Studio 1 Folio Plan

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1. Rationale: Intention

I would like to look into character animation that is very rich in visual expressions. I would like to experiment with animation in 2D and 3Ds'. I think an 2D animation would be more lively when a sense of space from 3D animation is emphasised; and 3D animation would be more interesting if exaggeration and change in form could be brought from 2D animation. Through my personal experience I found it bit hard to have an exaggerated form change on a rigged modelling for 3D animating as it would mess up the meshes sometime. I was considering making 2D animation with a 3D modelling as a reference, and then enriching the visual effects after determining the motion trajectory and spatial orientation with 2D drawings.

But I decided to make the animation in 3D instead because I've never made a frame by frame animation and making it in 3D maybe challenging but it more fits the area I'm in line with. So I'll be making a playable character with rich and vivid animation


A Egyptian God character I designed and animated as a playable character, I found the way I made the animation was very monotonous. So this time I hope to make a more vivid and dynamic animation, referring to more 2D animation expression
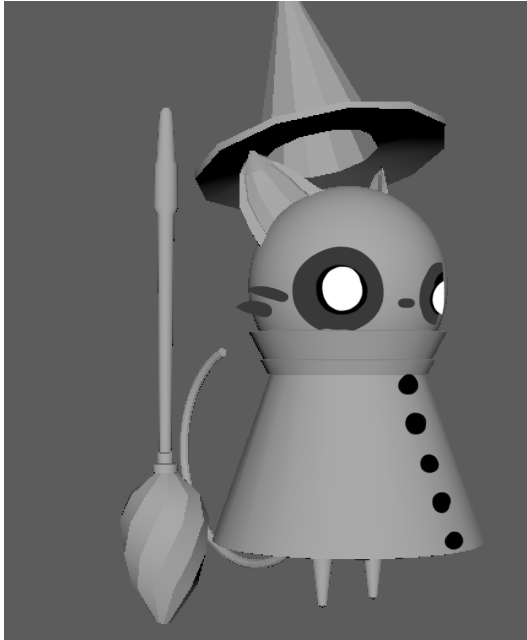
2. Context: Field

The animator that inspire me to do this is kekeflipnote from Youtube. And there are leading studios in the industry like Ghibli studio that expertise 2D animation and Pixar that specialising 3D animation I can took reference to. My work sit in the fields of 2D/3D animation, sound design, character design.

Link to video:
https://youtu.be/KzAZUMVuT7Y
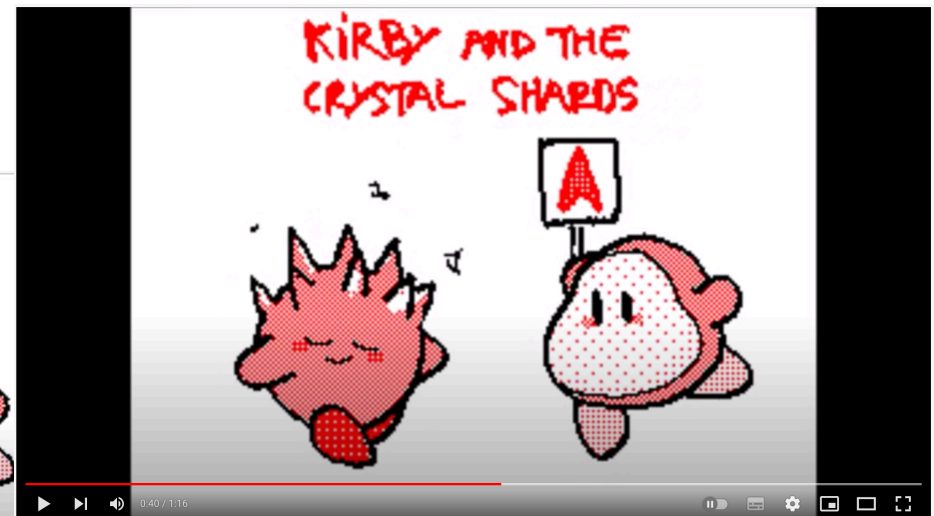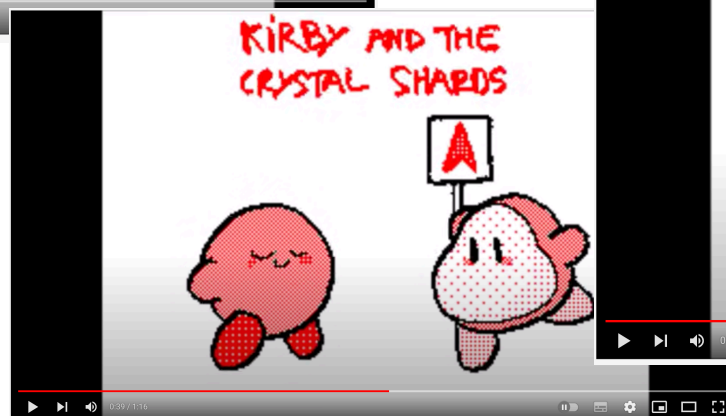
3. Method

I will design a character first and I'll be animating it. I will be doing a lots of research on animation principles, and I'll be look into the animation softwares like Maya, Unity for a more advance study of animation skills. I'll create 2D storyboard sketches each movement first to make sure it's energetic & vivid before I conduct it in 3D.

4.Production: Tools & Timeline

Tools
- Maya 2022
- Procreate
- Unity:animation&particle effects

Timeline
Week 1: documentation / planning

Week 2: Doing research and start with a concept

Week 3: Complete the character design and create sketches for 2D animation

Week 4: Finish character modelling and rigging

Week 5: Working on 3D animation of the character

Week 6: Finish the animations and put them in unity for a playable character

5.Outcome

A playable character with animations in walking, attacking, static and running etc.