
1-4	The story (the <b>idea</b> )
5-6	Storyboard (the <b>style</b> )
7	Testing the movements
8-10	Making the animatic (more details)
11	Consider the sound
12	Outcome