

Analysis

Reference 1 Persona 5

<https://www.youtube.com/watch?v=gF6R6cHxdoM>





Which animations caught your attention?

- The fluidity of the movement and how the camera seamlessly transitioned from angle to angle

What works and what doesn't in terms of the animation;

- The switching from pose to pose during the transitions is really smooth and utilises a lot of squash and stretch, but the idle times during the menus are a bit awkward and could be more fluid.\

Describe the Smoothness

- The animation is extremely smooth using squash and stretch to get a smooth transition in between animations
- The way the animation utilises squash and stretch as well as the camera movement of the scene makes it very interesting to me.

Animation principles

- The 2 big animation principles that I noticed for these animations are the use of ease in and out and squash and stretch as those are what give the menu its smooth feeling, the easing in and out of the camera and the squash and stretch of the characters compliment each other well.

What makes the animation interesting to you?

- The transitions between the menus, and the way the characters seamlessly transition from pose to pose
- The colours in the scene make it really stand out and sets the tone for the game.

Static	dynamic
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characters	trains
camera	Clothing blown by wind
One of the trains	Button animation

Static components

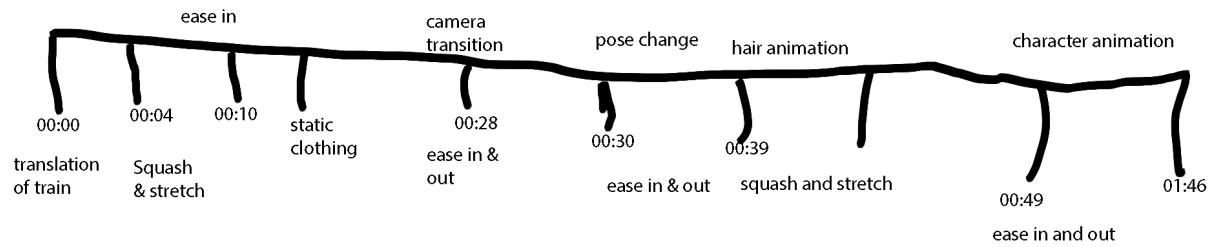
- Train
 - To showcase the load game scene
- Camera
 - To switch between menu screens
- Characters
 - To showcase that you are on a different menu

Dynamic components

- Trains
 - Moving in the background
 - Simple transform
 - It is a 3d asset, meaning you can see it disappear into the background
 - It is moving on a set loop, it moves on its own, it moves very quickly
 - It is always enabled and running in the background
- Clothing blowing in the wind
 - Moving in background
 - Morphing
 - 3d asset, meaning it is affected by the surrounding area
 - It moves when the train passes, the wind from the train is causing it to move, moving quickly
 - Off when the train finishes passing, on right after the train comes by
- Button animations
 - Keyframed
 - 2d component it is on a set loop
 - Moves automatically, nothing causes it to move, moves quickly
 - Is on when button is not pressed, turns off when it is pressed
- Characters
- ren
 - I would say approximately 63 bones the way the character moves while walking leads me to believe there are multiple bones for each of the limbs and fingers
 - The characters feet do adjust to uneven terrain
 - The character does reach out and interact with objects convincingly

- The characters movements are snappy, but also use a lot of squash and stretch, making them feel smooth and natural

Animation Timing



This timeline showcases all the important movements of the scene and characters, i believe it highlights the most important parts to focus on for this project, such as the transitions and the animations done throughout those transitions.

Core Animation concept

- The technique of morphing and paths are used, the camera follows set paths that it switches between depending on the menu and animation
- The trains follow splines that are in a constant loop

Usability and engagement

- The animations lead to a more dynamic menu experience
- The animations make the game more engaging by making it flashier and making your actions feel like they have more purpose

Technical considerations

- The characters seamlessly transfer between scenes animations
- The movements are snappy but smooth, with a lot of easing in and out
- The game overlaps animations, like while a train is passing during a menu transition the clothes still move
- There are 2 discernible layers of animation being blended, the movement of the characters and the movement of the clothes
- There is a smooth transition and the characters move forwards.
- The advantages of this method are giving a more unique experience for a menu, but the downsides are the movement is limited by the space you have.

Reference 2 Sparking zero menu

<https://www.youtube.com/watch?v=sTFz6dykoAQ>





Which animation caught your attention

- The animation used when switching between scenes is really interesting as it is relevant to the story if the game

What works and what doesn't

- The transition animations are very clean but the character animation is done using motion capture with no external input making it look very stiff.

Describe the smoothness

- The transition between scenes is very smooth, and the way the characters move and interact is also smooth
- The actual animations themselves do feel stiff due to the use of motion capture

Animation principles

- There is a lot of secondary action in how the characters move, due to the motion capture they were able to get very close to how a normal human moves
- There is also a lot of follow through and overlapping action

What makes the animation interesting to you?

- The use of motion capture and cell shading make the animation have a unique feel
- The way it switches from scene to scene
- The interaction of the characters in the menu

Static	dynamic
clothing	characters
trees	

Static

- Clothing
 - Moving with the wind
 - Always in movement
- Trees
 - Also affected by wind

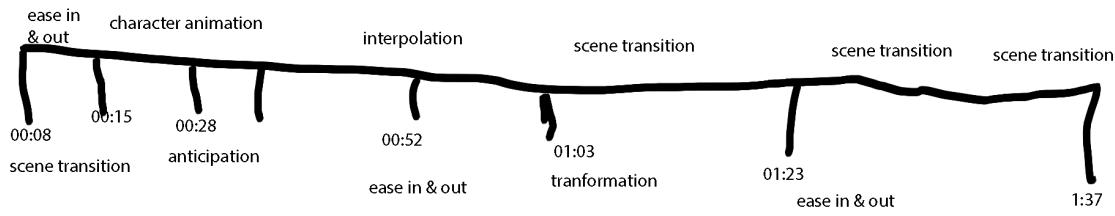
Dynamic

- Characters
 - When switching menus Goku will have a different interaction depending on the character he meets and what menu he is in
 - Keyframed, the animation is motion captured giving it a very realistic look, but this also causes it to be a bit stiff
 - They are all 3d assets
 - The game overlaps the animation of the characters with the animation of the clothing
 - Moves when the player switches to a different menu
 - The characters move almost instantly between menus as they can teleport, so very fast, the movement is caused when a player switches menus
 - They are always active

Character (Goku)

- Around 7 bones i would say, they use motion capture so they need enough to keep the complexity of the movement that was captured. There are complex movements all throughout the body that would be difficult to capture otherwise
- The characters feet adjust to uneven terrain
- The character does reach out and grab objects convincingly
- The movements of the limbs and body are very fluid due to the use of motion capture

Animation timing



Core Animation Concepts

- There are a lot of paths used with predetermined walk patterns and character movement
- The npc characters are programmed to move along a predetermined vector that ends when the animation is finished.

Usability and engagement

- The animations make the scene feel more alive like you are seeing these characters in real life
- The animations enhance the player experience breathing more life into the characters

Technical considerations

- The characters seamlessly transition between animations
- The transition feels extremely natural due to the motion capture used to do the animations, the speed feels normal not too fast not too slow
- The game will abruptly stop animations for another one
- There are discernable layers of animation being blended, mostly in the clothing
- When you switch to a different menu, the characters will have a different animation depending on what menu you are in, but the actual transition animation is almost instant
- The advantages of using motion capture allows for a more human look to the movement of the characters, the disadvantage is that sometimes the animation looks awkward or stiff.

Reference 3 Persona 3 Reload





<https://www.youtube.com/watch?v=2JjHVOt58-w>

Which animations caught your attention

- The colours that they use in the scene makes the characters stand out and sets the tone of the game
- The camera transitions and the menu transitions

What works and what doesn't

- The colours of the scene
- I wish that the characters moved a little bit more as it made the animation look stiff

Describe the smoothness

- The camera transition could have been a bit smoother
- The secondary animations on the characters are very smooth

Animation principles

- The camera transitions use easing in and out to get a smooth feel
- The secondary animations on the characters

What makes the animation interesting to you

- The camera transitions throughout the scene
- The dynamic poses of all of the characters
- The lighting and colours of the scene.
- There is a lot of timing and arcing happening in the scene with each transition

Static vs dynamic

Static	dynamic
Character clothing	characters
Button animations	Menu ui

Static

- Clothing
 - Makes the scene feel more alive by having movements even through the still shots
- Button animations
 - Draws the players eye to the button

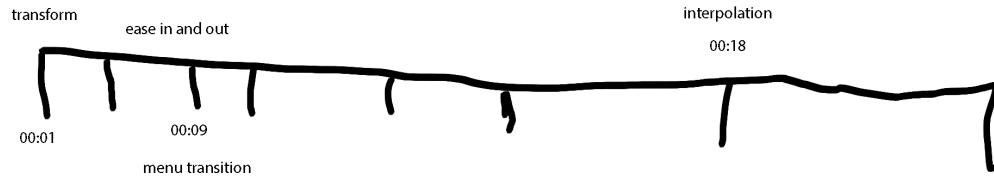
Dynamic

- Characters
 - The animations are keyframed
 - The components are a 3d asset meaning they can move towards or away from the camera
 - It moves when you switch to a different camera
 - It moves relatively quickly
 - Always on
- Menu ui
 - Animations are morphing
 - 2d asset, as it is a menu
 - Moves when you move to a different menu
 - Moves quickly
 - On when you are on that respective menu, off otherwise

Characters

- I would say about 20 as the characters have basic body movements but no complex facial animation
- They are simple movements as it is just looking from one direction to the other or very simple adjustments
- The characters feet change with uneven terrain
- The character does reach out and interact with objects convincingly
- The movement is very snappy but fluid at the same time

Animation timing



Core animation concepts

- The animation utilises paths and lerping to get from position to position
- The camera moves to set positions and the characters interpolate to set keyframes each time a different menu is selected

Usability & engagement

- The animations set the tone and style of the game and give the player an idea of what they are getting into
- They enhance the experience, they are not flashy animations, but the way they are used allows for a very dynamic experience

Technical considerations

- The characters are very snappy when it comes to moving between animations
- The animations feel natural if a bit too quick,
- The game seamlessly transitions between the middle of animations if one is interrupted
- There are no discernible layers of animation being blended
- The characters switch with the menu transitions
- The advantage is it is easy to position the camera and keyframe the movements

Storyboard



References

Mixamo, www.mixamo.com/#/?page=1&query=akai+e&type=Character. Accessed 11 Oct. 2024.

Github

<https://github.com/Alex-Hamblin/Prototype>