Self-Reflection Report:

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Overall, I'm happy with the quality of my work. Especially the animation of the puck, which took me a lot of time to perfect the timing and movement, looks very smooth. Initially, I thought that the script and the penguins would be the hardest part, but it was definitely the puck movement. Generally, everything else went quite smoothly, even though I had a lot of doubts about the composition of the scene and the textures. I also quite like the way that my scene composition turned out, and how all the different components fit well together in terms of composition and timing. I think that the textures that I chose work well together and form a good color composition. I also had many doubts about my models being too cluttered and looking unorganized, but I think they are well chosen and there isn't any glaring issue with them.

Otherwise, if I had more time, I would work mostly on the penguin, the script but especially the lighting. With the penguins, although I adore the simplistic and humorous way that they jump, I think perhaps rigging and animating them to celebrate more realistically could be better. Although realistically I doubt I would have had time to do all that. In terms of the lighting, generally I like the way that it is presented. However, one major glaring problem I soon noticed was that when the spotlights pass over the break point in the steps it is very obvious to see. I added many spotlights and had them move erratically to try and mask this, however if you look closely, it is noticeable and takes away from the illusion a little.

I think from this project I gained a lot of valuable skills and knowledge about what animators' workflow and requirements are, which will be very valuable throughout the duration of this course and in my future career. It is especially important to me since I want to be working alongside animators creating tools and programs. Knowing what their requirements might be is vital in achieving a good final product. I've never made an animation like this, and it was all very new to me in terms of skills and knowledge. Dishant and Veno were quite helpful with feedback during our lab sessions and did a good job of teaching maya and animation concepts to us. I'm also very thankful for my fellow classmates for giving good feedback throughout the project.