

Visual Narrative Unit

Elective 1: Animation Arts: Living Voices

Name: Shelly Galpert

Email: s.galpert0920211@arts.ac.uk

MyBlog: <https://myonlineportfolio.myblog.arts.ac.uk/>

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Story boards

In order to create the storyboard's, I had to produce a storyline. One thing I really wanted to show in the final animation was the characters relationship with each other, so to do that I sketched out some silhouettes of how they would interact

X sheet

I put together a transcript of the dialogue and then created a reference sheet of the different sounds I would have to create. After that I drew up the X sheet and saw how it would work with the storyboard that was already created.

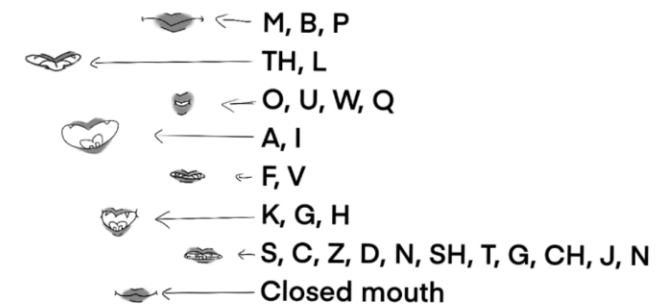
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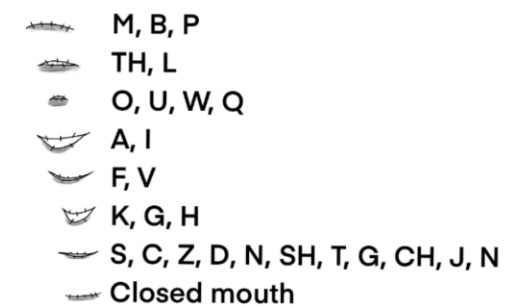
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PROD.	SEQ.	SCENE	ACTION	DIAL	5	4	3	2	1	B.G.	CAMERA INSTRUCTIONS
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Sounds to create:



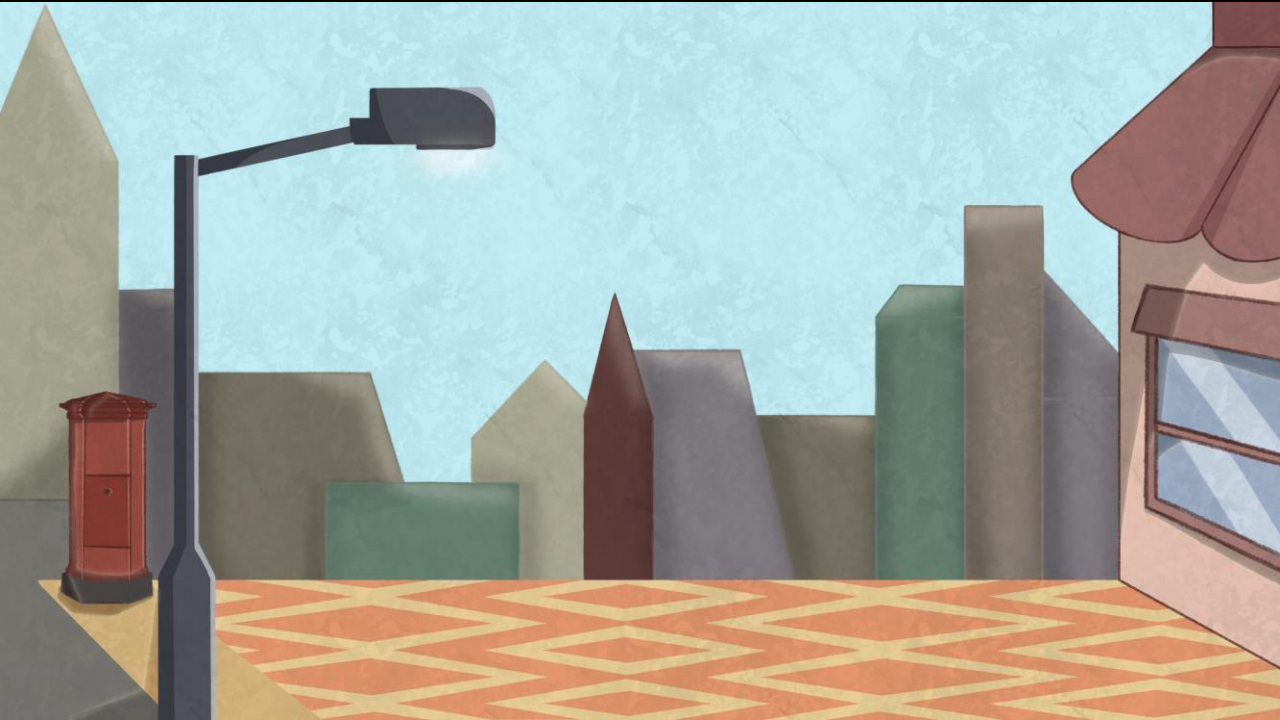
Sounds to create:





Background designs

To create authentic background designs, I researched the time in which I planned on setting the animation. I had decided on 1960s England, so I researched what central London looked like in the 1960s. I loved how bright and colourful the streets were, so I used the most popular colours of the 1960s as a colour palette



I wanted to incorporate parts of the dialogue into the backgrounds, so I included words in places where posters or street signs would have been that related to the dialogue of the audio I had chosen, for example, when the audio says 'you're a bargain aren't ya' the girl and the doll walk past a sign saying 'sale/bargains'



I wanted to include some dramatic irony by having the main character be a young girl with an old man's voice.



Character designs - 360° turnarounds

I did end up removing some details from my characters in the final rendered animation as they didn't flow well in some of the scenes

<https://myonlineportfolio.myblog.arts.ac.uk/2023/05/21/animation-arts-living-voices/>



I started off with choosing a sound. I found myself drawn to the second audio we were given and so I wanted to produce a storyline to match it. I decided on sticking with the British accents to create characters to reflect that, the first being a girl scout in the 1960s, and the second being a haunted Victorian doll. I tried to reflect this in the character designs, but I had to simplify and eventually remove some of the details as they didn't look good in the final animation.

When it came to the lip-syncing, I wrote down the audio transcript and filmed myself speaking out the audio in order to simplify the vowels so I could create a reference sheet for the mouth shapes. The x sheet was one of the most difficult parts of the process, and I found myself redoing it several times, as it was incorrect. Regarding the final outcome, I think that the x sheet ended up turning out right as the animation fits well with the audio.

One thing I would criticise is that the animation runs a little fast sometimes, and while it does fit the audio, if I would redo or change anything I would not have the characters moving and redraw them stationary as it would make the animation more coherent for the viewer. Additionally, having the characters constantly moving made it very difficult to have some elements in the character design, for example, I wanted the girl to have badges on her belt, but that wasn't possible, as when I tried to it came across as very incoherent and jagged, and so I chose to remove them in the final render.

Something else I would like to improve on is my consistency. I would also like to work on making the lines sharper and thinner for future projects. I was very aware that in some parts of the animation the lines are not as sharp due to the pen pressure and the tools I was using to draw with.

Altogether, I really enjoyed the entire experience, and it has inspired some future projects that I would like to explore.

Visual Narrative Unit

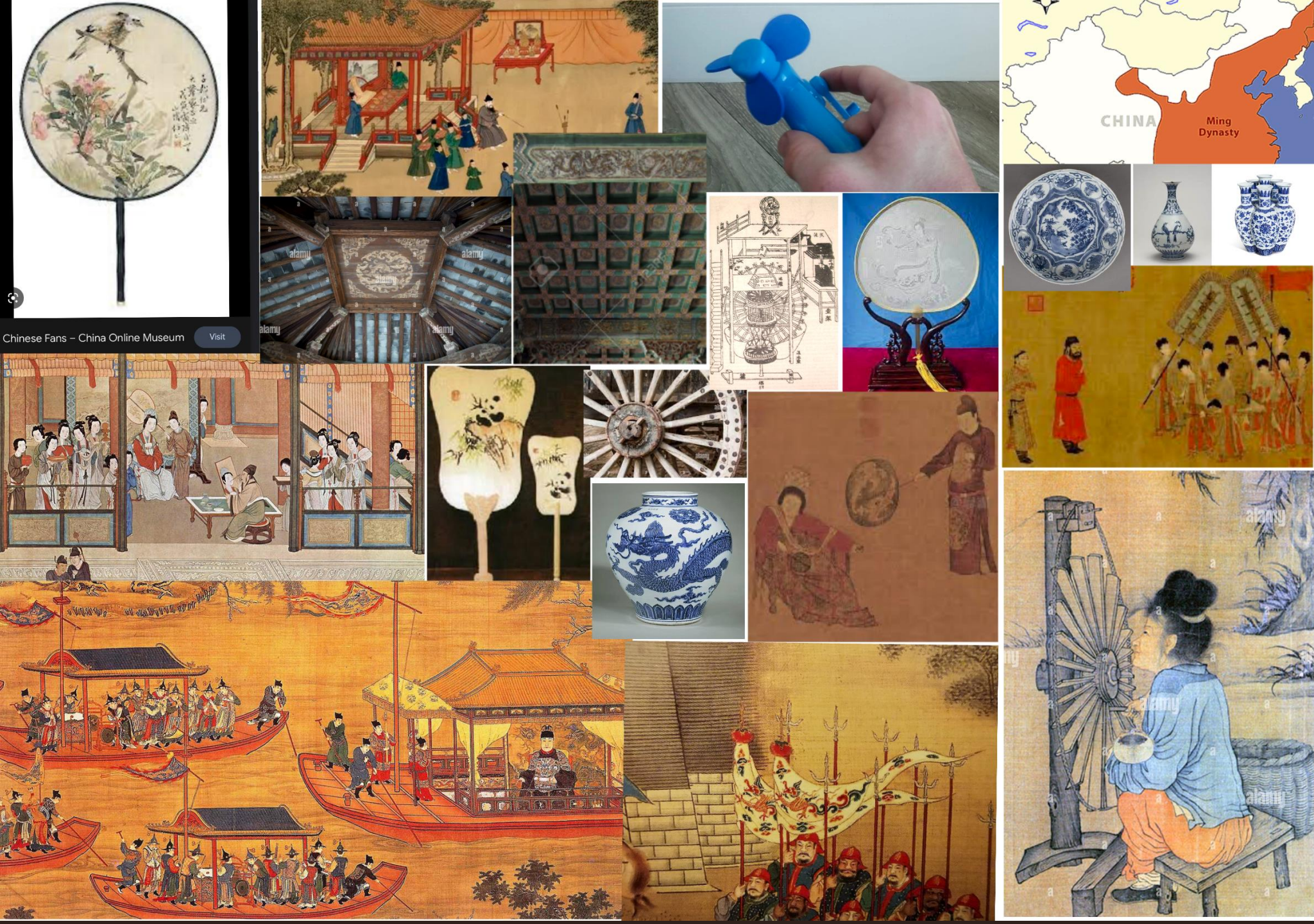
Elective 2: 3D Computer Animation: Retro Device

Name: Shelly Galpert

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Chinese Fans – China Online Museum

Visit

Mood board

Research:



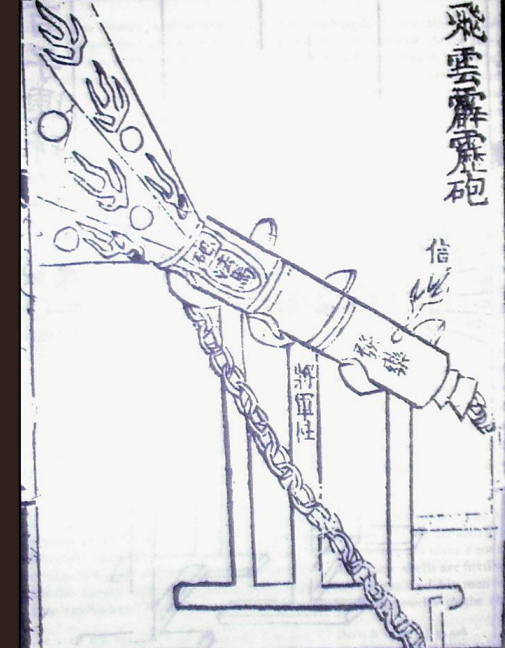
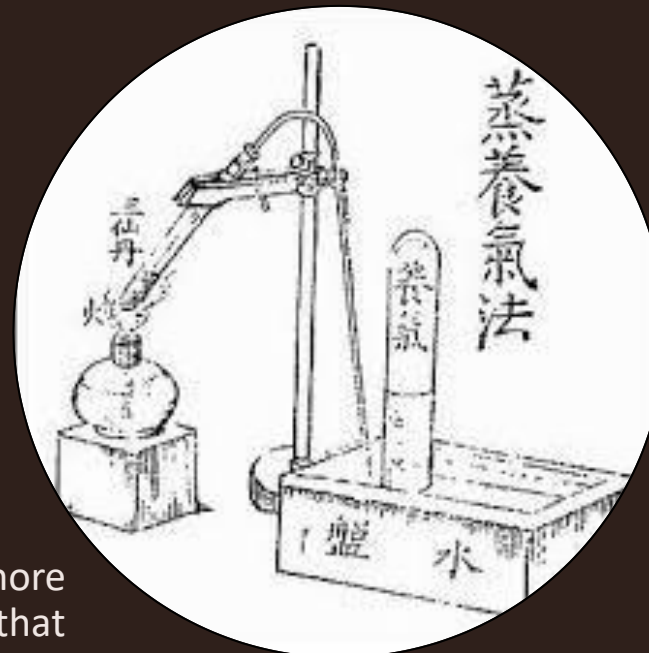
Bronze was used for more intricate objects such as small statues



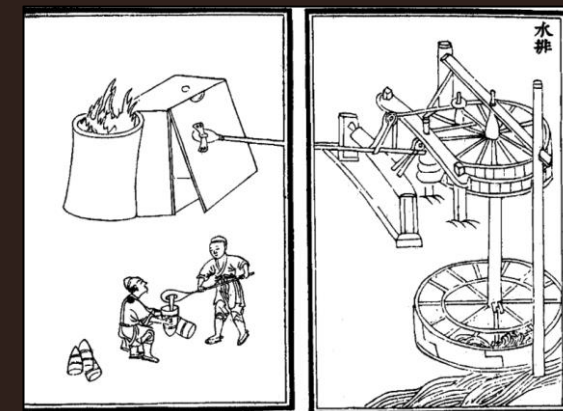
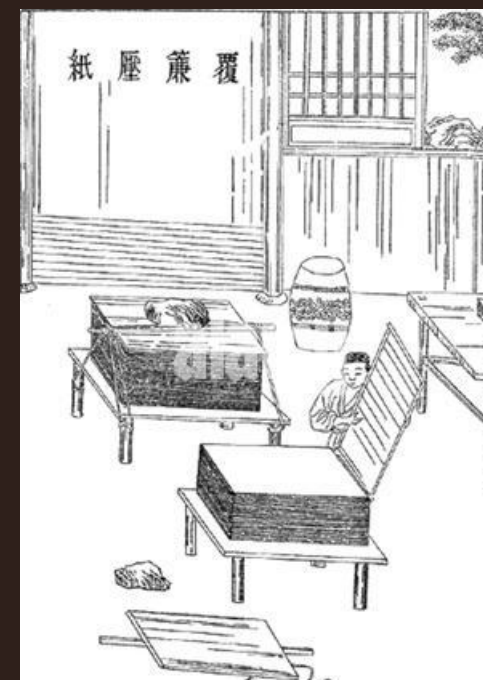
Wooden wheels looked like this



Iron was used for more 'unsightly' objects that people didn't mind getting rusty, such as helmets, hammers, and chains.



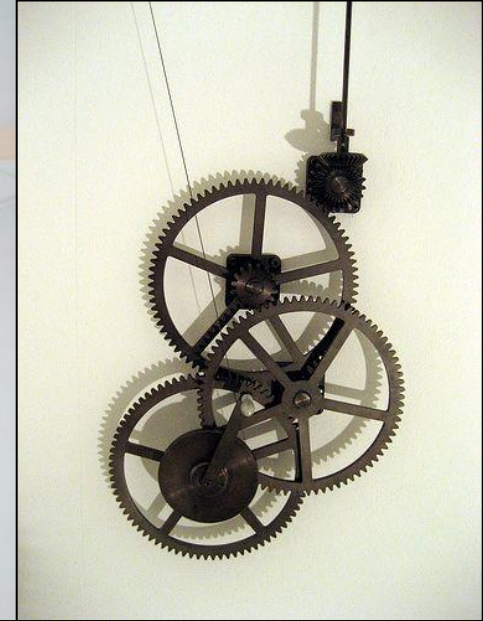
Inventions often included wheels, ropes, and chains, along with lots of wooden sticks and bases.



Copper was used to create coins in the Ming dynasty



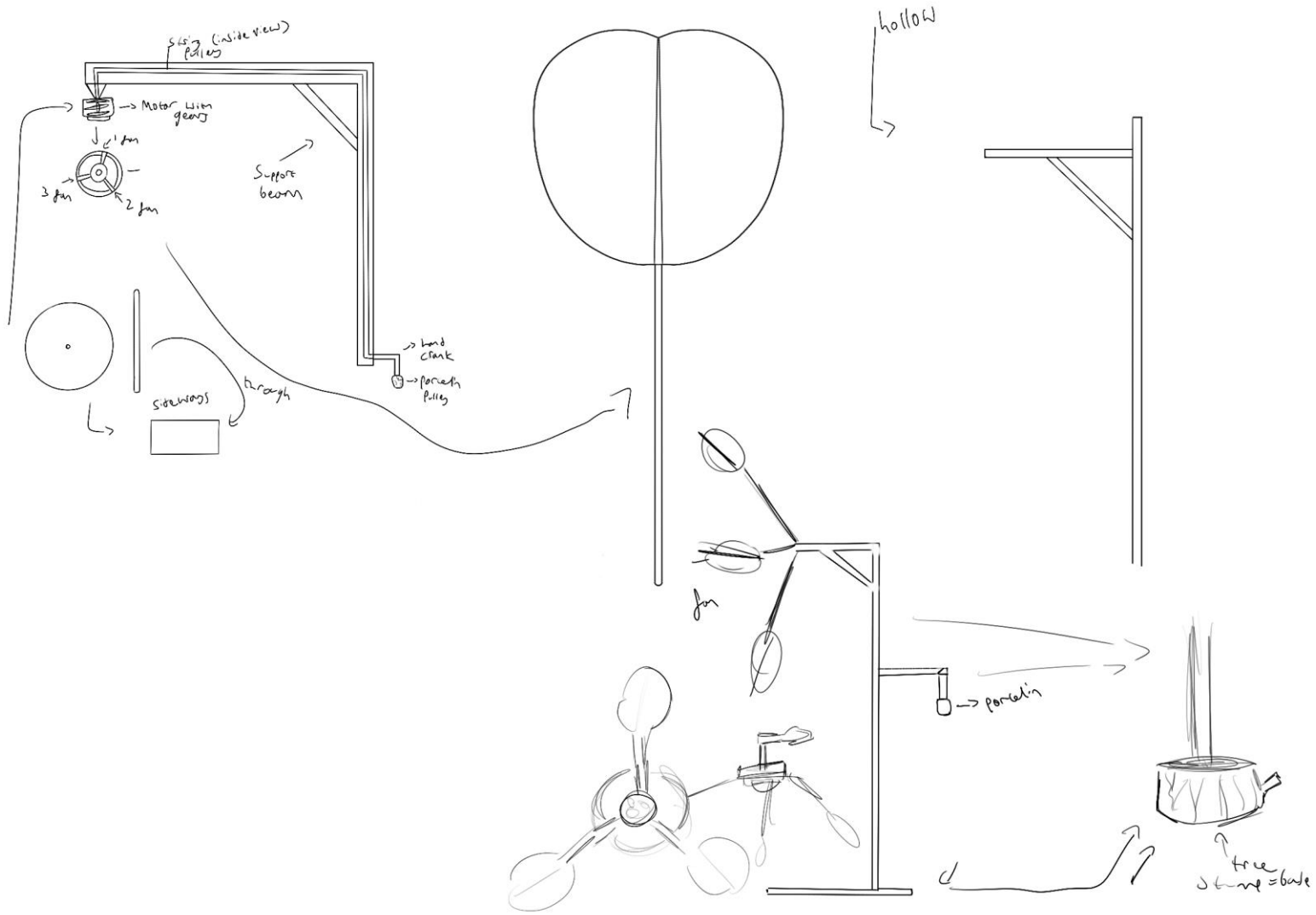
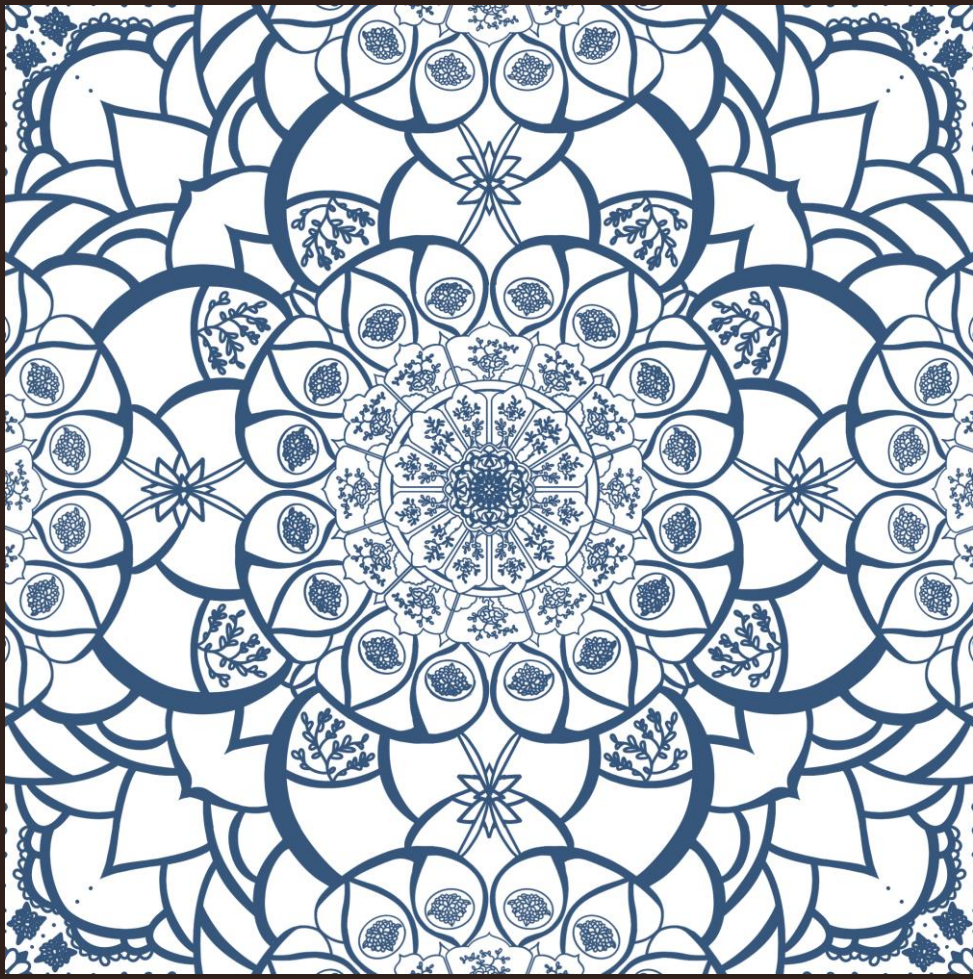
Research:



I researched different examples of how a non-electric fan would work in order to see how I would fit that in with the Ming dynasty era.

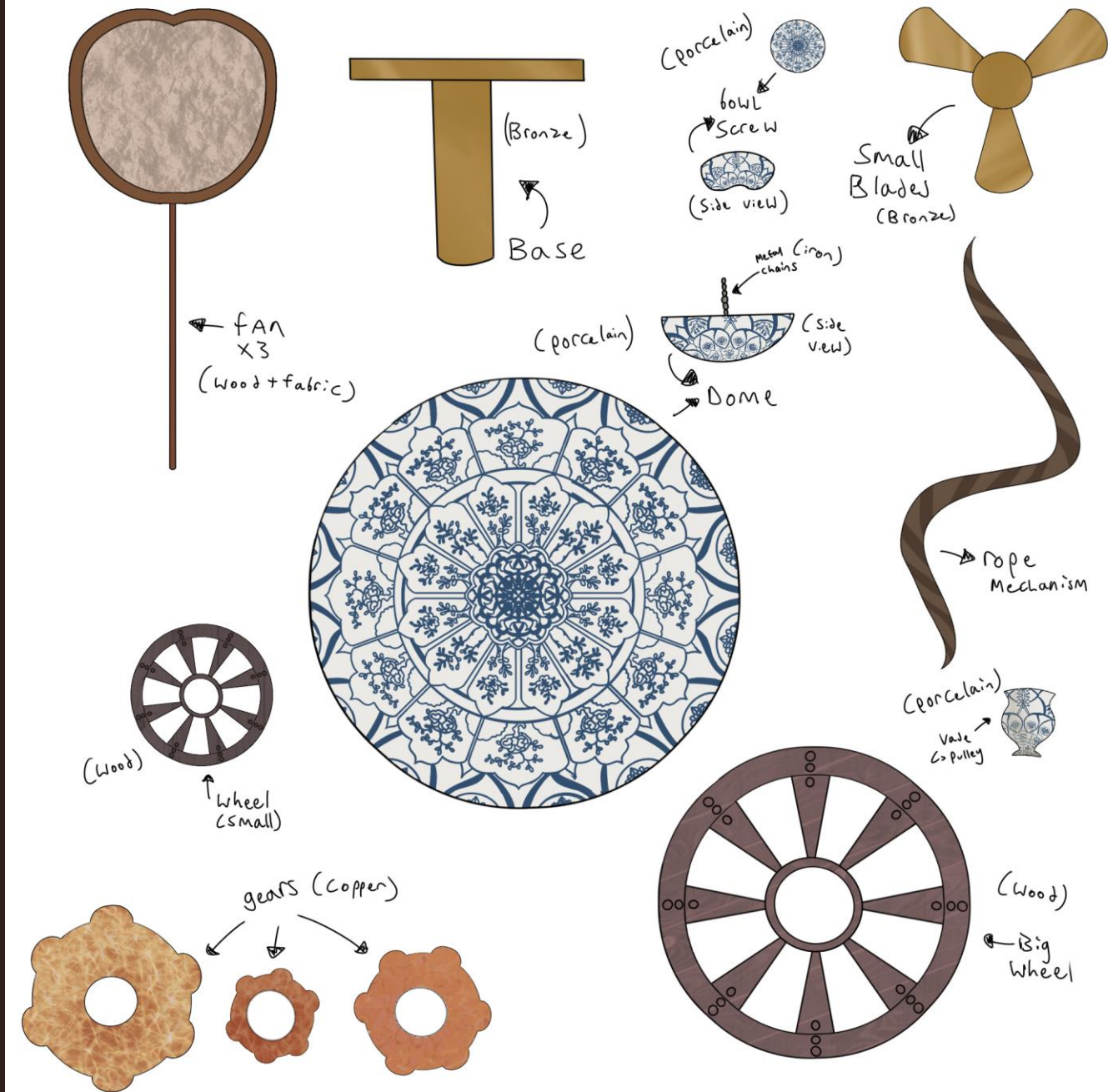
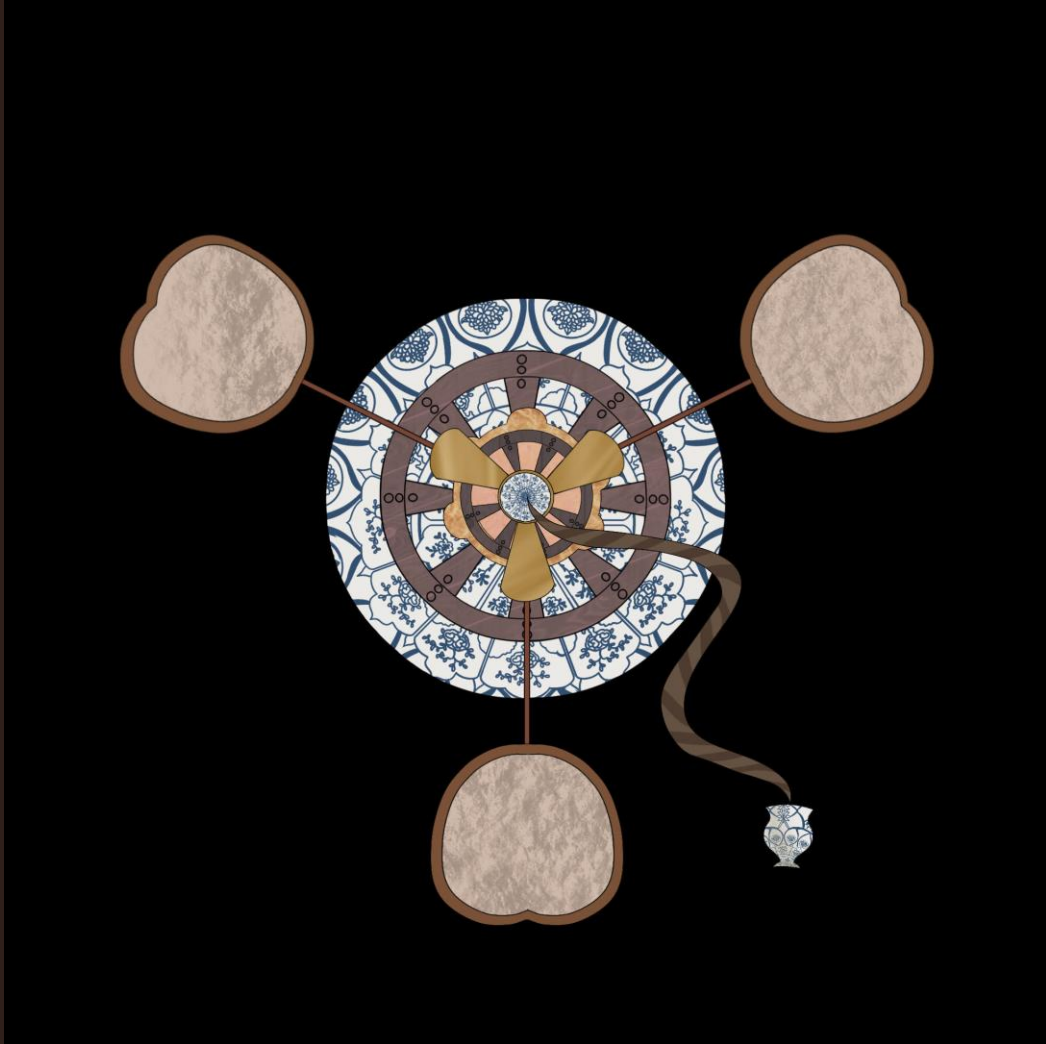
Planning

I created a porcelain pattern based on researching what patterns porcelain bowls and vases were typically painted with. I incorporated majority of patterns that I found into the design. I wanted to make the device as authentic as possible.



After deciding on the era (the Ming dynasty) and the device (a ceiling fan) I decided to figure out how that would work by sketching some concepts and seeing what materials I would use for each component of the device.

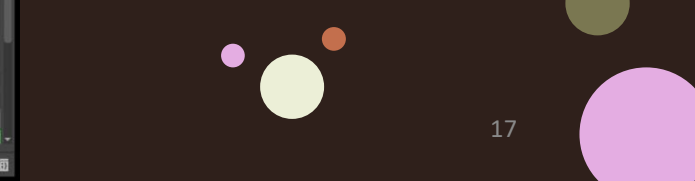
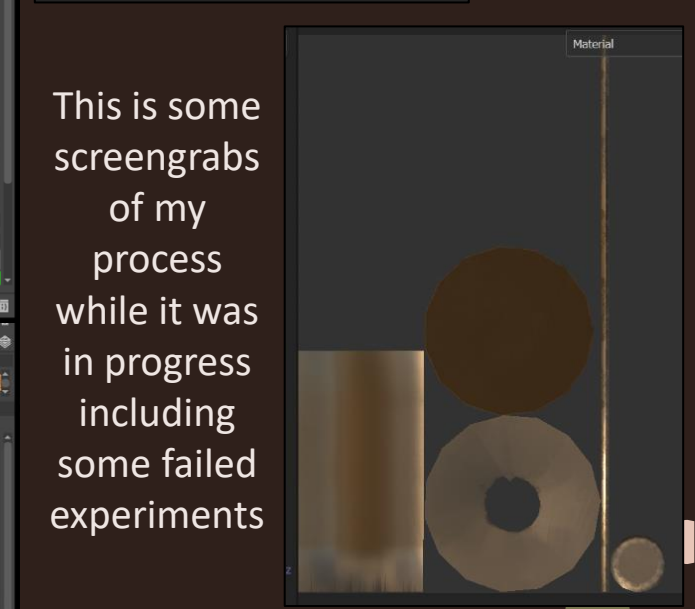
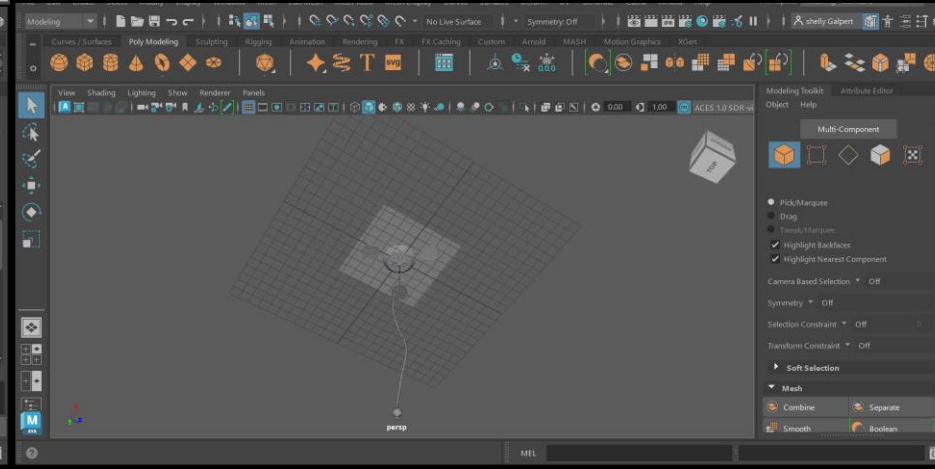
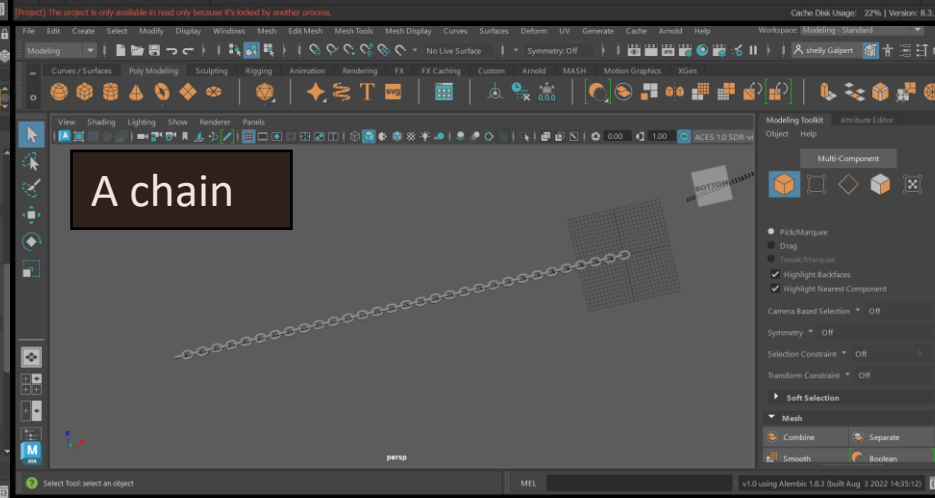
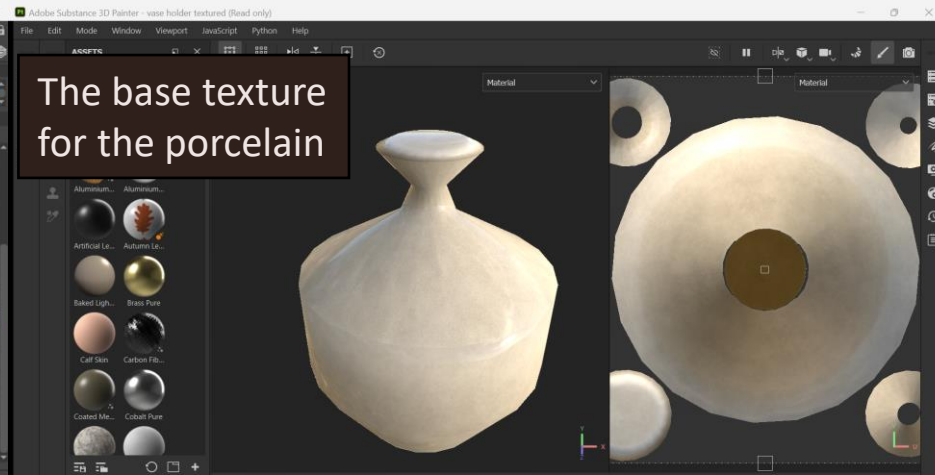
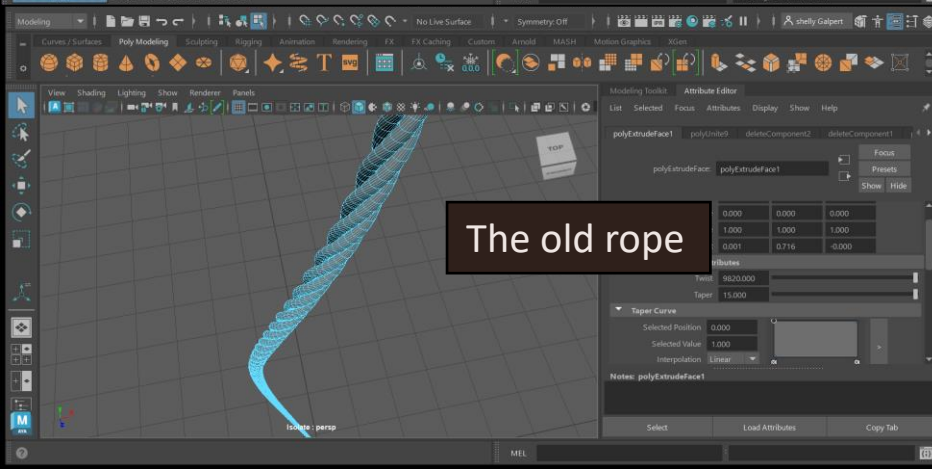
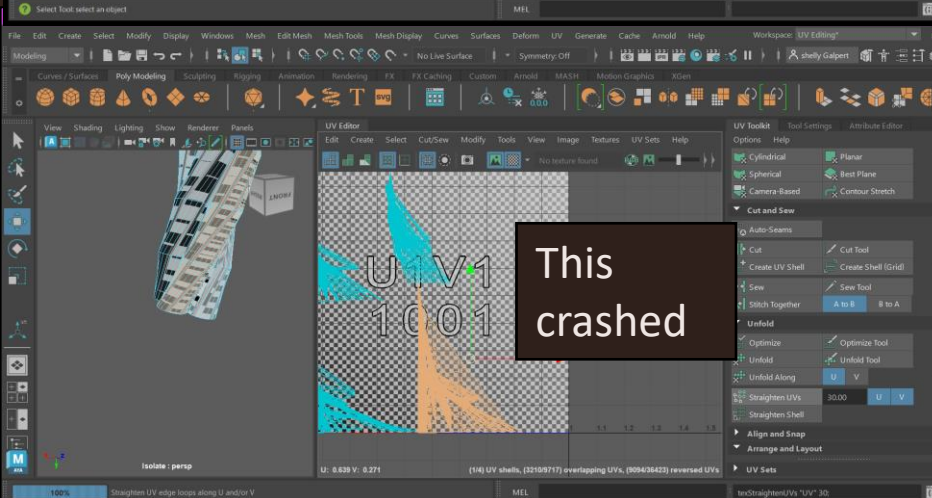
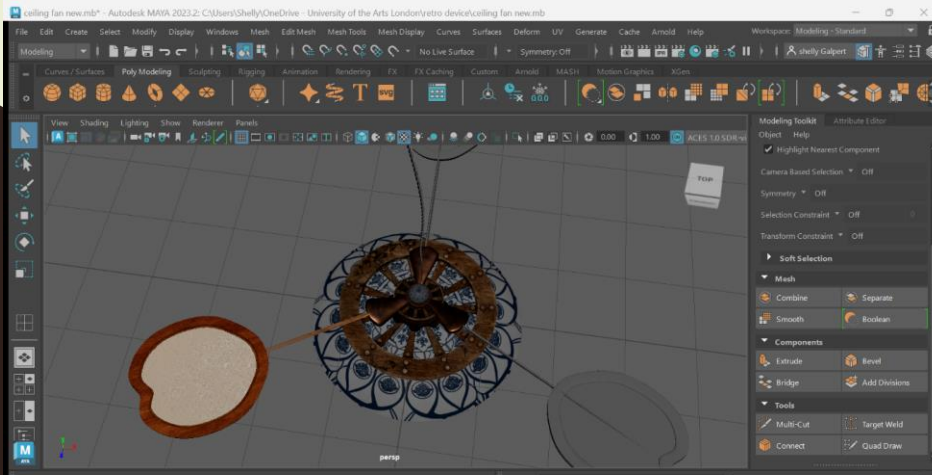
Official design



2 paragraph creative writing piece:

As the golden sun spilled its warm glow through the intricate lattice windows of the palace, an unexpected sight greeted the courtiers and dignitaries gathered within. Suspended from the high coffered ceiling, was a mesmerizing contraption. Its fans whirled around, casting shadows across the ornate tapestries adorning the walls. It was a ceiling fan, a marvel of craftsmanship and ingenuity that seemed to defy the boundaries of gravity. The cool breeze it emanated whispered secrets of distant lands, evoking a sense of wonder, and curiosity among the ancient dynasty's inhabitants.

The Emperor was captivated by the sight. He marvelled at the fans delicate design, its blades curving gracefully like ribbons. With every gentle rotation, it seemed to carry with it a touch of modernity, an intangible connection to a world yet to be discovered. The courtiers, initially confused by this foreign invention, soon found peace in its gentle breeze, which offered respite from the sweltering heat of the summer days. Soon enough, the entire population was won over by the ceiling fan, leaving its permanent mark in history.



The base texture for the porcelain

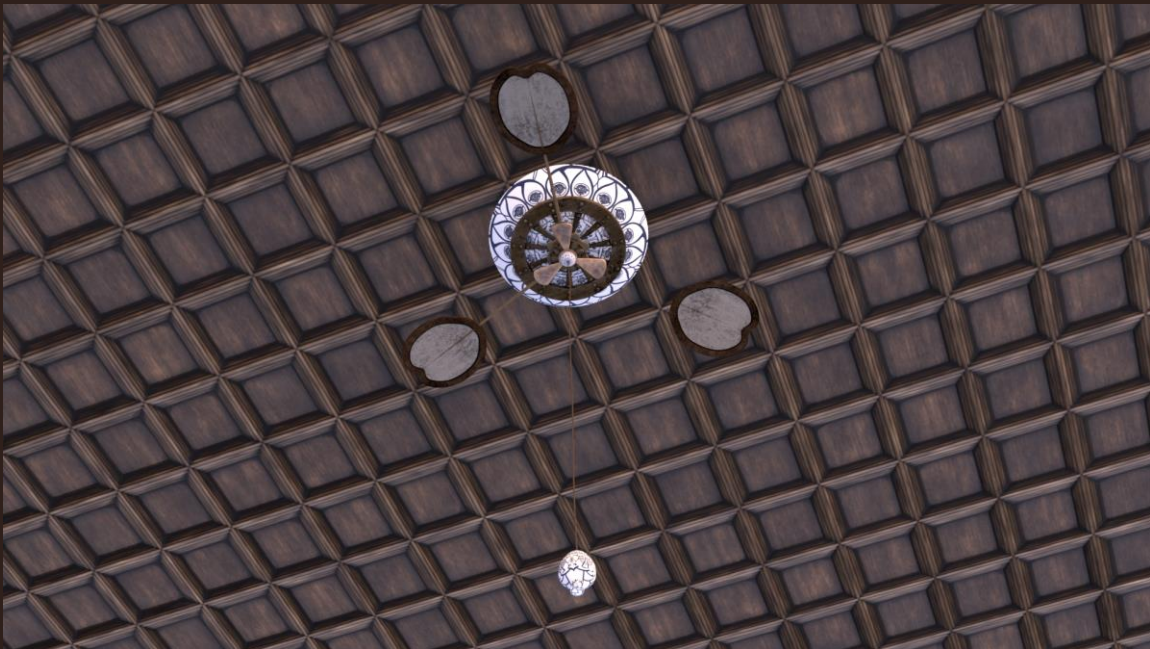
A chain

This crashed

The old rope

The base leg of the fan

This is some screengrabs of my process while it was in progress including some failed experiments



At first, I could not think of what device to create, let alone what era I would place it in. After brainstorming for a bit, I decided on the Ming dynasty, as it has a very distinct style, and therefore would make for an interesting process. I thought about what the most useful invention would be to have been created in that era. Many of the paintings I found consisted of royalty being fanned by various servants, and so I chose a ceiling fan.

Of course, that meant I had to figure out how it would work, as electricity didn't exist. However, one of the things that inspired this idea of a ceiling fan, were portable nonelectric fans, which relied on a pulley method to generate fan power. I made the decision to incorporate this in the final design.

Porcelain as that is one of the things the era is most famous for, so I created a porcelain design based on lots of research. I searched what materials were commonly used and found that the metal materials included bronze, which was mainly used for intricate objects, copper, mainly for coins, and iron, which was used for hidden objects like chains and screws. During my research I found that most inventions created in the Ming dynasty had incorporated wheels, so I wanted to incorporate a wooden wheel in the design. Modelling was simple as a ceiling fan consists of various shapes. The most interesting part was texturing as there are many different textures included.

My main criticisms are on the final animation. I struggled a lot with the pulley system as I wanted to include a rope being weighed down by a vase, however rigging the rope proved difficult. I decided on a revolving rope, which I got help for from my personal tutors. I would like to work on correctly rigging it, so there is more of a flowing motion of the rope. If I could change anything I would have animated the gears and wheels to be spinning along with the fan, so that there is some use for them being in the design, other than aesthetic purposes.

In the future I would like to work on creating more intricate designs as this was relatively simple. And would like to work on a more difficult rig to figure out how that should have worked.