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Foilo 1 (Week 1)

AGI Intensive Workshop

AGI Workshop - Day 1

Rationale:

My main practice is 3D Animation. I create realistic character movements. In this workshop, I want to learn cartoony character animation style. I will create 2 scenarios and create small tests on character movements.

Context:

I want to achieve this style of animation. I will focus on the 12 principles of animation in my practice.

Looney Tunes   Tom and Jerry   Hotel Transylvania

Method:

I will create few tests on character movements using the 12 principles of animation. I will be using Autodesk Maya software.

Scenario 1: Steal object from museum

-move from one block to another
-grab the object
-hide it behind

Scenario 2: Scared

-sitting
-scared by something(stretch scared)
-fast run out of screen

Outcomes:

-final animation shots of 2 scenarios

Afer consulting with Matt, he asked me many questions in which I didn't have the answer to.
Questions like:
WHY do you want do this project?
HOW can you stand out?
WHAT can you do other than replicating an idea?

AGI Workshop - Day 2

After that day consulting with Matt, I thought about what I really want to learn, why I want to do it? and What do I want to explore ?

Rationale: I really want to learn cartoony animation as it is really new to me. I want to explore the timings to emphasize comedic motions. I want to focus on understanding the physics of motion and nature of movements. I could also play around with the distortion animation trick in cartoony animation.

Method: I will create loop animations with atleast 3 scenarios.

1 scenario. - working on computer- pose sitting, pose head down , and repeat
2 scenario- steal food

In these scenarios, I will create exxageration and distortion of character anatomy using the 12 principles of animation.
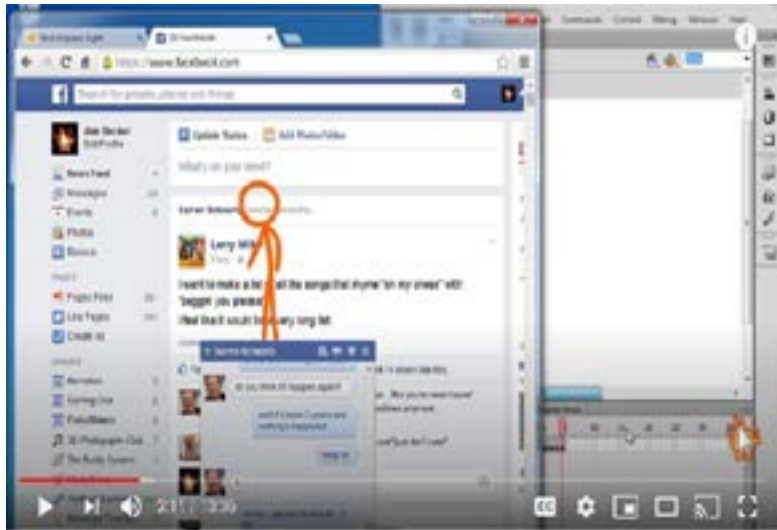

Outcomes: I will submit 3 gif animation loops

I still didn't have the reason to WHAT can I do differently than replicating an idea and WHAT do I want to explore.

I spoke with Chris, and with his suggesion, we decided to create small scenarios of a 3D character interacting with the interface of Maya software. He told me to think about scenarios and play with the tools such as lighting, objects, and the grid space.

AGI Workshop - Day 3

Rationale: After discussing with Chris, I decided to explore exxageration using an interface of Maya software and its relationship with the 3D character.
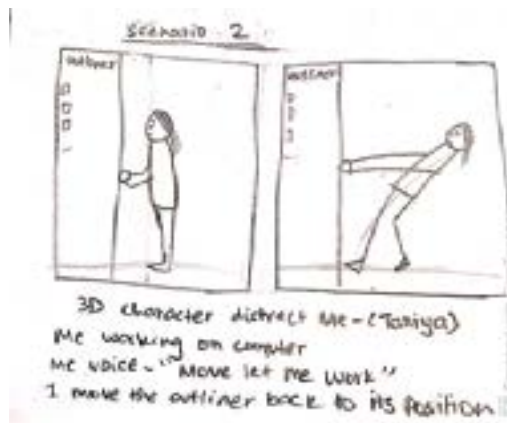
Context: Alan Becker

Interaction of a 2D character in Facebook page

Interaction of a 2D character in YouTube

Method:

Scenario 1:
content browser
- bipeds
Me click on content browser
3D character appears

Scenario 2
3D character distract Me - (Taniya)
Me working on computer
Me voice - "Move let me work"
1 move the outliner back to its position

Scenario 3:
I click on Polygon tool, A cube appears
3D character get scared

I thought about my three scenarios of how I can create interaction of a 3D character in the interface of Maya software.

Outcome: I was not that satisfied with my scenarios. But, after having a consultation with Kate, She told me to make these ideas interesting and engaging.

AGI Workshop - Day 4

Today my main focus is METHOD

I started thinking about how I can make my scenarios funny and interesting. I then thought about my 3 scenarios again.

Scenario 1: spot light shifts left to right. Character follows the light and tries to be in the light

Scenario 2: 3D character stands on top of the grid (acts as a rug) , grid moves like a naughty rug and character fells down
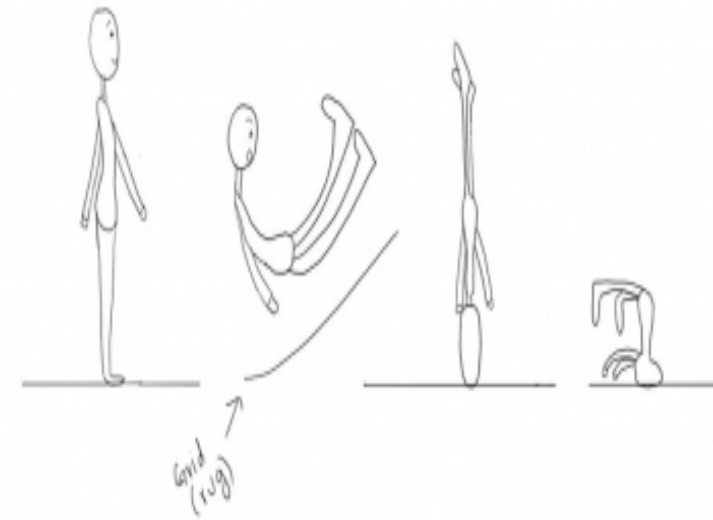
Scenario 3: 3D character is standing, a eyeball/nose/hand falls from up and the character gets scared.
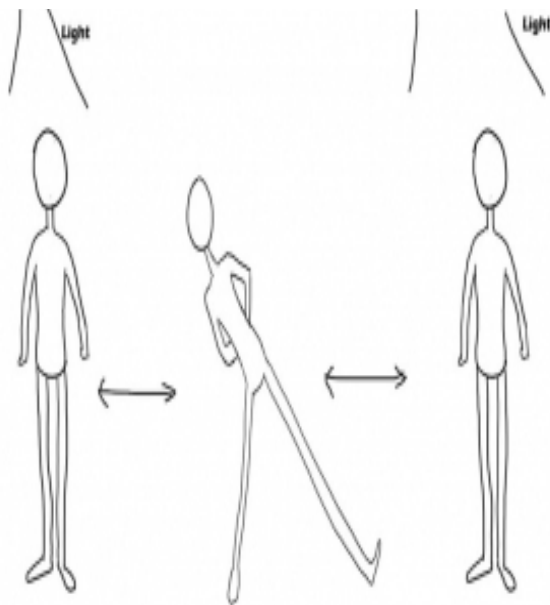
Spot light shifts left to right, character tries to be in the light

A nose, eyeball, hand appears onto the screen, 3D Character gets scared eachtime

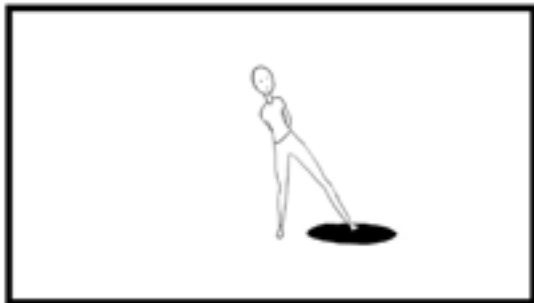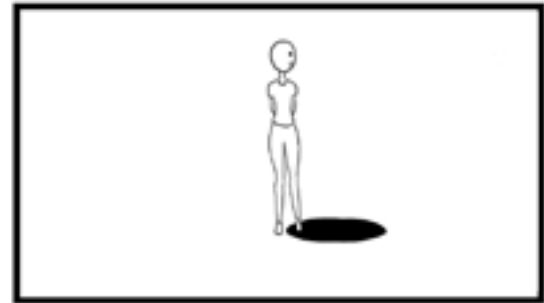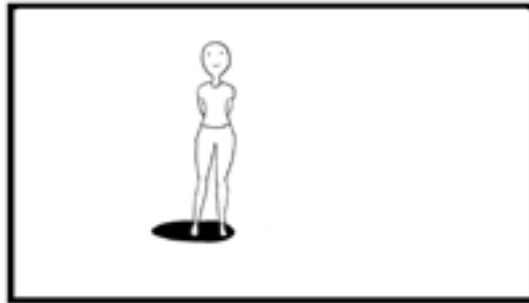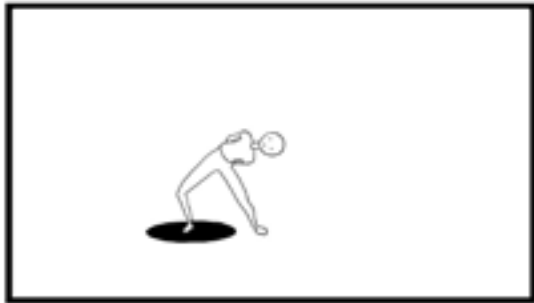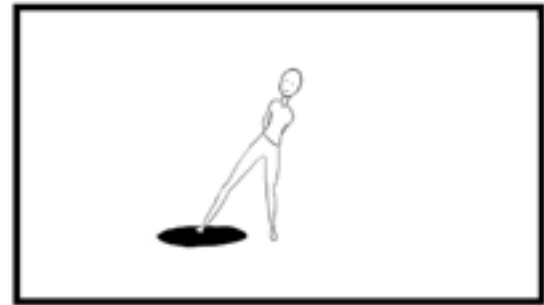3D character stands on top of the grid (acts a a rug), grid moves like a naughty rug and character fells

I created a small storyboard so that when I animate in 3D, I will understand the scenarios better and understand the movements.

Scenario 1

Title _____   Scene _____   Page ____
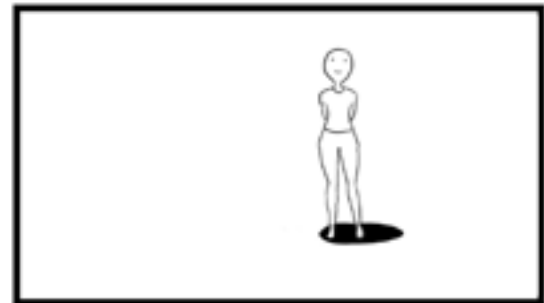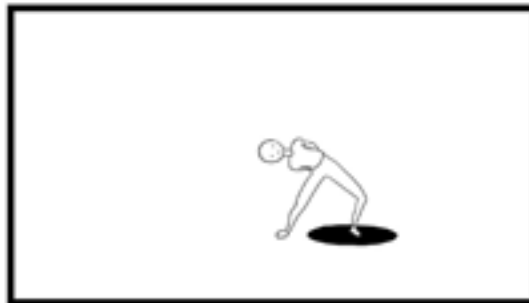
Scenario 2:
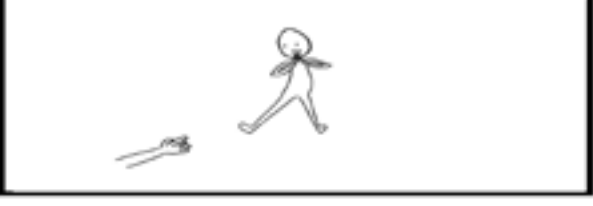
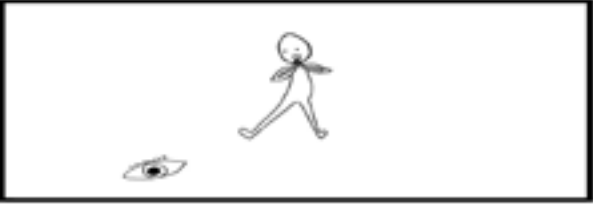Title _____ Scene _____ Page _____



Scenario 3

Title _____ Scene _____ Page _____

Outcome: I was relieved after creating a storyboard. I was glad I made this because once I reach the animation part in 3D , I will be able to understand my scenarios better and make the movements of animation easily.

AGI Workshop - Day 5

Rationale: I decided to explore exxageration using an interface of Maya software and its relationship with the 3D character. In order to start on my animation, I needed to decide on the character I will be using. Since I had joined iAnimate course, I already rigs to choose from.
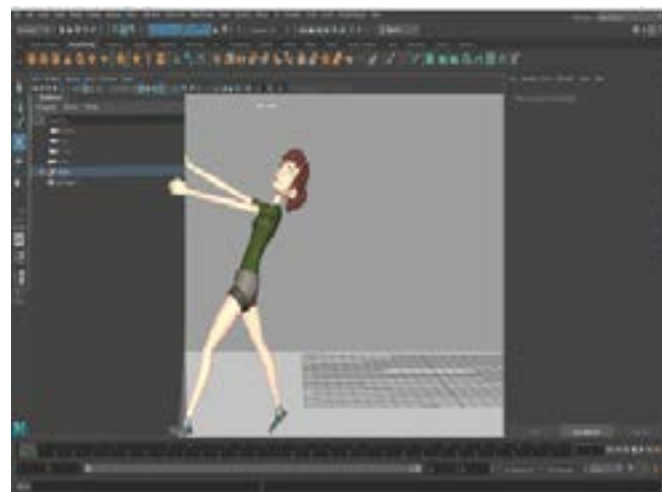

I chose this character because this character had more controlls over the squah and stretch. I can stretch/squash the face, arms, legs, and the chest. I started playing around with my character and the maya interface. I now can't wait to do the animation!

Method: I then started working with one of my scenario. I chose to do the first scenario:

Scenario 1: spot light shifts left to right. Character follows the light and tries to be in the light

I first animated the spot light moving from left to right. And then animated the character moving from left to right.

Outcome: I am kind of happy with this result. I didn't expect to create this kind of animation as I am totally new to cartoony styles. I tried to exxagerate the poses a bit too much so that it doesnt look like a realistic human style animation. I will continue to work on this animation so that it looks like the character is trying to be in the light.
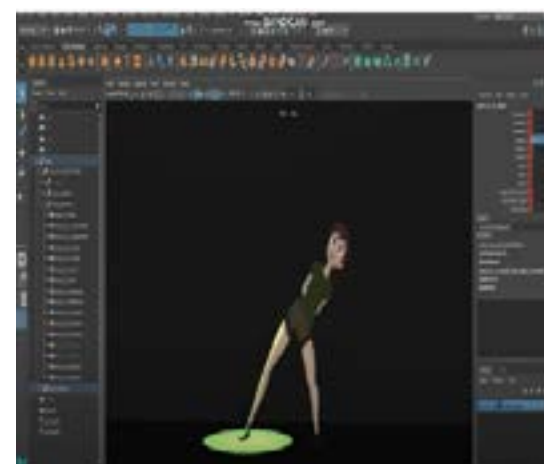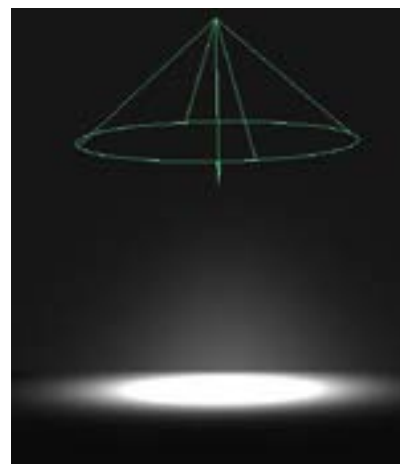
Final animation video for Scenario 1:
https://youtu.be/Vs7ulFgWglU