
Short Animation, Hungry and Cooking

The simple short animation

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Abstract

This project will create a 2D animated short film that provide visual experience about cooking with traditional animation style

The project also studies how we can generate the ordinary cook recipe video to be an animation and use that concept into an abstract element and how can we improve these elements in to be an effective way in the part of entertainment.

Moreover, 2D animated short film that I want to create is more likely in the fantasy theme, so with this condition, that mean we can create or improve the story to be more likely dreaming by compound between Fantasy and cooking together.

So in this project I have to investigate and planning my project and story. With this research and project planning might be interesting and valuable for researcher and improve the efficiency of this project.

Authors Keywords

2D animation, Camera ankle and story narrative stud

MEETING 1: IDEAS

BROAD IDEAS ::

Cooking and animation have a strong relationship for a long time, we can see many animations which playing with cooking in there animation theme, so this is a good motivation for me because with this condition, I will have many example to study with multiple stuffs which will have a lot have benefit for me.

Therefore this aspect will cause me to improve many part about visual production. In this project I going to research in an experimental way by trying and practice by using my culture and those example as the main base.

This folio will focus about the two key impacts of the experiments:

1. to investigate and explore the order of cooking recipe by using the base of story narrative
2. to study more about how to animate a single environment in the scene such as cooking ingredient

My initial question is ::

How can we generate the ordinary cook recipe video to be an animation?

Aims and objectives

Animation is not only the visual story but animation can express many feeling in to the story narrative such as knowledge, in this project I want to focus in the order of Cooking process and play with many single environment in the cooking scene and make them more magical

Expected outcome ::

My destination I want to receive new technique be fee to use them in other work.

RELATED WORK

Spirit away (2001)

This animation is the one biggest inspiration for me and this animation is very famous one, especially the food scene in the main story. Many food aspects in this animation provide delicious feeling to the audience and moreover it still provide magical feeling to the audience.



Spirit away (2001)

Fate/stay night: Heaven's Feel(2017)



Fate/stay night: Heaven's Feel (2017)

This animation is created by Ufotable .Many food scene in this animation are precious in the term of detail and lighting. Moreover, that the tone of animation and the animate method is a little bit complex, so this stuff is very worth to be an example to study in this project.

ALPHA TEC (YT Channel)



ALPHA TEC (YT Channel)

This one is not an animation but it is a V-log channel about cooking stuff. However this one is still precious in many meaning specifically the ankle of camera and the lighting. This V-log is very beautiful in every scene in the process of cooking and I decide to use footage from this channel for my project. <3

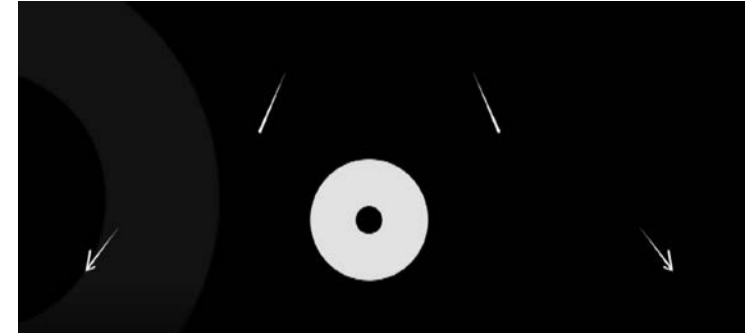
MEETING 2: MOODBOARD

I pick many scene of animation that I really interest for me to make this mood board going to display the grandeur of food that look very delicious and more likely a magical spell that already charmed audience with hungry feeling that they feel like going to be a gourmet character.



MEETING 3: Experimental

About experimental according to the first part of this document that I will grab V-log footage from channel and change them in to animation style, so I have to practice about particular aspects such as tinkering flame water particular pieces



Week 3 and Week 4 Exercise

As I said in the first part of this project by use this video footage form [ALPHA TEC \(YT Channel\)](#) for study and understand the strategy of recipe, camera ankle, cooking aspects which I have to animate them in this project.



Gibli Cream stew and bread

Moreover, in this first folio I have a rough sketch main character for this project. I will use this character that I always use for projects for studio 2



MEETING 3: Experimental

Meanwhile I does not get in touch with animation stuff yet because of my failure time management of me but I still have a large practice with food painting in this 6 week. In this activity, I was curious about any shape and color patterns of food. So I decided to focus into this quick, preliminary test.

