

**IoL\_wk3 exercise:** Identify **elements** of Rhythm, Timing or Tempo that categorises a **component** of your project.  
Create 3×10sec (max) animated experiments that engages with variations in the movement or timing of this component.  
Upload you exercises to MAGI site and tag with : IOL\_week03\_S2\_202. Also upload your experiments to the week 03 Teams channel for discussion

Proposed Studio3 Project: a 4 minute comedic, animated film/trailer, as part of a potential series.

### **TITLE**

SPEWS (Sophia's Professional Events, Weddings and Sermons Agency).

### **TAGLINE**

The double-edged sword of working with Family in an Events Management business.

### **SYNOPSIS**

Sophia receives an unexpected call from her brother Ralph who is getting an early release from gaol. Ralph ensconces himself in Sophia's Events Management business by securing wealthy, dubious clients. He employs Chin Glish, a defected Chinese journalist to act as a speechwriter.  
During a wedding event at the home of Chin's wealthy uncle, Ralph steals an heirloom piece of jewellery, belonging to Chin's aunt.  
During the investigation into the robbery the Police discover Chin is an illegal immigrant and commence deportation proceedings.  
Sophia goes to battle to secure her stay in Australia whilst dealing with Ralph's ongoing dodgy dramas and dealings.

I have used the three main characters of my proposed Studio3 project and assigned significantly different elements to each so as to define their personalities, body types and roles in the proposed series.

### **Component:**

#### Characters

Sophia- protagonist. A Rubenesque figure and powerhouse at work but who is out of touch with her true feelings and easily manipulated by the charms of her beloved brother. She needs to learn to be true to herself.

Chin Glish- ally. An illegal immigrant from China with a goal to become a political speechwriter, though her English is not good.

Shiny Ralph- antagonist. Shrewd and believes in buyer-beware. He needs to be emotionally connected to his family rather than seeing them as his ends to a good lifestyle.

### **Element:**

#### Rhythm

Sophia – fluid

Chin Glish – constant, even keeled

Shiny Ralph – erratic.

#### Timing

Sophia- slow ease in / meander motion path / slow ease out, long time frame

Chin Glish- rapid ease in / smooth arc motion path / rapid ease out, medium time frame

Shiny Ralph- instant action / bounce motion / instant out, short time frame

#### Tempo

Sophia- slow,

Chin Glish- moderate,

Shiny Ralph- fast

## Experiment 1.

### Aim

My Aim is to explore how style alters our perception of rhythm to choose the best style for the characters of my proposed project.

### Method

I chose two extreme styles, cartoon and realism, in the same format of 3D using iClone, limiting the variables by applying identical movements to each.



### Result

The differing body proportions of each style made the characters movements appear to be more jerky in the cartoon and smoother in the realism models.

Video links to each animation: [https://drive.google.com/file/d/1xWiEg6qomLWGEDK6k6sq\\_yiGDwUi7em\\_/view?usp=sharing](https://drive.google.com/file/d/1xWiEg6qomLWGEDK6k6sq_yiGDwUi7em_/view?usp=sharing)

### Reflection

After several loops of the animation I could see the same rhythm within the two characters however I was still drawn to watch the external expressions that appeared to be different rhythms rather than the core body movement. I concluded that if I want a sharp jump of attention from character to character different styles in the same scene would achieve that end. If I want to keep attention on the narrative, using the same style for each character would be a less distracting and preferable interface between characters.

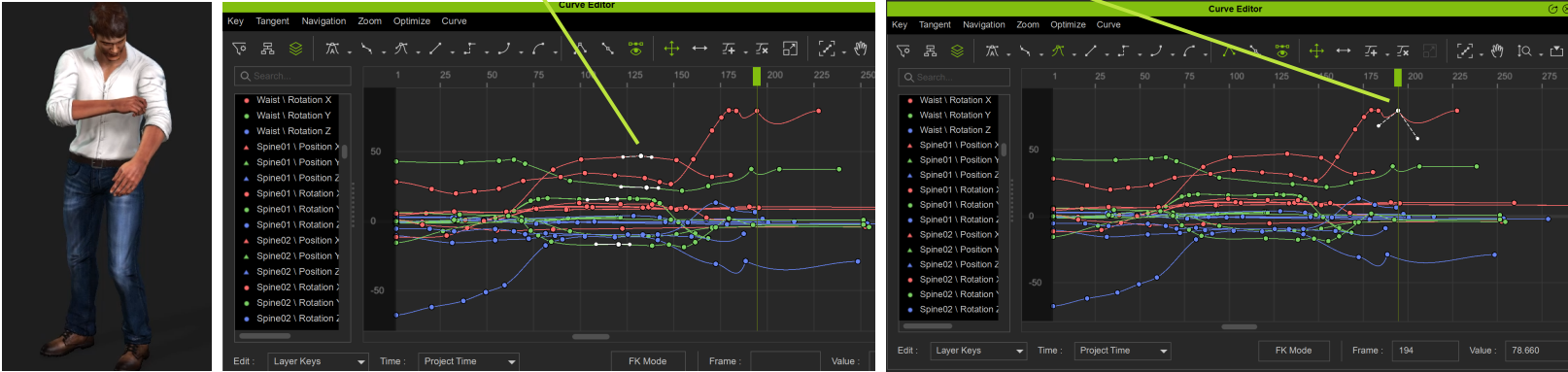
## Experiment 2.

### Aim

My aim was to condense and expand the spacing of the key-frames to alter the speed of the timing and make minimal alterations to the curves to see if it would be a more efficient way to create an erratic personality whilst keeping the rhythm of his actions smooth (although in the experiment video I have left a very sharp angle to indicate the extreme).

### Method

In the iClone curve editor I added moments of pause by flattening curves and spaced out keys and made steep in-out spline curved sections and close key frames.



### Result

The pause indicated an unease or hesitation in the characters confidence and the sharp in-out spline at the end gave a harsh erratic feel to him.

Video link: <https://drive.google.com/file/d/18-cRwH1XpzKjAtXBKUFXmbkwTcFnKo/view?usp=sharing>

### Reflection

Variations in speed by condensing and expanding distances between keyframes is a quicker and easier way to alter the perception of a personality of a character than fine tuning with bezier handles on frame, albeit less refined. I would use the key frame speed-up / slow-down with quick camera takes and heavy dialogue spots, whereas I would use the alterations of curves with the bezier handles for close up and longer held shots, particularly with subtle movements.

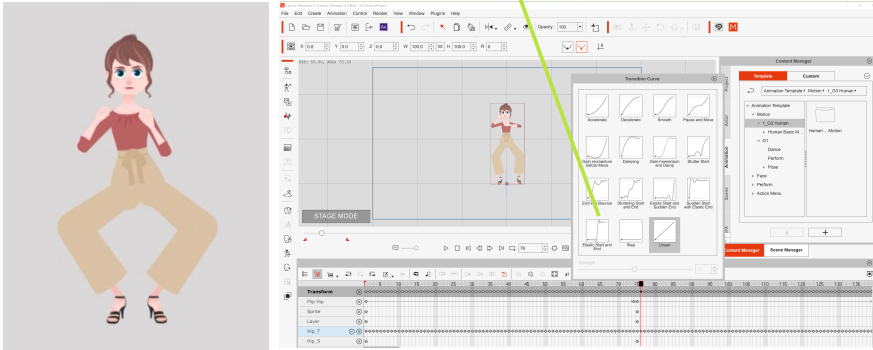
### Experiment 3.

#### Aim

My aim was to extend the use of sharp and stepped curves on a 2D cartoon style of character to see the difference of this strong movement between 2D and 3D.

#### Method

I used several movements in Animator4 adding various transition curves.



#### Result

The jerky unnatural movements worked well and provided more humour than the 3D character experiment. For my proposed project with its comedy genre I am leaning towards this style as being more meaningful.

Video link: <https://drive.google.com/file/d/1vUsNMueJZV9GE2WtsOxY1tH-QzmOdi/view?usp=sharing>

#### Reflection

I started considering using 2D rather than much of my previous projects in 3D.

I found playing with rhythm and timing also led me to think about broadcast methods and have begun a lot of research and viewing of webtoons and k-dramas of webtoons.



My 2D rendition done in Clip Studio of protagonist Sophia, for my proposed studio3 project.