

## **Question to thinking?**

### **Theme question:**

- Are light & life always correct?
- Can light (life) and darkness (death) really be separated completely?
- What is dark and death stand for? Is it always present in a negative way?

### **Technologically:**

- How can deform and model 2d images layers by using cubism blur the boundary between 2d animation and 3d animation?
- How can I express the abstract theme of animation without using dialogue and narrative methods? (Develop, pay attention on character motion, camera setting, sound effects etc.)
- How a character without face expression can effectively show the story development plot?(motion, light & shadow, time editing, environment)
- How do live2d cubism help animators better innovate in 2D animation?  
(As an emerging animation tool, it brings new functions and styles in 2d animation fields, what is worth to look deeper?)

### **Inquiry:**

I am making a 2d animation based on the theme “light & dark/ life & death”. By using cubism as the animation tool, I want to create a feeling of Intersection of 2d and 3d in animation by only use 2d images. I also want to try making the animation without character expression and dialogues. Because I want to know what different visual feeling will provide to both animators and audience. And how can a character without expression and language “tells” a whole story in animation. How to emphasize this character without any narrative explanation? For the theme of the animation I also want to create a balance feeling. There are many stories’ endings always show light break darkness or darkness break light in the opposite side. I don’t want to implement absolute good and bad, actually these elements are inseparable. So I choose “the one” as the title of the animation. Under the effect of the light and dark, we can see the ecological cycle. The balance of this cycle cannot be broke.

## **Rational:**

The theme of the animation is about “light & dark/ life & death”. This theme is always being abstract. We always considered light and life in a positive way; dark & death in a negative way. Light brings hope, darkness brings fear and destroys. However, in fact, light and darkness, life and death are inseparable. Light and life are not eternal, but darkness and death still cannot prevent new life reborn again. They are irreplaceable; they need to be in a well balance, they are symbiotic.

There are many stories’ endings always show light break darkness or darkness break light in the opposite side. I don’t want to implement absolute good and bad, right and wrong in this animation. I want to try making the animation without character dialogue. And the producing way of the animation is a bit different from frames to frames animation, but I still need to do frames storyboards; I want to use cubism as the main tool to build the 2d image models. My animation story does not cover any expression of the character, they are spirits with no feelings and they do not say any words. To use cubist art to emphasize the character apart from the environment is a distinct point to “tell” the story. And since the character action will influence the environment

change, it will also be interesting to experience the intersection visual feeling of a 3d looking character and 2d environment.

## Context:

- Character Concept design
- 2d animation/ modeling
- Background/concept design

Others' who is doing the same thing:

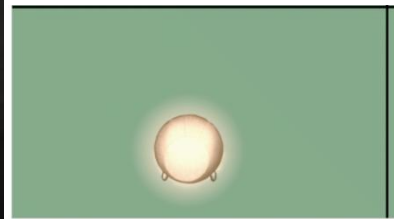
< The lamp man >

[https://www.youtube.com/watch?v=gVuuVwKVE\\_8](https://www.youtube.com/watch?v=gVuuVwKVE_8)

<https://www.live2dcs.jp/works/the-lamp-man/>

[https://www.youtube.com/watch?v=8aZeEcP\\_28A](https://www.youtube.com/watch?v=8aZeEcP_28A)

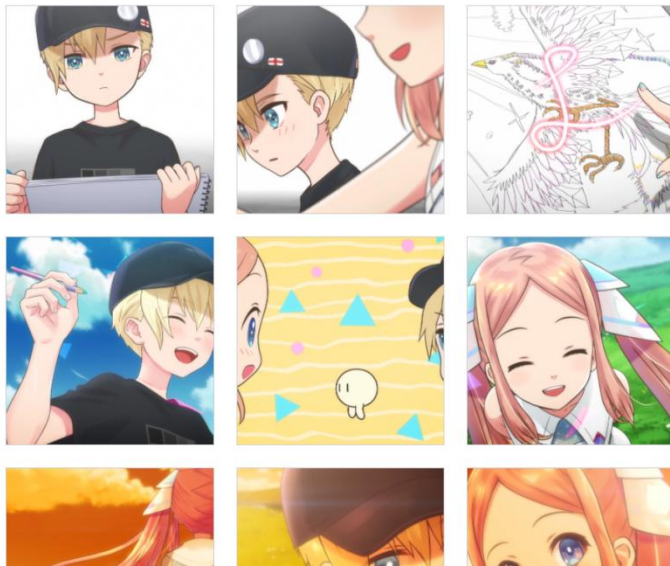
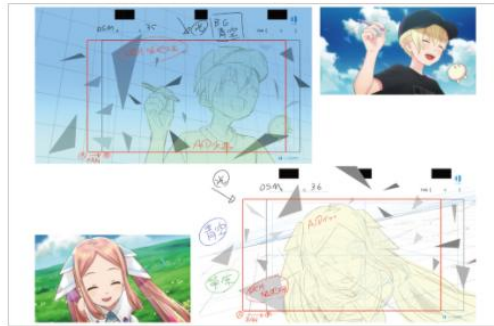
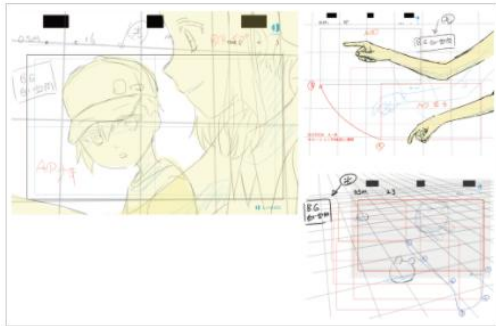
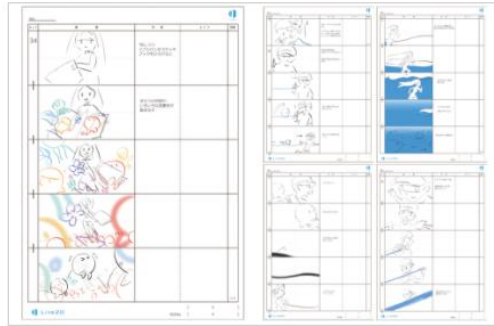
I really like this animation. The fluent motion and creative storyboard is impressive. And in this work we can find the advantages that provided in live2d cubism. When you first see the character, it looks like a 3d model, but to look it carefully you can also find the 2d hand drawing feeling. That's really a great balance between visual feeling of 2d and 3d. Moreover, they have developed it in VR system later. I think it is a good point since it's exploring a 2d animation into a 3d world. This is a good trying and really motivating.



<Beyond creation>

<https://www.youtube.com/watch?v=96sI9azWMcM>

The style of this animation is unique. I'm so excited to see how 2d animation brings a great 3d feeling. All the storyboards are drawing by hand (in2d) but while we see the final production, it acts like a well rigged 3d model.



<Girl with a pearl earring>

<https://www.live2dcs.jp/works/pearlearring/>

This work is a refurbished work of the painting girl with pearl earring. It made in cubism. It can be viewed as a 2d animation or as an interactive work.



<Paper man>

<https://www.youtube.com/watch?v=UOS5CP8tzYQ>

This animation is a great example on combining both 2d and 3d technology. The difference compare to my project is that I want to only use 2d images to present two kinds of visual feelings. However, the effect of this animation is worth learning and I hope I can work hard to achieve this kind of visual feeling.



## Methods

- Tools:
  - ◆ SAI (original drawing)
  - ◆ PS (fixing/divided animate parts)
  - ◆ Live2d Cubism (2d model/animation)
  - ◆ AE (animation)

I will use SAI and Ps to do the original character drawing and layer divided. Then import divided layer into cubism doing modeling and animation. Since it is different from frames to frames animation, the modeling or each scene and key frames setting are the most important and time-consuming task. After basic models and animation are done, I will import the file into AE to edit effects, camera and sound effects.

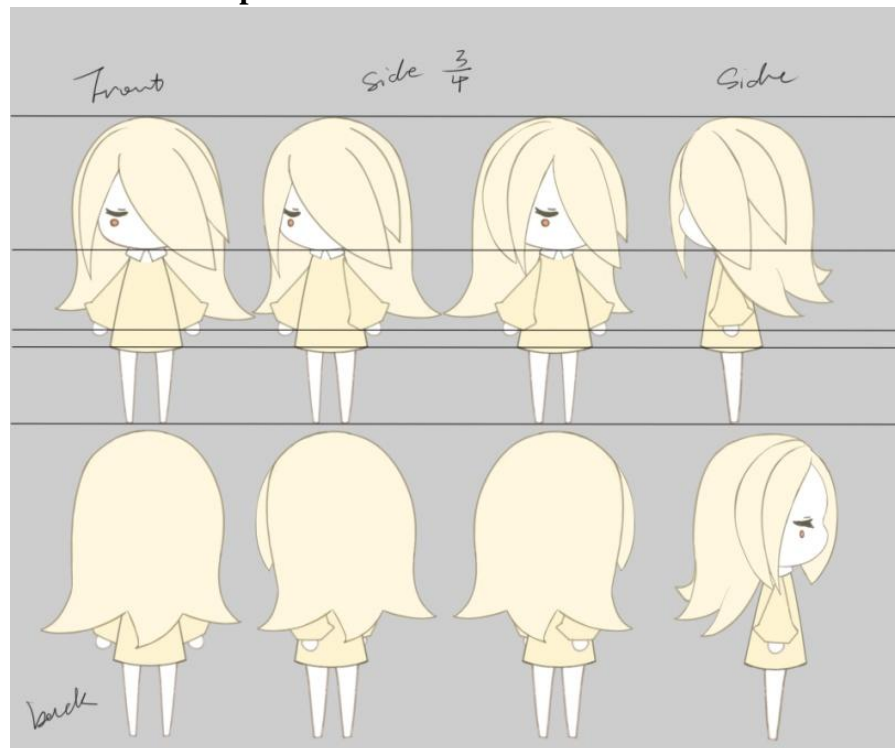
## Outcomes

- Drawing characters' concepts
- 2d modeling (divided body parts)
- Multiple Scenes drawing
- Storyboard/the way of camera setting
- Final video demos

(Story concept)- The one

The basic idea of the story is about two spirits born in one planet. They don't know each other's existence. They all feel that they are the only ones on this planet. Until one day, they see something that they had never seen before. (Withered tree (light ver.)/ Vigorous green leaves (dark ver.)) They start to search for more and finally meet each other. Then they realize that there are places on this planet that they haven't been to. They all want to kill each other and go to the other areas to use their power change that areas. The black spirit wins, it ruins all the living things and the planet plunged into darkness. But after a while, a little light came up. The black spirit feels painful and see light grows in its heart. It tries to pull the light out off its body but when the light come out, it finds that the light is the other spirit it killed before. After coming out, the light glowing spirit kills the black spirit. It begins to create life endlessly. But again, it didn't take long for a cluster of darkness to grow on its heart. They just fight each other like this, no matter how many times they can't completely eliminate each other. In the close ending scene, they all give up killing, achieving peace from the heart. Winds blows they find they have the same face. They were born as one. The planet has also begun to appear new operations.

## Character Concept

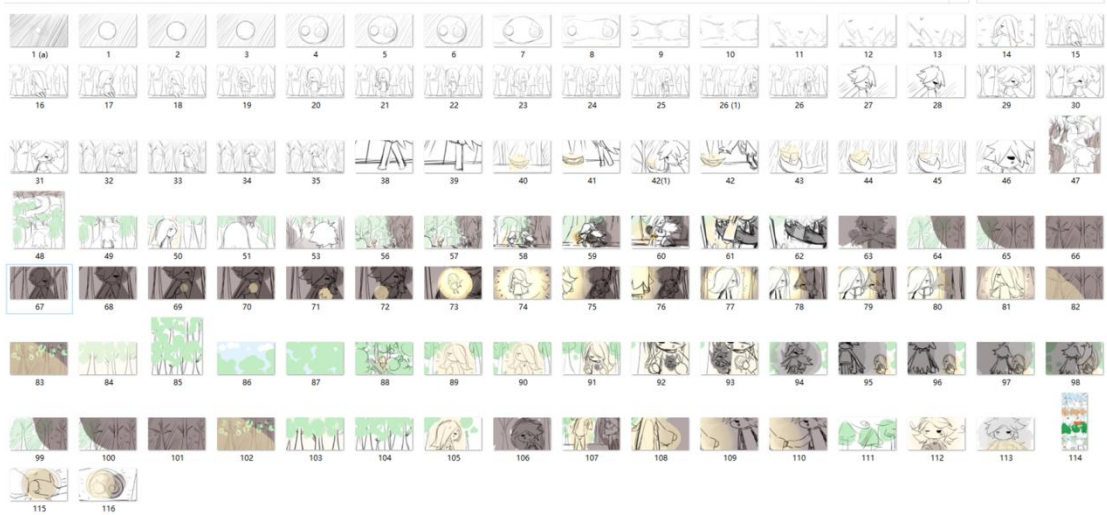




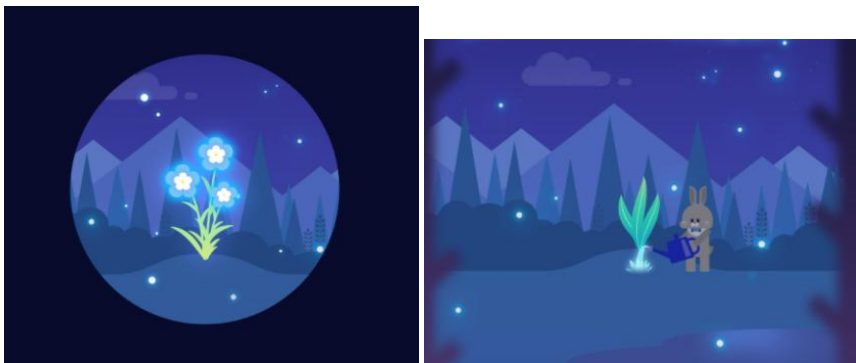




**Fixed storyboard:**



**Background style (not too complicated):**



(夜之森)

<https://www.taptap.com/app/218043>





Some colored scene so far:



Animate link:

<https://youtu.be/cEZcXGtVU5A> (version 1)

<https://youtu.be/7MxgdQXlbrC> (version2)

Free sound resource:

<https://freesound.org/people/Jackfluck/sounds/520079/>

[https://freesound.org/people/Bruno\\_ph/sounds/150429/](https://freesound.org/people/Bruno_ph/sounds/150429/)

<https://freesound.org/people/InspectorJ/sounds/339326/>

<https://freesound.org/people/Stek59/sounds/457318/>