

Statement of Intent

Studio 2

RATIONALE

What am I going to do?

For studio 2 project, I researched about three kinds of things that I wanted to include in my project.

I. My first research was Tech dependency and addictive behaviours. I also researched about the problems we are going to have on the planet by the year 2050. I also researched about what are the outcomes of technology addiction and how they are going to affect us in the future. Following articles are one of the few articles that I read about in my research:

- <https://www.bbc.com/future/article/20170713-what-will-the-challenges-of-2050-be>
- <https://www.createdigital.org.au/10-global-challenges-the-world-will-face-in-the-next-25-years-according-to-engineers/>

These 2 articles and my research inspired me to create a project related to tech dependency and its impact and outcomes on our lives in the future.

II. I also researched about non-traditional and unconventional animations and people who have done such animations in the past. I came across many websites and pdf's that enlightened me about the various experiments people have done with the animation. Following were my inspirations:

- <https://www.youtube.com/watch?v=EwJIVpRrzYY>
- "Klaus" on Netflix: <https://www.youtube.com/watch?v=BIU49dJhfcw>
- Spiderman: Into the spider verse

III. The third research I did was on the futuristic technologies that are developed and are being developed in the world. I also researched about what the world was going to look like in the year 2050. Here are a few articles I read about and I am going to include elements from these in my project:

- Neuralink by Elon Musk: <https://en.wikipedia.org/wiki/Neuralink>
- <https://medicalfuturist.com/20-potential-technological-advances-in-the-future-of-medicine-part-ii/>
- <https://www.futuretimeline.net/22ndcentury/2100-2149.htm>

I somehow wanted to combine the three researches and work on a piece of animation. So I decided to make a short animated storybook which will be a combination of 2d and 3d animation. The storybook will have 2d animation in the background and 3d animation in the foreground. I decided to explore the medium and have my animation stand out. I also decided to work on the concept of "Dependence of humans on technology" and "co-existence of humans and futuristic technologies". My project is about working on an animation about a futuristic world. It is going to portray a day in the future.

Why I am doing what I am doing?

I have decided to work on this project to explore the possibility and the field of combining 2d and 3d animation. I also wanted to explore the idea of animation without actual spoken words. Furthermore, technological advancement has always fascinated me. This time I dig deeper and imagined a futuristic world with the technology like Neuralink which is a reality. I feel this project is going to be an animated picture of a day in the futuristic world where humans and technologies co-exist. Also, I think the scope of this project would be manageable for me in 12 weeks. This storybook can be made into a full-fledged animation later on.

CONTEXT

My inspirations for this project are:

- <https://www.youtube.com/watch?v=EwJlVpRrzYY>
- “Klaus” on Netflix: <https://www.youtube.com/watch?v=BIU49dJhfcw>
- Spiderman: Into the spider verse
- Animations by Marcy Page and Peter Foldes about technology

INQUIRY

- How can 2d and 3d animation be combined?
- Bringing storybooks to life
- Researching technology and making an animation
- Exploring the automated future and co-existence of humans and technology.
- How can animation without spoken words be used to describe an Idea?

METHODS

This project would require a lot of pre-production, production and post-production tasks to be done. Following are the phases that I have divided for the project:

- Pre-Production
 1. Script and storyboard
 2. Environment design
 3. Character design
 4. 3d character construction
 5. Animatic
- Production
 1. Storybook Design

2. Vector design and compilation
 3. Animation of environment and characters
 4. Working with sound
- Post Production
Editing, Rendering and Compilation

Following are the softwares I am going to use for creating this project:

Things to do:

- Comic design: Illustrator and online assets
- Vectors design and compilation: Illustrator and online assets
- 3d character design: Photoshop/krita
- 3d character construction: Maya/zbrush
- 2d animation: Adobe animate/ toon boom
- 3d animation: Maya/blender
- Environment design: 2d(Illustrator), 3d(maya)
- rendering and compilation: rendering-maya
- compilation: after effects

Following is my rough production schedule:

Production schedule

Week 1: Concept and idea finalisation, Statement of Intent

Week 2: Pre-production work

Week 3: Pre- production and Development of the animatic

Week 4: Development of the animatic

Week 5: Compilation and submission

Week 6: Environment design and plan

Week 7: Create and animate environment

Week 8 1st half: Create and animate environment

Week 8 2nd half: Character animation

Week 9: Character animation

Week 10: Sound and compilation

Week 11: Compilation

Week 12: Submission

OUTCOMES:

- An animated storybook using a combination of 2d and 3d animations
- Can be published and downloaded
- Exploring the medium for storybooks
- A fun way to explain problems and create awareness
- Exploration of a rare type of animation
- Exploration and awareness about various technologies in the world that are made and are being made.
- How technology is going to take over mankind in the future.