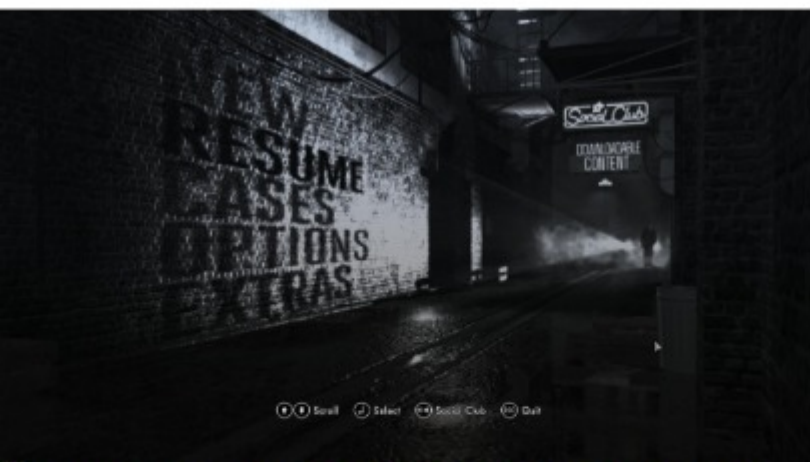


Animated Menu

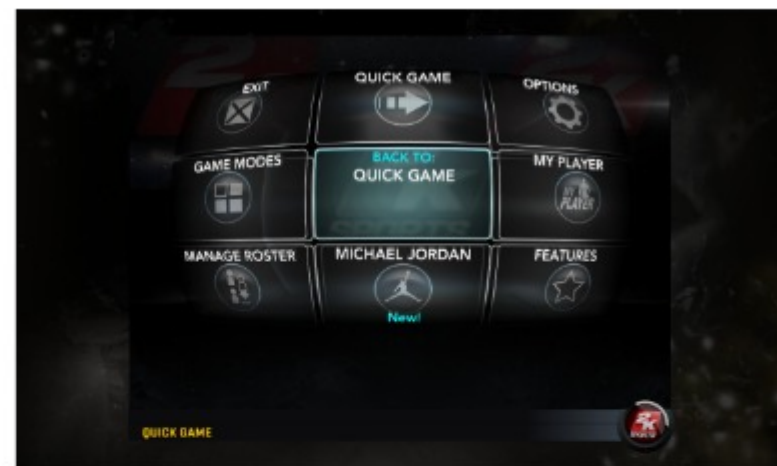


<https://www.youtube.com/watch?v=u2HDhyo3Lf4>

or https://www.youtube.com/watch?v=lcpVwvm7ix0&list=PLQ3KzJPBsAHnTsOjsOdU4_8moJJHtgit

I enjoy how the menu and aesthetic fits the
noire theme, also the menu being diegetic.
Every aspect is smooth

I like how they tie the
page flip into the
selection of submenus



<https://www.youtube.com/watch?v=Q9OMv9mEI9s>

Character

2 animations:

<https://www.youtube.com/watch?app=desktop&v=pM-EmN9z3WY>

<https://www.youtube.com/watch?v=gq6CNux84cM>

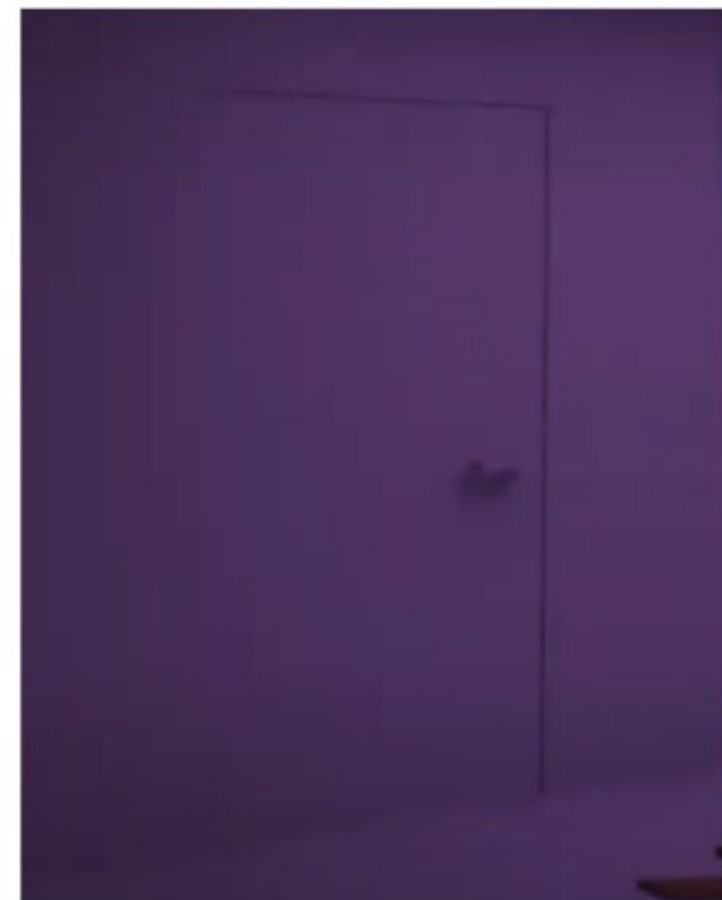


Based on my initial perception,
I liked how the animation told a
story about this character, the
aggressive neck crack inferred
the character can take a lot of
damage.
I recognize the animations seems
very fluid



Dynamic Objects

<https://www.youtube.com/watch?v=XZbA-4IWb3U>



Static Objects



Environment



Tyrant: Neck Crack & Walk Anim (10 FPS)



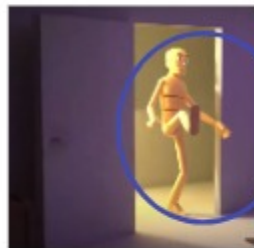
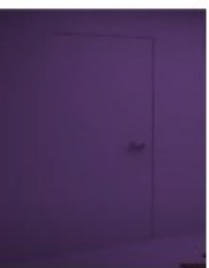
The character moves heavy, each step feeling like weight is added.



- It's assumed that the neck crack and walk are separate animations, possibly could be LERPing done

Timing Chart <https://www.youtube.com/watch?v=XZbA-4IWb3U>

Door Open Anim



The door busts open in a cartoony way, utilizing anticipation and exaggeration to display force of kick



Timing Chart

LA Noire Menu

https://www.youtube.com/watch?v=lcpVwvm7ixo&list=PLQ3KzJPBsAHnTsOjs0dU4_8moJJHtgjt

(0:28 - 0:31)



0:00:00



0:01:00



0:02:00



secondary

primary

0:03:00

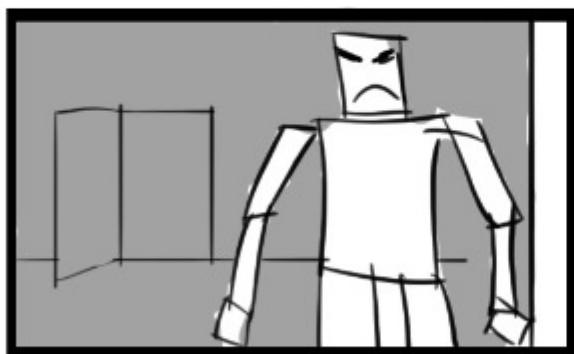
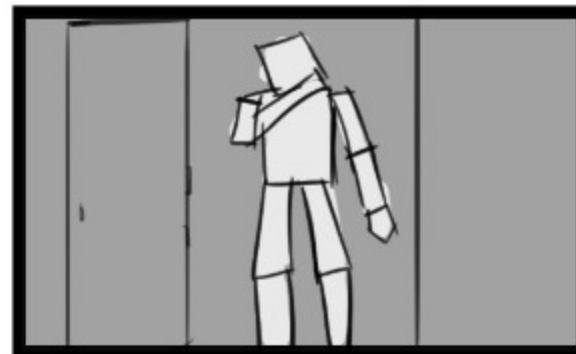
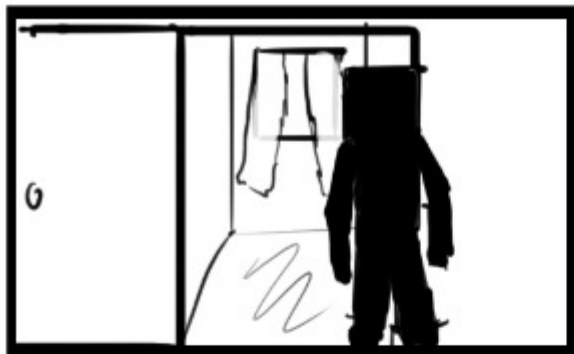
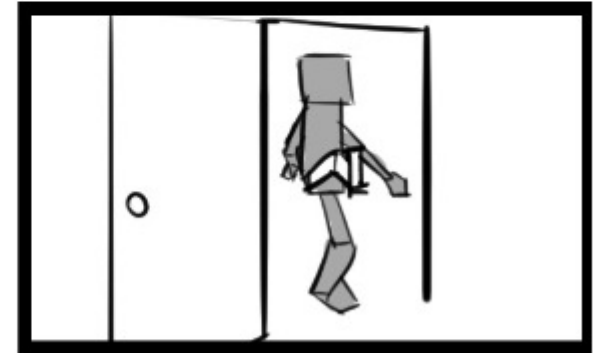
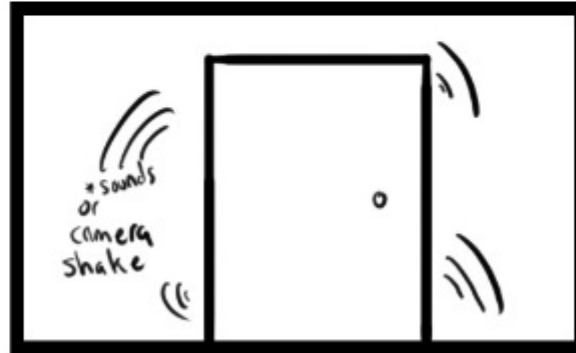
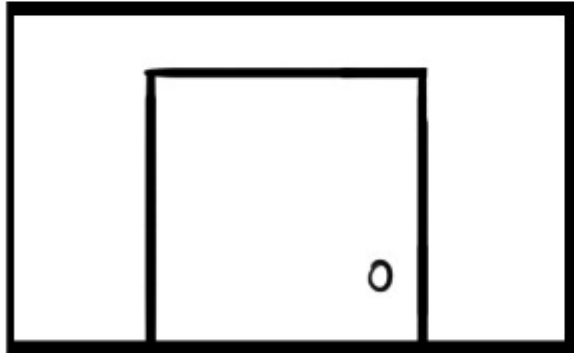
use of timing and
motion, the transform
off screen is very quick
sudden, to match player
input

The text transitions
off screen when the
user scrolls, with a
secondary action of
a character
interacting with the
background

Storyboard

Narrative Description

Enemy Character is chasing the player, this character is meant to be resilient and continues following the player through obstacles. They search for the player to search for the player



Menu

