MAGI Studio 3 Week 6

From the tests I have done the previous week, there are some points I want to address about the animation before moving on:
- All animation need to be 28 frames in order to go well together
- All animation need to be 9 frames per second because I feel the current piece of animation are too fast

The animation can be watched in the zip folder attached

Layering the animation is also proven to be a problem. That's why I decided to make a demo in Photoshop to see how it goes.

After some rounds of testing, I decided to go with the idea to layering them in circle.
Here is how I first put them in Spark AR. Luckily, Spark AR has a new patch that kind of solve some of the reporting problem I had before. (They has upgrade patch everyday now)
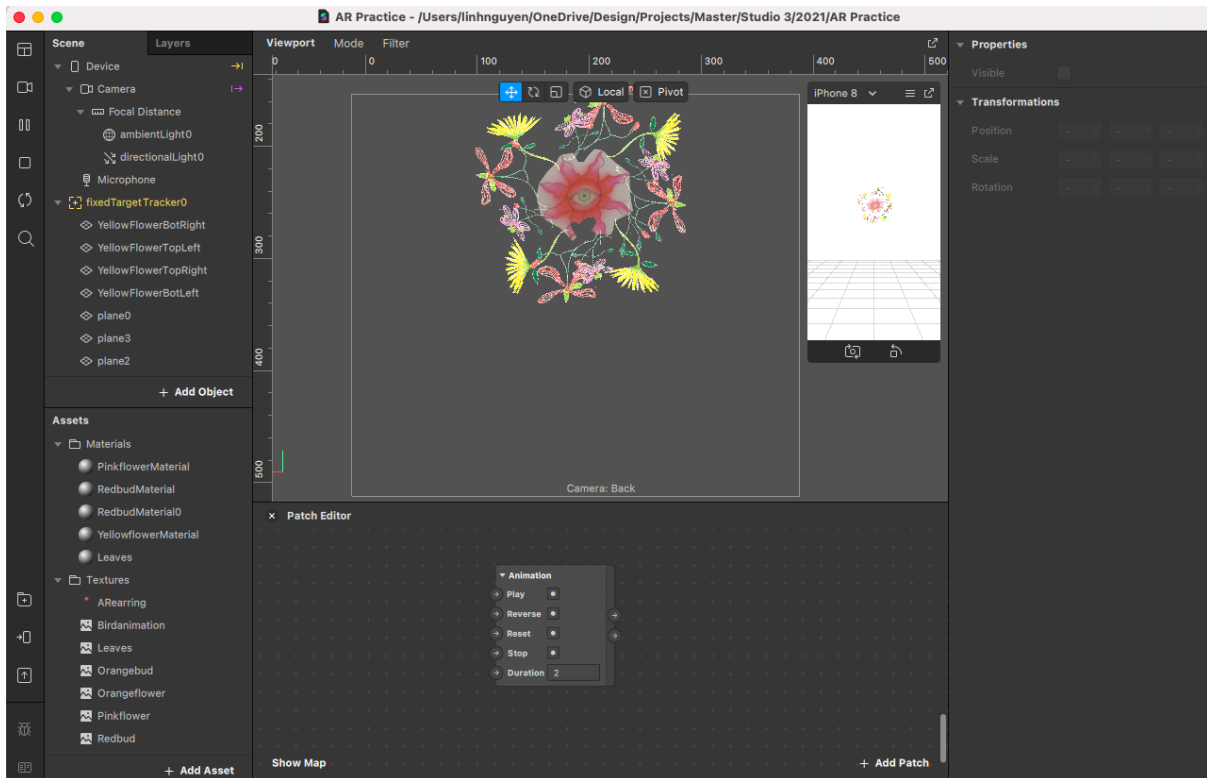
Please refer to the video Test1White to watch them in action.

I also decided to tryout the style with a black background. Please refer to the video Test1Black to watch the full result.

Personally, I feel like the test with the black background feel more popping. And the thing I need to do now is to fix the layer of the animation so that it will happen behind the earring. Please refer to the video Test2 to watch the result.

It is kind of sad that even with all the fixing, it is still impossible to make the animation happen behind the earrings. In fact, the tracking of the image is all over the place.

But technical aspect aside, I'm disappointed with the end result. The animation do look kind of good on the snippet, but on reality, the style do not match the earring at all. There are so many things wrong about this
- The design of the earring feel like it is drowning behind the animation
- The color of the animation is too vibrant compare to the color of the earring
- The animation style absolutely do not match the drawing on the earring
- The animation look messy
- The individual animation do not match each other
- Everything just doesn't make sense

I feel like I need something smaller, more subtle. I need help Jeremy, please help me T_T