



Powder Cag

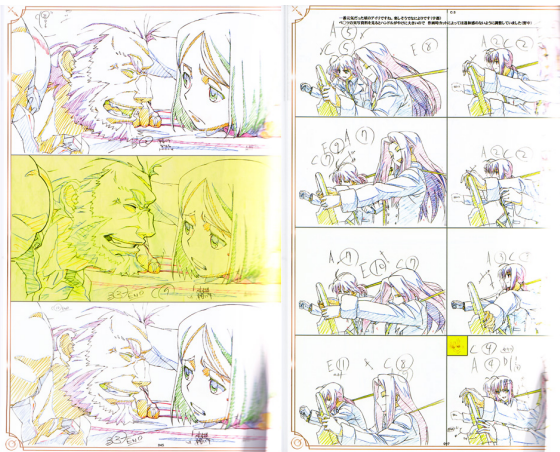
BY ROBERT SIMPSON

Introduction

- ▶ This is a story of a revolution in England in the future after years of political and economic corruption.
- ▶ I'm going to make to do animation because I think this is the best way to get a crowd that could fill the streets
- ▶ I had inspiration from the French Russian and Romania revolution as well Persepolis



2D animation

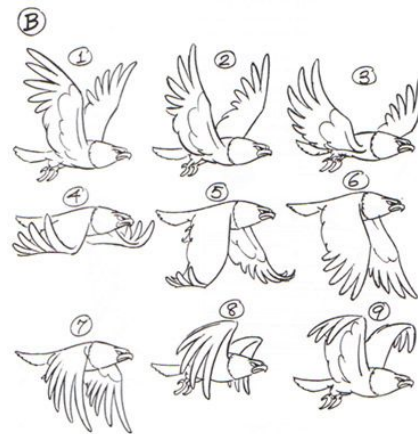


- ▶ Unlike live action film animation has a lot of mathematics and planning to make this possible.
- ▶ But it help bring your idea to life and it's cheap as well for the most part.
- ▶ I'm using 2D because I mostly familiar with this

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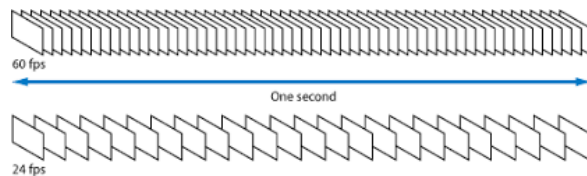
What film genres I'm doing ?

- ▶ Drama
- ▶ Documentary-ish.



Characteristics of animation

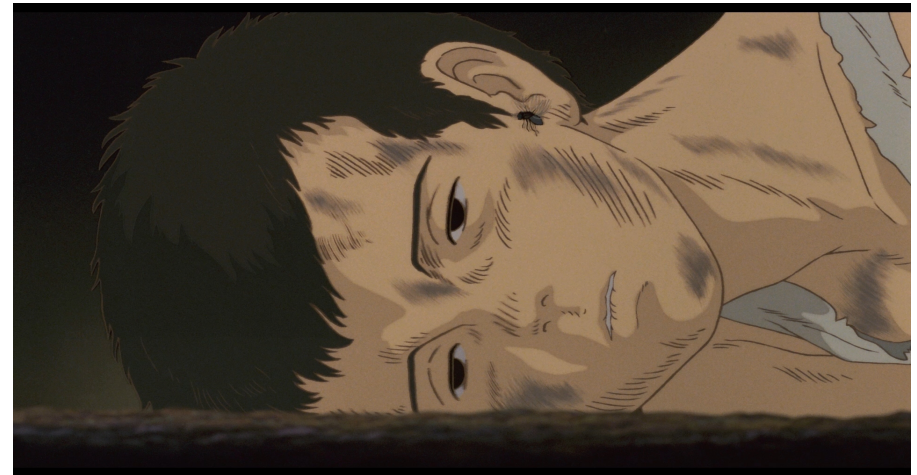
- ▶ Different art styles
 - ▶ Timing
- ▶ Squash and stretch
 - ▶ Parallax
- ▶ Frame rates
 - ▶ Key frame
 - ▶ In between



Shot size common in animation



- ▶ Relatively the same as Live action.
- ▶ Establishing shots are to establish the setting and mood.
- ▶ Close ups are on the character emotion or an image to show a retaliation of the situation.
- ▶ Panning is present but different.



Sounds in animation

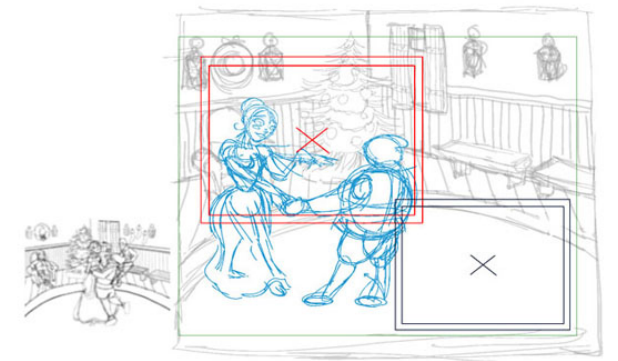
- ▶ The voices and sounds are all done and recorded first to make a precisely fit. (T.f.a pg122)
- ▶ They are organized with the storyboards.
- ▶ Sound design is the same as live action in terms of folly and ambiance.

(Reference- Timing for animation Whitaker and Halas)



Background design in animation

- ▶ Commonly known as a layout artists
- ▶ Main jobs includes setting up cameras and stage every shot
- ▶ They work closely to the directors, animation directors etc.
- ▶ A team can bring storyboards and animatic into a single frame.



Creative skill set [2D layout artist](#)



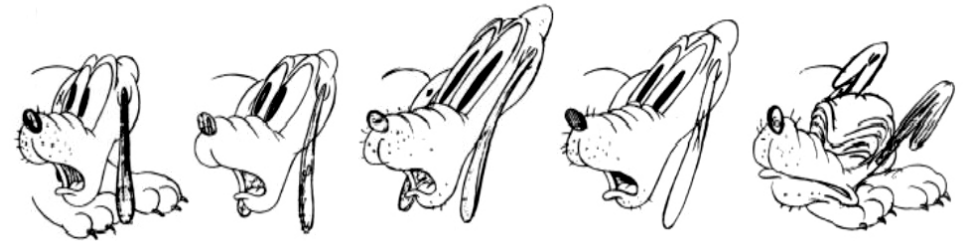
Editing in animation

- ▶ Editing starts first and work throughout the production
- ▶ Artists do storyboards of every individual scene.
- ▶ (Reference and [inside look](#))



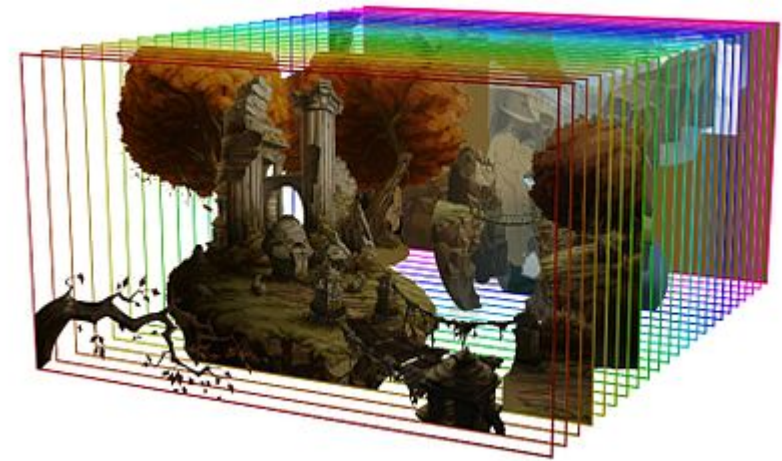
Squash and stretched

- ▶ One of the way's to get fluent movement is for example stretch out so it would create the illusions of movement.
- ▶ Reactions and impact
- ▶ In-between key frames.
- ▶ This all started in the thirties(A.S.K 2009 pg 96)



Parallax

- ▶ Basically there are a lay of frames of composition That goes at Different speeds.
- ▶ Example Flintstones and other Hannah Barbara cartoons in 50s to 70s.
- ▶ Illusion of depth
- ▶ Reference: example of parallax effects [link](#)



My idea is and which tetchiness will I use

- ▶ I'm going to use adobe flash.
- ▶ Live action is too limited.
- ▶ Open toons as an alternative



Context where are shot animation films

You can find animated films on YouTube and/or film festival such as aesthetica and the London international animation festival.

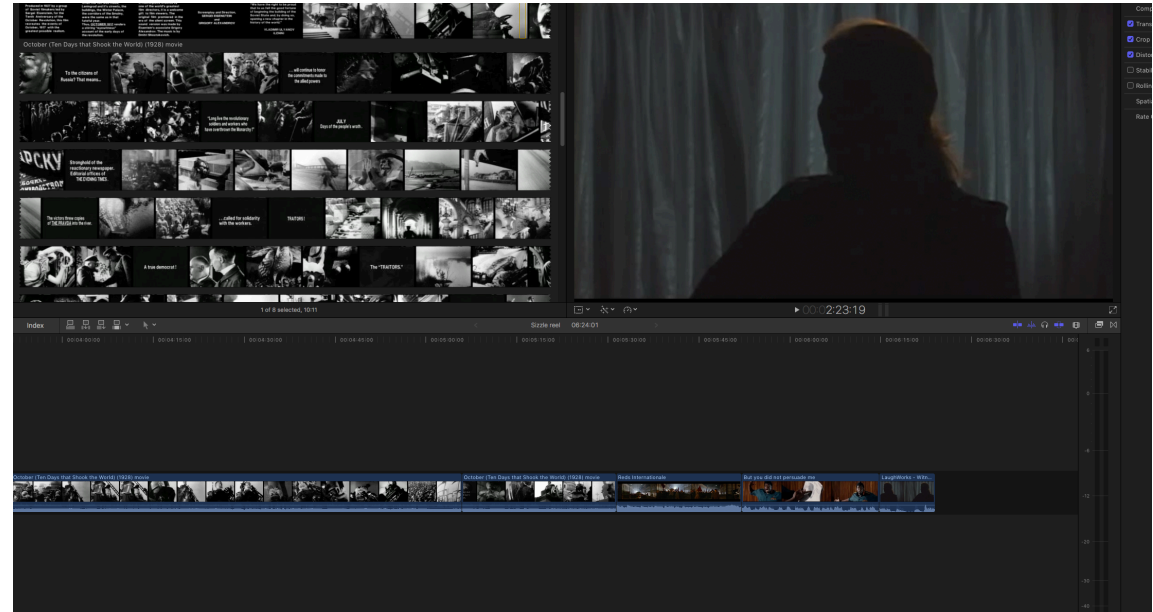
The Vimeo logo, featuring the word "vimeo" in a white, lowercase, sans-serif font on a blue rectangular background.

There's also vimeo and daily motion that show cases short films in animation.

The YouTube logo, consisting of the word "You" in black and "Tube" in white inside a red rounded rectangle.

Sizzle reel

- ▶ Here is my sizzle reel
- ▶ Most of it is live action but it just fits in to the theme and scenario of the feature.



Sources of Inspiration

- ▶ Documentaries were the main influence
- ▶ History of Russia (Tsars and revolution)
- ▶ Persepolis 2007
- ▶ Romanian revolution

Bibliography

- ▶ Russia(1855-1991) Oxley 2001
- ▶ [Skill set](#)
- ▶ Here is a list of the characteristic of [animation](#)
- ▶ The animator's survival kit (Richard Williams (2009))
- ▶ Ricochet- examples of [parallax](#)
- ▶ [A sound effect Sound in animation](#)
- ▶ Timing for animation (Whitaker and Hales1981)

Conclusion

- ▶ Any questions ?