

# Production Principles

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Name: Shelly Galpert

ID Number: 21010498

Date: 26.01.2023

Email: s.galpert0920211@arts.ac.uk

MyBlog: <https://myonlineportfolio.myblog.arts.ac.uk/category/shellys-portfolio/production-principles/>

This was the pathway that I enjoyed the most. Before this week I had had previous experience with storyboarding, but I still felt that I gained immense experience from this pathway.

The first week we started off by looking at different compositions of scenes in order to know how to make our storyboards and films appear to be aesthetically pleasing to the audience. We were given some prompts and were tasked with creating different storyboards and mood boards based on a concept inspired from the chosen prompt. The second week we went on an outing to Southbank and did some observational drawing. Then we were tasked with creating 3 detailed storyboards based on a storyline inspired from the observational drawing. The storyline I produced was of 2 lovers, one of whom was waiting for the other to come to her, and the other of whom got lost while searching for her. In the last frame they reunite. I was really happy with how my final piece turned out. I loved the observational drawing and I have since tried it out. I feel that I gain from it as it helps me to practise my drawing skills and coming up with a storyline based off that, helped me practise my storytelling skills, which came in useful for the out of your head project when coming up with a storyline.

To conclude, I really loved this pathway as I felt that I gained a lot of useful skills and learned a lot from the tutor that helped me during it, as it made me more confident in my skills.

# Storyboard Rotation



# 2D Motion Graphics



2D motion graphics was a pathway that I was more familiar with. I had experience with 2D animation and therefore I felt a little less nervous about this pathway than I did the others. In the first class we were introduced to Adobe After Effects which I had little to no experience with. I struggled a lot in the first class but I asked for help from the personal tutors that were present so that made me feel more at ease with the software. In the second class we were introduced to Photoshop which I had more experience with. Our task was to animate a scarf on a jumping stick figure based on how we felt the physics of this would look when the figure was jumping. I found this to be more challenging and I ended up changing my initial animation after realising that the physics were all wrong.

In the second week we were given 10 seconds of sound and were tasked with creating an animation based on this sound. We had a lot of creative freedom with this task. I chose the second track and based on some of the animations we were shown in class as examples for this project, I decided to create a looped animation of an Apple dropping from a tree, opening up its leaf to show an eye, the eye crying out a seed, and then that seed turning back into the apple on the same tree. I used Adobe After Effects for the first two scenes of the apple falling from the tree and the scene where the seed falls through the screen, and I used Photoshop for the rest. While I enjoyed the entire project, I was not so happy with how the final animation turned out, as I do not like the colour palette I used, and I feel that I could have done better with the brief that we were given, and the animation in general. I hope in the future to recreate it in a way that I will be satisfied with everything created.

At the end of the day, I thoroughly enjoyed this pathway, and I gained a lot of experience with Adobe after effects and Photoshop that I feel has proven to be useful with projects that we have completed since then.

**YouTube link:** <https://www.youtube.com/watch?v=9zooH1q7ncl&t=1s>

<https://myonlineportfolio.myblog.arts.ac.uk/2022/10/11/2d-motion-graphics/>

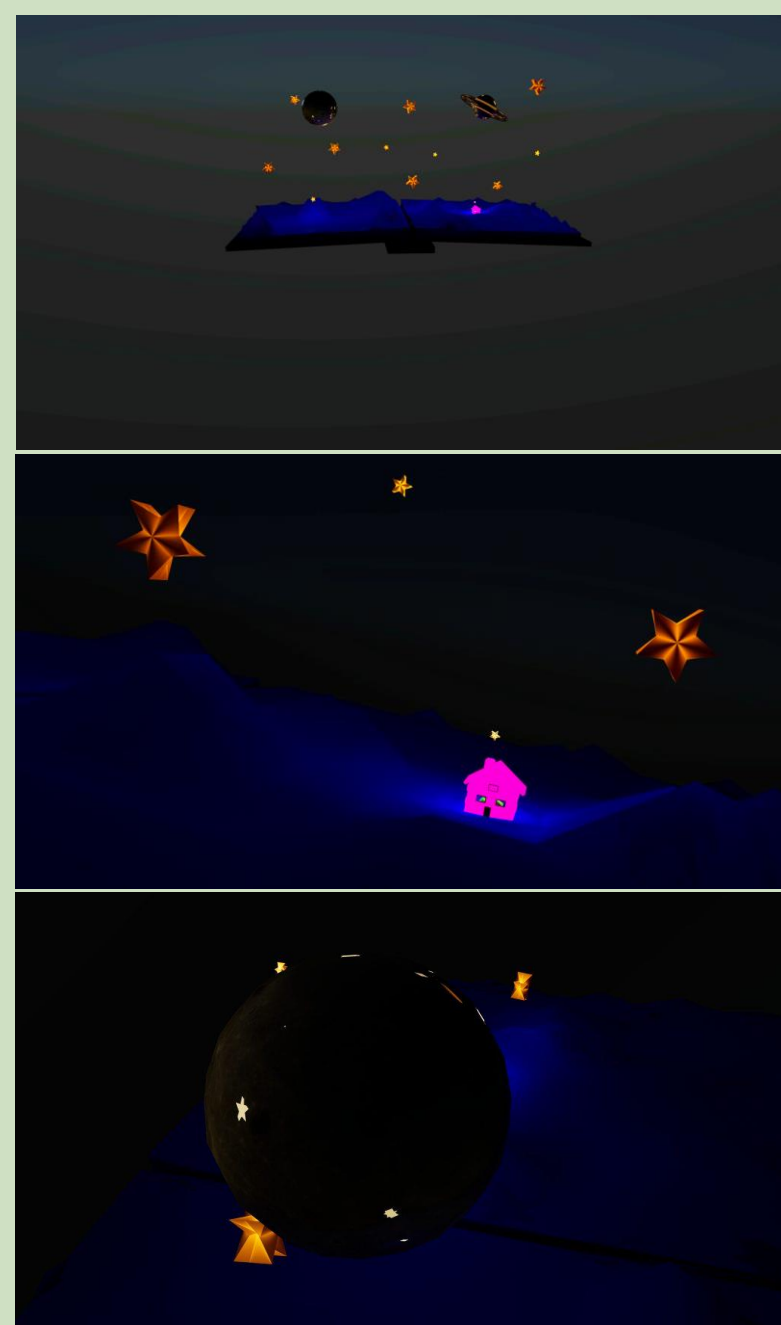
# 3D Worlds Rotation

The 3D worlds pathway was a very new experience for me as I had never previously done anything quite like it. I really enjoyed this experience even though I found it immensely difficult. I struggled a lot with sculpting the objects and had to look up a few tutorials and ask my tutors for help with it.

I started off with creating a storyboard of how I imagined my final piece would look like. I created a floating book with mountains on the pages and a house pushing glowing stars out of the chimney into the night's sky with a black background. Using Autodesk Maya, I created the base of the book and sculpted the pages/mountains on top of that. Then I sculpted stars and put a mesh glow on top of them, and started making the tiny house, including details like windows and a door and finally a chimney. I took 2 round objects and overlayed them with a 360-degree picture of the moon and of Saturn that I found on the internet. I also included Saturn's rings. After adding colour, I went to work rendering it which took exceedingly long. I really enjoyed this process as I felt like I was learning a lot of useful new skills and adapting to the software quickly. I love how the final outcome turned out. I love the colours that I used and especially how the stars turned out, as I spent a lot of time sculpting them.

If I were to change anything I would change the colour of the house and make it more defined as it is quite hard to make it out with how it is right now. I would also add more detail to the stars and the planets as the original plan was to be to have the round planet in the left corner to be the moon and the right planet to be Saturn, but it is not clear that that is the case.

Altogether I enjoyed this pathway. I learned a lot of new skills and I really gained from this experience. I would like to continue doing 3D in the future.



Stop motion was something that I had never tried before, nor had any interest in. However this pathway surprised me by changing my mind.

We started off by joining up in groups of 3 and using pixelation to put together a stop motion of a couple seconds. This was very time consuming, and I feel that as a group, we could have done better if we either had more time or were smarter about our time consumption. For the next day we were told to choose a movie to watch between our groups. My group chose to watch The Matrix as we had not previously watched it. Using charcoal, we then had to create a stop motion of how we perceived the movie without a reference to go back to. I enjoyed this process as it was quite different from the usual digital art that I was used to. I also loved how our final movie turned out as we put a lot of effort into it, and it shows. It was very time consuming and messy, and I do not think I would ever use this technique again, but I still enjoyed it. In the second week we were given 'The Moon' as a prompt. from that my group and I brainstormed separately and created an animation together using ideas that all of us contributed. In order to come up with the concept we researched ancient Greek mythology and how they perceived the moon, along with the moon cycles. We were inspired by their explanations for how the moon and the stars came to be and came up with a storyline of a boy who decides he wants to live on the moon. He creates a flying horse and uses it to go to the moon. Along the way the fuel from the horse rocket creates the stars. When he lands the aliens on the moon sends him back home. Although this concept is extremely weird, I really loved how the final stop motion turned out. If I would change anything I would make the faces of the boy flow better. The animation process was incredibly fun as my team and I got along well together in terms of communication, and we had little conflict.

I loved this pathway a lot even though I did not think I would. There are some parts of it that I did not like, such as charcoal animation, but I did like stop motion animation in general and will hopefully use the skills I picked up from these 2 weeks for future projects.

# Stop Motion Rotation

<https://www.youtube.com/watch?v=yKK16Y4Qnx4>



<https://www.youtube.com/watch?v=XWdqifuq0Tw>



<https://www.youtube.com/watch?v=JL5FkF2uC0M>



<https://myonlineportfolio.myblog.arts.ac.uk/2022/12/06/stop-motion/>



# Out of Your Head Project

Out of Your head link: [https://youtu.be/1sPBL\\_NXpLY](https://youtu.be/1sPBL_NXpLY)

For this Project I made the decision to work with 3 other teammates, 2 that I had previously worked with 1 that I hadn't. I chose to do this as we all wanted to animate in the same medium, and we knew we would all work well together. I was right. We had very little conflict, and in terms of ideas and concepts for our storyline we all agreed with and inspired each other, especially when coming up with the designs and the final storyline, as we gave each other tips and constructive criticism which ended up perfecting and completing our final animation in a place which we were all satisfied with.

To come up with a storyline we were told to pick 5 words from a group of words, and to create a concept based off those 5 words. As a team we picked the words '*poison, village, shadow, swamp, & castle*'. Coming up with a storyline was a great experience as we all got on really well as teammates and each idea one person came up with was improved on by another teammate. After we had come up with our general storyline we moved onto the mood board. We each found different images that we liked and put all our ideas together to create an idea of what vibe we wanted our animation to give off, and how we wanted our audience to feel. When creating the storyboard, we decided to each create how we imagined the final animation would look like by each creating our own storyboard and then comparing and putting together a final storyboard made out of each of ours. This allowed for every team member to express their own creative freedom and gave us a chance to see how we each imagined the storyline from our own perspectives. The plot of our final storyline was of a king who saw his deadly fate in a crystal ball. He tried to avoid this by sending everyone away from him apart from his son. Eventually his son tries to poison him in order to put an end to the madness, dressed as a shadowy figure but the king stabs him, and on realising it was his son, he cries and the castle crumbles into the swamp it was built on. I loved the medieval and tragic themes of this story, as it required research being done into that era and type of storytelling. If I would change anything I would have preferred more time to show this storyline as it was quite fast paced, as fitting this all into 20 seconds and having it easy to follow was very difficult. However, I loved how it turned out in the end. I feel that this task helped to develop my skills in storytelling which is useful for future projects. **NEXT PAGE**

<https://myonlineportfolio.myblog.arts.ac.uk/2023/01/23/out-of-your-head/>

After this we decided to split the final storyboard up into about 5 seconds of footage per person, meaning that each teammate would animate their own 5 seconds, which we would edit together making 20 seconds of final footage that was collectively worked on. I feel that this was a good decision to make as it allowed for everyone in the team to work on and personalise their own scene and gave everyone creative freedom and influence on how the final piece would look like. I was worried that our styles wouldn't merge well together and that the final animation would appear to be choppy and unreadable, but the narrative ended up flowing really well and our styles merged perfectly with one another, so even though we never ended up collectively animating each scene together, I would say that it ended up being a huge success. Additionally, we were able to gain an outside perspective on our own clips by asking each other for feedback on what we needed to improve on, as the other person had not been working on that scene and didn't have a bias on it.

When working on my 5 seconds of animation I appreciated how I had my own creative freedom to showcase the characters in any way I wanted to. It made me feel that I had an influence in how the final narrative would turn out, and that I was a valued team member. I enjoyed animating the lip syncing, as it involved me doing some research and references into how to lip sync, which meant that I gained a useful skill that I hadn't known before. I used Procreate and Adobe Photoshop for the animation. After the winter break, we asked for constructive criticism on each other's work and for post-production I edited everyone's final clips together with all my teammates finding royalty free sound that we thought would fit our project. My friends Dad voiced some lines for us as well. I used Adobe Premier Pro to do all this, which I haven't used before. This helped me enhance my skills in a new software, which I now feel confident in using for a future project.

All in all, I feel that this was a really great experience. I enjoyed working with my teammates. We had great communication with each other and it was a really positive environment. I would definitely choose to work with them again in the future. I feel that my animation skills have really improved, as I had to use a lot of new and different techniques. Additionally I feel that my communication and teamwork skills have improved. I gained a lot more confidence in my skills and with sharing my ideas.