
2D Animation to a Real World

Taniya Ahuja

Masters of Animation, Games
and Interactivity (MAGI),
School of Design,
RMIT University,
Melbourne, Australia
s3739308@student.rmit.edu.au

Abstract

This short film is about how a person views a Facebook profile of another person. When we see, we feel jealous of our friends/family relatives having so much fun. But did we know that people post UNREAL photos just to look realistic?!

In this project I would animate myself inside a screen. I would appear into a Facebook profile page and jump into each of the images. I would then realize that the images are fake! Suddenly I would come out to the real world.

I chose to do this in 2D animation because I wanted to try and learn new tools for this semester in which I have never done in my previous years.

The softwares I will be using are Photoshop, Toonboom Storyboard Pro, Pencil 2D, and After Effects.

Keywords: 2D Animation, Facebook

MEETING 1: IDEAS

With a broad idea, I wanted to make something that involves 3D Animation as well as 2D Animation. I wanted to make a short film conveying a message. I just didn't know where to start.

I am starting to think about what will be my story? What message will the animation convey? What kind of character would be suitable for this story and why? What will the environments be?

While I was scrolling Instagram, I came across a post, figure 1 where a girl posted a photo of herself in the beach. The image looks like legs being posed in-front of the beach. But in reality it is two hot dogs posed. Many people post unreal photos just to show their friends that they are having a lot of fun.

This photo actually inspires me to use this for my project. I decided to use and bring together few photos and show how the images are unreal.



Figure 1: Two hotdogs posed

RELATED WORK:

2

I am very fond of this man, Alan Becker. He has made very interesting animations of 2D Animation. He has made many Youtube videos of stick-man figures and animated inside the screen (figure 1, and figure 2). His work has inspired me in making this kind of animation.

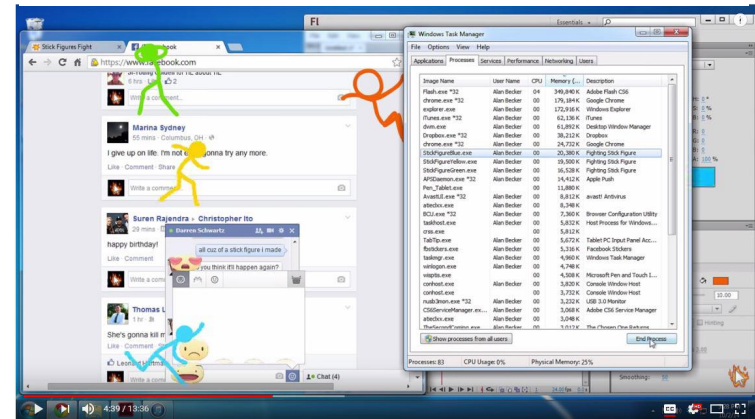


Figure 2: Screenshot from Youtube page

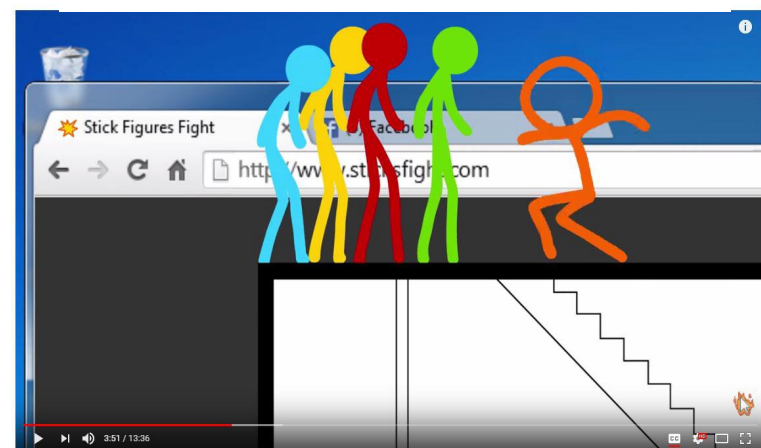


Figure 3: Screenshot from Youtube page

MEETING 2: ASPIRATIONS

Character+Story

First Idea

I am now starting to develop my concept. I am thinking to make a 3D character(teddy bear) looking at a 2D character Facebook profile. And a 2D character(teddy bear) looking at a Facebook profile of a 3D character. In this concept, the 3D character wants a life of a 2D character whereas the 2D character wants a life of a 3D character.

Figure 4 is a rough sketch of that I have done. Its a concept design showing the 3D character scrolling Facebook and looking at a profile of a 2D character. And then both the character switch places and realize that they should have wished for it.

I have chosen a teddy bear because I love teddy bears and I find them really cute.

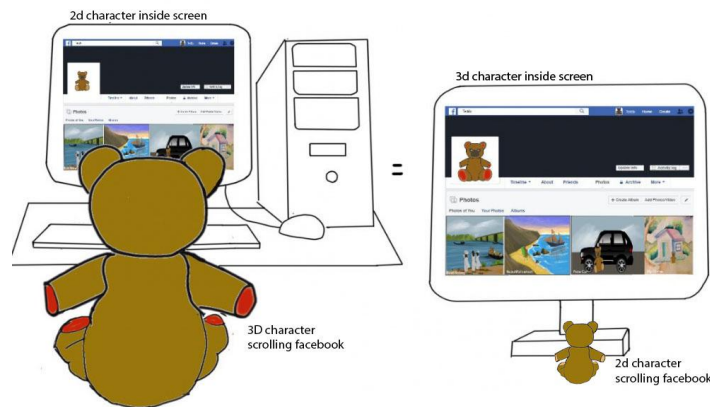


Figure 4: Concept Design of a Teddy Bear

Second Idea

After talking to Kate, She thought that the whole process was too technical and I need to start narrowing the story down. I started thinking to myself about the story again. I thought to myself and decided to make the story little funny.

I changed the story concept to : a 2D character inside a screen. After entering into the three images, he realizes that the world inside is fake and is stuck inside the screen forever.(Figure 5)

I also changed the character from a teddy bear to a character in a human form but with a big nose(figure 6) because I thought the story would turn from cute to funny

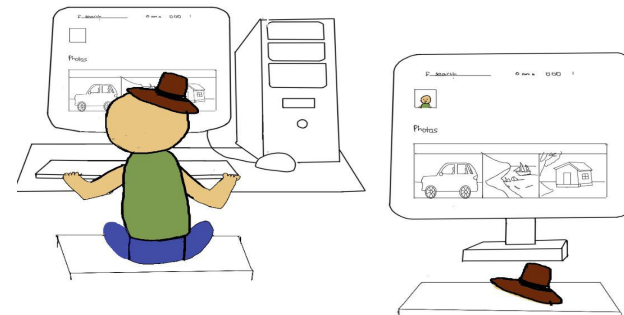


Figure 5: Concept Design of a big nose character

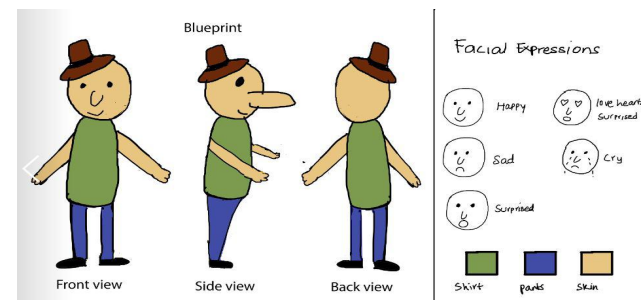


Figure 6: Blueprint of big nose character

MEETING 3: TESTING

Environmental Designs

Using my second idea with the big nose character, I started sketching different environments in adobe photoshop for the story..

I started drawing a bunch of scenery in Adobe Photoshop (Figure 7) so that I could choose the best one for the story.

I really enjoyed painting this sceneries as I love painting. I love bringing different colors of shades together.

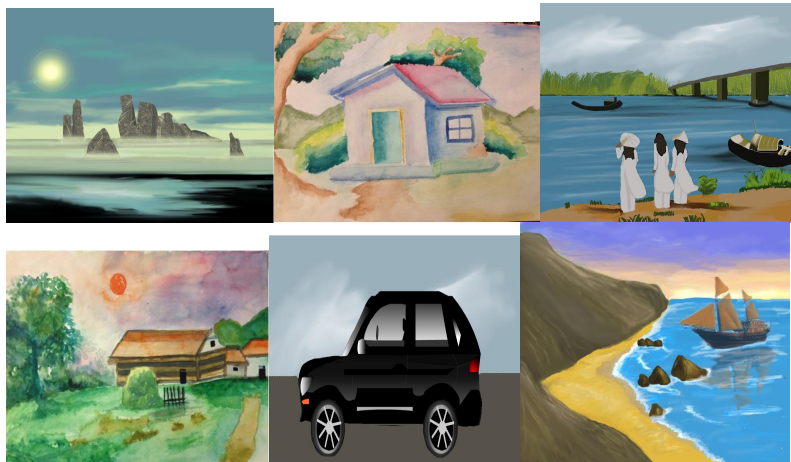
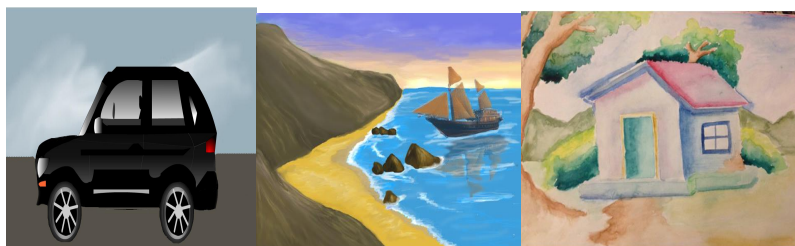


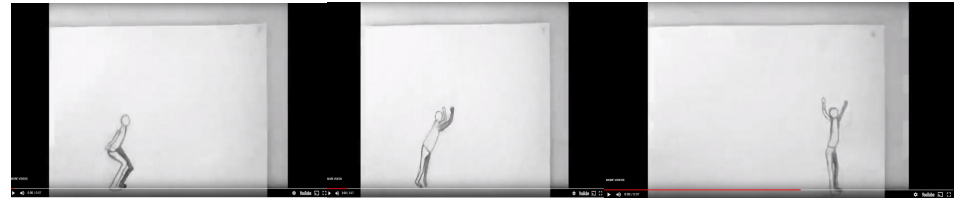
Figure 7: Different environment designs

Out of these environment designs I decided to choose:

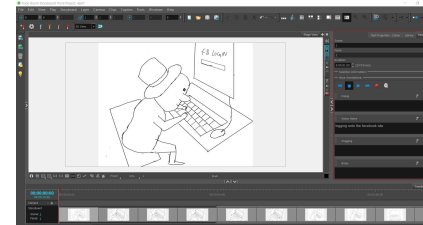


Because..
I really liked them, and I think these images would fit right into my story.

For the **second idea**, the character with the big nose I have done a few tests of a jump animation.



I have made a small storyboard using Toonboom Storyboard Pro so that I can understand the story better.



MEETING 4: REFLECTIVE ITERATION 1

After that week, I presented my work in-front of the class. I was happy to see their smiles and hear their laughter. I felt happy that I have come to this position of making my animation funny.

Kate gave me a brilliant feedback saying that it would be interesting if I portrayed this animation in my point of view (Figure 8)

I then thought again to myself and came to a conclusion. I decided that I would create a stop motion. I made a small flowchart describing the length of my cut-out pieces.

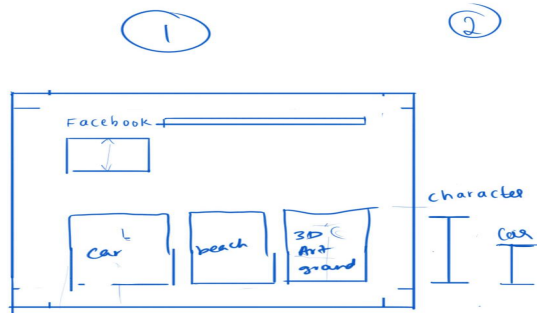


Figure 8: Character cut out

= ME

I then thought to myself that when I would view a Facebook profile I would see a real profile with real photos.

I decided to collect images from google and use those images as my profile screen.



Figure 9: car Image from google



Figure 10: Beach image from google



Figure 11: 3D art ground from google

I chose the first one because I am really fond of cars. I chose the second image because I love going to the beach in the summers and enjoying the waves. The third image really inspired me by amazing artists who crafted an amazing ability to trick and scare people into seeing 3 dimensional sceneries and objects.

For the three images, I will be describing each scenario.

1. In this (Figure 9) I would make the character see a car and start clicking photos. As she clicks photos she will realize that the car is fallen down. I thought of using this concept because it would be funny as she realizes the car was fake.
2. In this (Figure 10) I would make the character see a big beach and jump into it. I thought of using this concept because as soon as she jumps into the water, the water image rips and she disappears. Later she comes out of the ripped space and stands up. She then realizes that the beach is fake.
3. In this (Figure 11), I thought of using the 3d art ground because it would be funny to see the reaction when the image is fake.

Week 0 was a one week holiday break. In this break I started thinking about what I can do for the next weeks. I decided to make a stop motion animation film because it would be fun.

First test:

I started my stop motion development. Firstly I am going to have cut-out figures for my stop motion (Figure 12) Thankfully I was able to find some cardboard boxes from Coles and use them for my project.

Problem: After completing the cut out pieces, I realized that the figures are too small for the frame.

Solution: I then stopped with what I was doing and decided to buy bigger cardboard boxes.

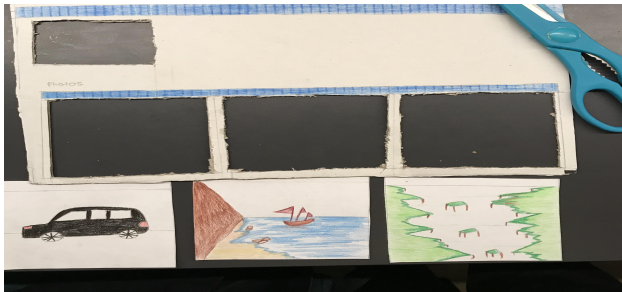


Figure 12: Cut out pieces

Second Test:

I then got a bigger cardboard box, and again started cutting out my character, facebook screen, and the three images.

Problems: I started moving the character using my phone. I then realized that I was not able to move the character because my hands were showing in the camera frame each time (Figure 13)

Solution: I started thinking of another idea in which I could use a pencil to stick my character so that I could easily move my character across the screen

Problem: I then realized that the pencil was showing in the frame. It wasn't looking good (Figure 13).

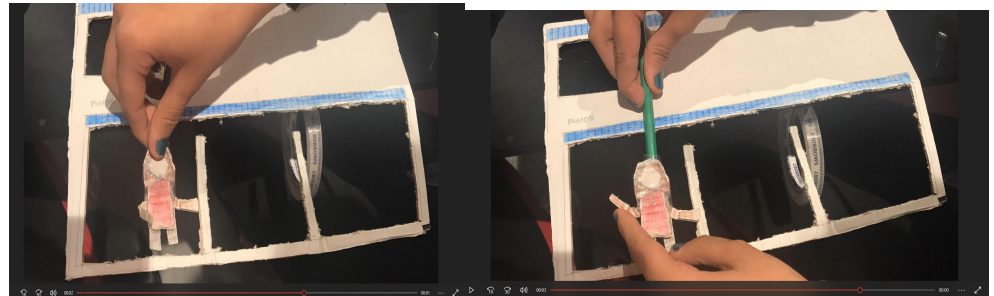


Figure 13: trying to move character

Third Test

I then got an idea of using a string by watching a video on puppet. It was really cool. Luckily attending the RUSU events on Thursday, I received a free small handy sewing kit. From that I used a string for my character so that I can easily move my character.

This idea was better because it wasn't showing in the camera and it looked as if the character was hanging by itself. Afterwards I started thinking about the movement of hands and legs. I then borrowed pins from the receptions and noticed that the pins were too sharp and pointy from the back. I decided to return the pins as it would cause me many problems.

Pheobe (classmate) decided to give me pins. She told me that it won't be pointy at all and it would help me during my project. I then used the pins as the joints in my character.

I felt a little satisfied using the pins and thought to myself that the stop motion is going well.

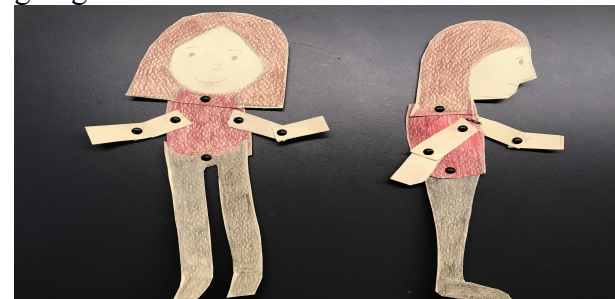


Figure 14: pins used as joints

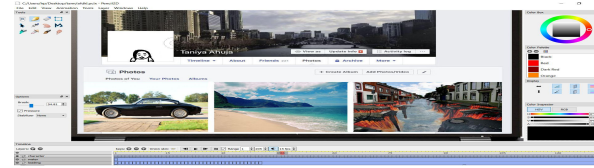
MEETING 5: REFLECTIVE ITERATION 2

After finishing up with the stop motion, I was half happy and half sad. I was afraid to show Max the next day. When I showed it to him, he wasn't happy.

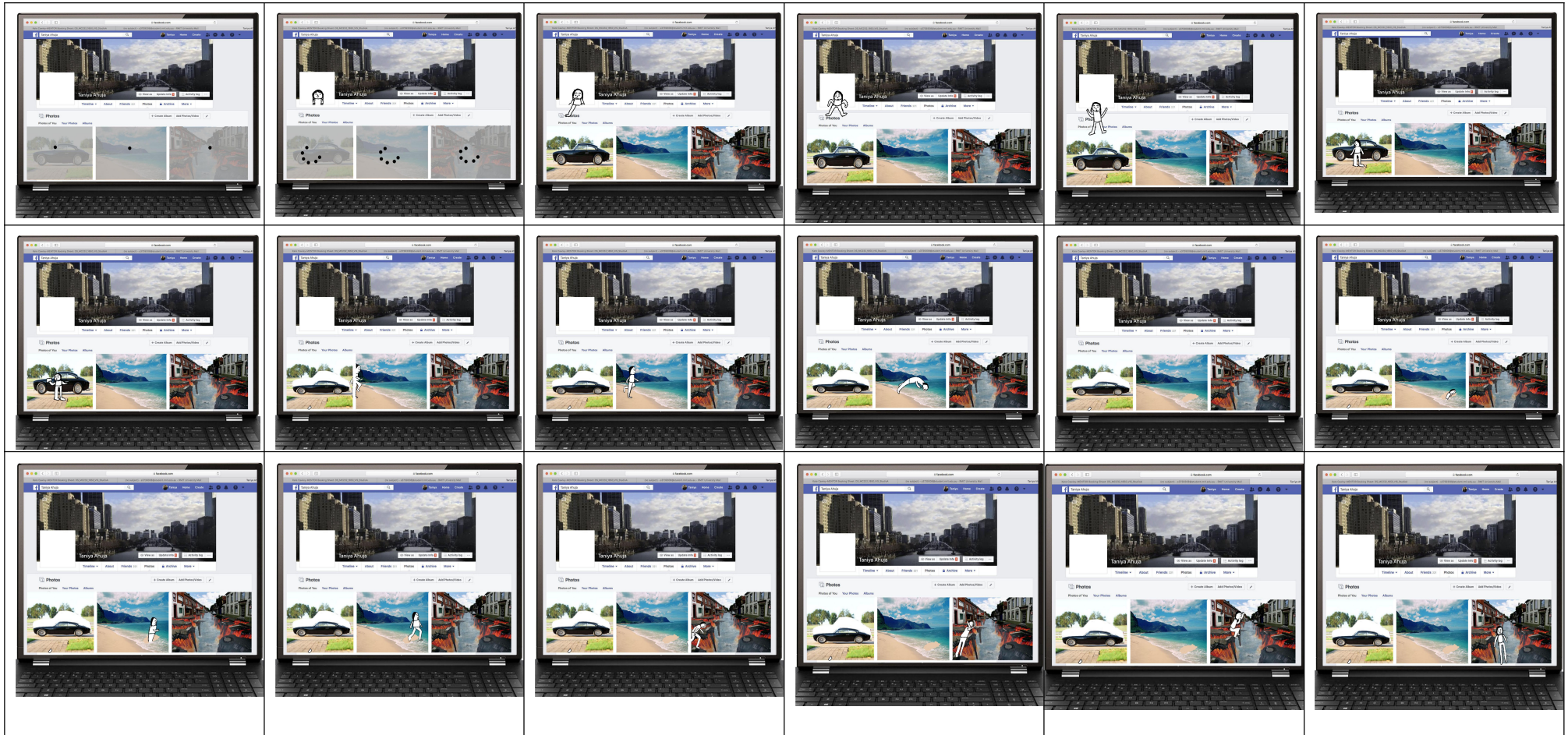
I sat down in the room, looking at my classmates presentation and got an idea.

I then spoke to Max separately and told him about my new idea. I told him that I could take a picture of my laptop screen in my room and animate the character inside. Max was really happy with the new idea and told me work further.

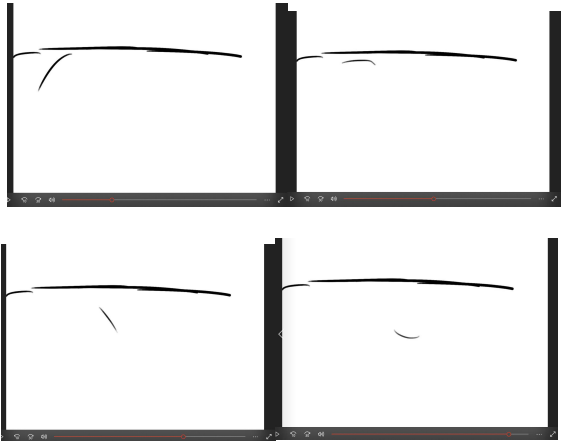
weren't good, I was super confident with this idea. I started working on the software Pencil 2D. This software is like TV Paint but with different setup. I was first confused about where the layers go and how they work.



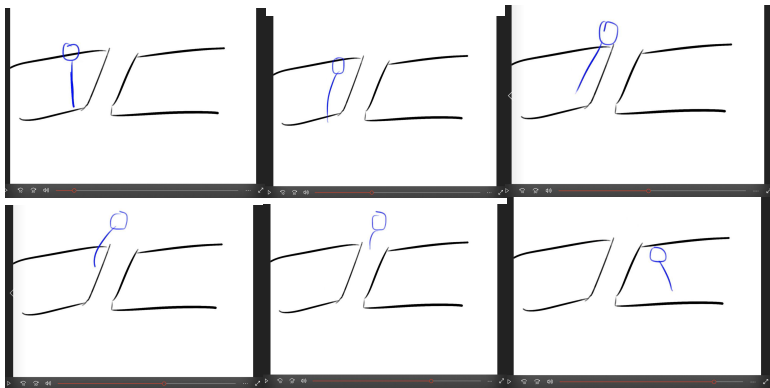
I started working on my storyboard with each image clear and simple. I have added the colors so that I would be able to distinguish between my character and my objects.



I am now going to add the in-betweens. Figure.. helped me create smoother animations by drawing lines. This helped me understand the body movements.

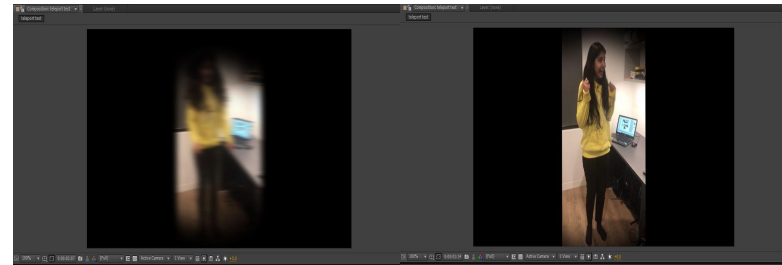
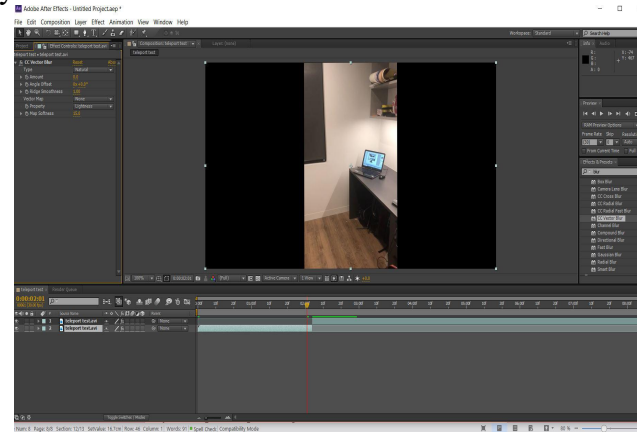


This screenshot is taken from my animation video. I practiced making the flow of the character to jump into the water. In order for me to make the animation smooth I drew a small line and showed the movements. This made me understand the flow of body movement.



This again helped me creating smoother animation by drawing a head and lines. I practiced making the flow of the character to jump from one place to another.

I am now in the finishing stage of my project. I am going to end my project with a teleporting effect to show myself in the real world.



I am really happy for the last result of my project. My animation has started looking really smooth and funny. I have finally completed my project for this semester. The final video is attached in a folder (Finished work), in my canvas page.

FINALLY:

Now I have reached the very end to my project. I am very happy with my result. I have showed this to many of my friends and classmates and I have received good comments. I am really happy to see the smile in their faces and I will create more good animations like this.

Bibliography:

1. Alan Becker {youtube} Available at:

<https://www.youtube.com/channel/UCbKWv2x9t6u8yZoB3KcPtnw>

2. Daily Mail Reporter. (2013) Hot-dog-legs-blog-replaces-limbs-Frankfurters-parody-knee-selfie Available at:

<http://www.dailymail.co.uk/female/article-2397246/Hot-Dog-Legs-blog-replaces-limbs-Frankfurters-parody-knee-selfie.html>

3. Ravneet Ahluwalia.(2017) Holiday-Selfies-annoying-instagram-facebook-photos-hot-dog-legs-vacation-a7816386

Available at:

<http://www.independent.co.uk/travel/news-and-advice/holiday-selfies-annoying-instagram-facebook-photos-hot-dog-legs-vacations-a7816386.html>

4. TheCGBros. (2013) {image} Available at:

<http://www.youtube.com/watch?v=U8CJNS1WHPI>

5: <http://www.wallpaper.imcphoto.net/classic-old-maserati-pictures.html>

6.<http://www.bestbeachimage.info/hawaii-beach-hd-wallpaper/>

Music Background:

7. “Cherry Monday” (Incompeteh.com)

Licensed under Creative Commons: By Attribution 3.0 Licence

<http://www.creativecommons.org/licenses/by/3.0/>