As the project should be a full production I tend to decided to do a 2d animation instead of a game in studio 2. The theme of the animation is about "depressive disorder". This is a serious problem among young people in China, but this kind of person usually gets ignored by others; even by their families. They way to use animation to notice people pay attention to psychology disease is acceptable. The story may cover some fantasy elements and I am considering setting an open ending for this animation. Moreover, for challenging, this is the first time I make a real full version animation. And instead of original frame by frame 2d animation, I want to try to use the animation function in Live2d cubism. I may also use AE to assist. Cubism originally is considered as building 2.5 d models and interactions. But many companies are using it to build animation now specially promotion video for games. I quite like the animation style build by cubism; it sets a median value between 2d and 3d. I have found some great animations produced by cubism and I learned setting storyboard and building modeling in the same time.
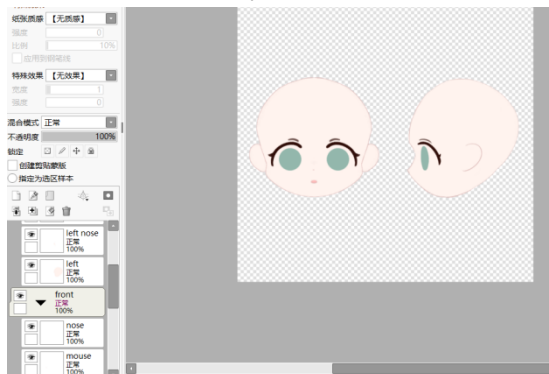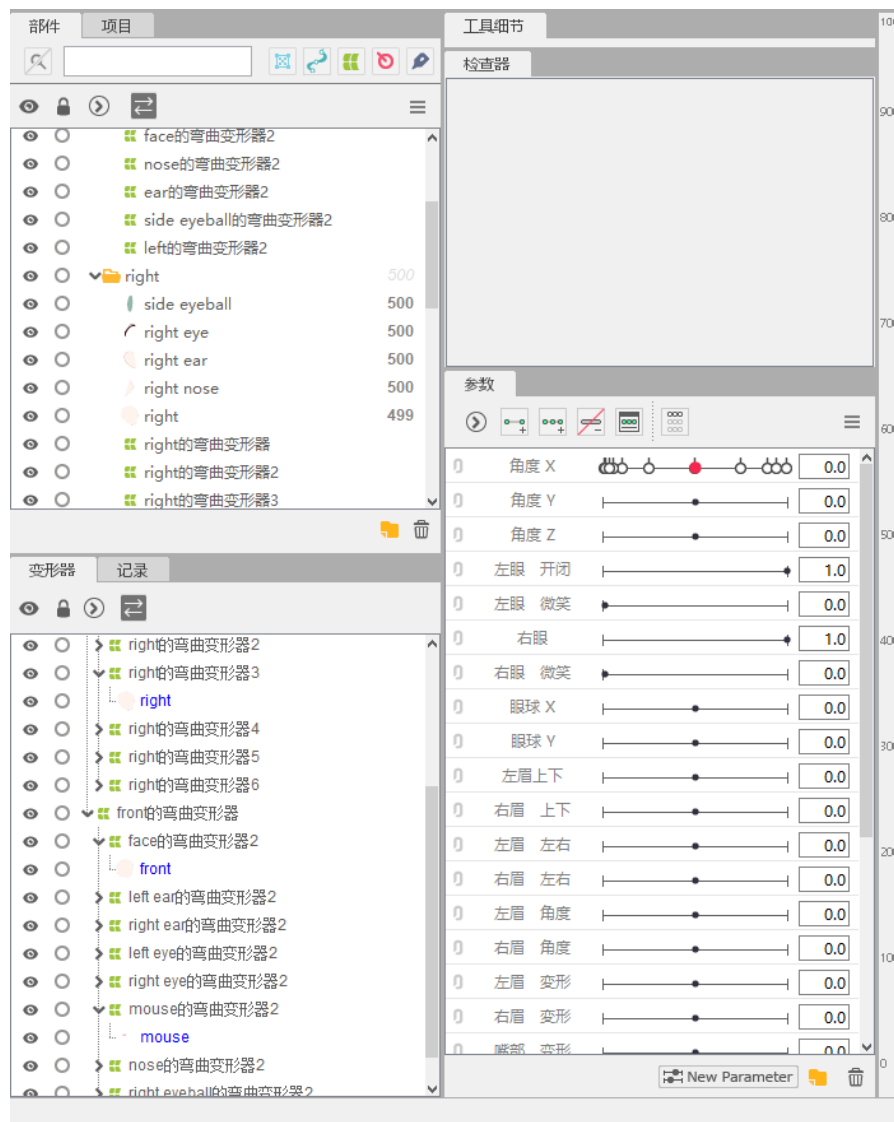
The lamp man is a great example:

https://youtu.be/gVuuVwKVE_8

(Character concept and some scenes ideas (will be developed and change))

Practice modeling in cubism, trying new functions and find a way to do 180° head turning use 2d images. This will help a lot while doing some scenes and make the animation more fluently without draw frames by frames.

However, it's not that simple as thinking. The animate part should be all divided and set parameter and deformer correctly. The turning X angle should be more detailed in frames if I want the animation looking good.
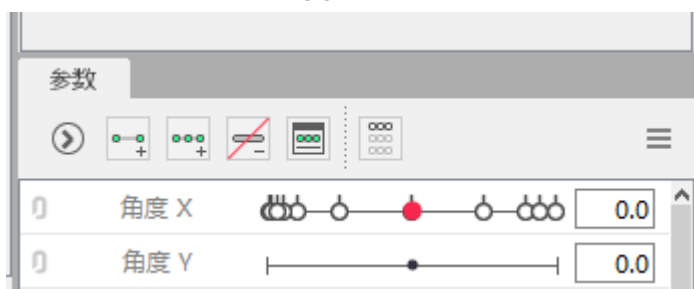
So while I doing repair for the X angle value, it is kind like another kind of "frame by frame".

Some rough storyboard