

Studio Project

For my Studio1 project, I want to do 2D animation. The content of the story I want to do is more closely related to daily life, and the theme might be "Feeling uncomfortable in public because the phone is dead." As a whole, the feeling of the animation that I intend to do is humor.

Motion Impacts

In this project, I will focus more on the smoothness of the character's movements. Extreme and breakdown can set up the character's personality and make the whole animation more believable. Also, it is essential to control the timing of each shot and show the story concisely and clearly. Don't let a lapse in timing make the audience impatient or confused.



Facial expressions are essential to delivering the thoughts and the emotion of the character as well. Good Facial expressions can make the audience easier get into the play.

