



MAGI Studio 1

Folio Plan 1

Willow Chen



1. Rationale

- **What experiment I prefer to explore:** making a piece of 2D/3D interactive game about a baby hedgehog in a forest.
- **What concepts am I examining?** 12 Principles of Disney animation, Pixar animation methods, Abstract drawings about characters. I prefer to create a series of actions made by a baby hedgehog to defend his predators and make friends with the predator's babies finally.



2. Context

Who else is doing what I am doing?

- Game: Broken Rules, Old man's journey
- Animation: Hiromasa Yonebayashi, Arrietty, Studio Ghibli;



More Animation directors as inspirations:

- Tomm Moore, Song of the sea;
- Michel Ocelot, Azur & Asmar, Dillili in Paris;

From the director of the Academy Award®-nominated **THE SECRET OF KELLS**

**"A TIMELESS DELIGHT
FOR ALL AGES!"**

-Twitch

**"MAGICAL!
VISUALLY RAPTUROUS!"**

-The Wrap

SONG *of the* **SEA**

OPENING DECEMBER 19





3. Method

- Design frame-by-frame animations in Unity/some new methods.
- Draw frame illustrations by Photoshop/more animation apps?
- Difficult option: explore 3D animation.

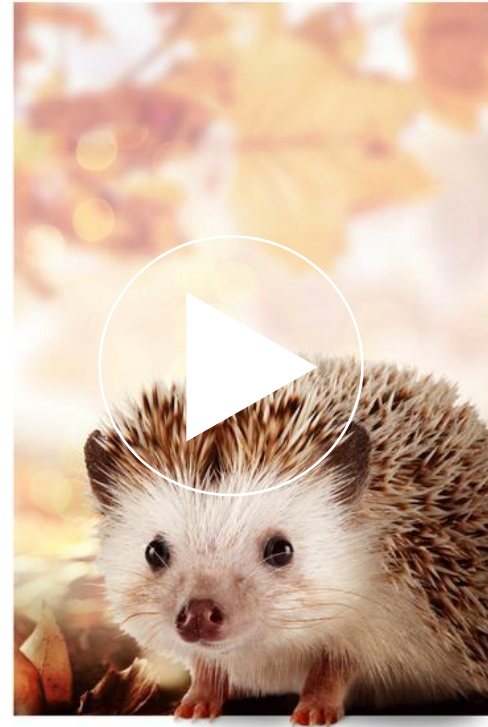
4. Production

Tools & Timeline

- **Week 1:** I will sketch the main characters in my animation in the positions and actions that their character will be known for.
- **Week 2:** Try 3D modeling them with Maya or Blender/just 2D drawings.
- **Week 3:** Draw the textures of these 3D characters/Define 2D drawings, frames.
- **Week 4:** Find Environment(forests in Unity asset store), Animated loops about those characters before interacting within an environment.
- **Week 5:** Assembling characters and environment in Unity/this step may just several pieces of Animated loops for different characters in the environment/explore coding.
- **Week 6:** Playtest the game and record it.

5. Outcome

A finished 2D interactive game or a video recorded about it.



12 Principles of animation

1. Squash & stretch :

- show the mass of objects, more ss, the softer the object
Less ss, the stiffer(adj. rigid) the object.
- Show character's speed :faster more ss:
- Exaggerate facial expressions.
- Keep the same volume.
- Not overdo ss. Keep the normal shape mostly.

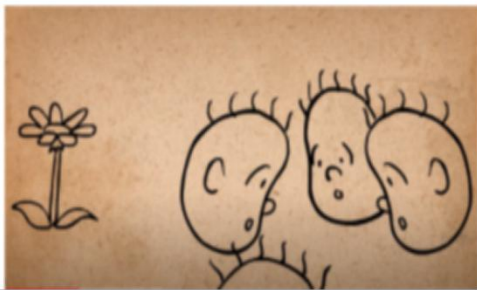
2. Anticipation (when a character prepares for the next action to give the audience a clue as to what is happening next, looks more realistic)

- Before running, character winded up:
- Before leaping into the air, crouching down to build energy.
- Before punching, reaches his arm back first.
- Can be more complex, learn the action from sports.



Screen clipping taken: 2022/3/1 18:07

e. Or trick to the audience.



Some preparations

- Looked through the 12 Principles of animation by Disney and made notes.
- Found references for characters and still looking for more.

