James Elms s3707557 Folio Plan Post 2

Project:

POST PRODUCTION: 2d animated short (single action scene/ dynamic animatic)

1.RATIONALE: Intention

My focus for this project is to continue working on my animated scene from folio 1, this time with a focus on post production methods to enhance my original project goals of stylistic direction and dynamic action shots.

2. CONTEXT : Field

At this early stage of development, I am looking at recent watermark designs and art direction and post production in animation. Some early points of reference are..

- Sony Pictures Animations Spider-man: into the spider-verse
- Shigenori Soejima and the post processing of Persona 5's animation production.
- CloverWorks studio and the colour theory / scripting of their animated series Wonder Egg priority
- Disney's limited series "Gravity Falls" does some interesting work with particle effects and transitional shots.
- The synergy of soundtrack and atmosphere conducted in Supergiants game "Transistor"

3. Method? (iterative loops and reflection)

Necessary period of clean up, inks and flat colours.
Further tinkering with previous animated scenes both in pre and post production to further flesh out the dynamic nature of the shots.
Research and experiment various methods of colour theory and visual effects.
These include

- Motion blurs
- Colour scripting
- Post processing
- Matching visuals to themes (Chromatic aberration, camera lens effects, use of slow motion etc)
- Create, input music and sound to match the flow and mood of the project.

4. **PRODUCTION: Tools**

Software: After Effects, Blender

My schedule for this period of development is to clean up and colour some smaller scenes in the animation. I will then use these scenes and the basis for the beginning for my experimentation in After effects and blender to establish a visual style and determine just how much I wish to push the colour and editing dynamics.

Once this is established, I will use this template to develop the larger scenes and project as a whole, leaving time for possible innovation and experimentation to further push the art direction I hope to achieve.

OUTCOME

After Folio one, I have attempted to scope the project fairly small, with the hope that once the necessary work is complete, it will allow for a comfortable period of experimentation. As outlined previously, the focus now really is to take the potential of the animated roughs and polish them up in a way that they can conceivably be used as a finished, polished folio or showreel piece.