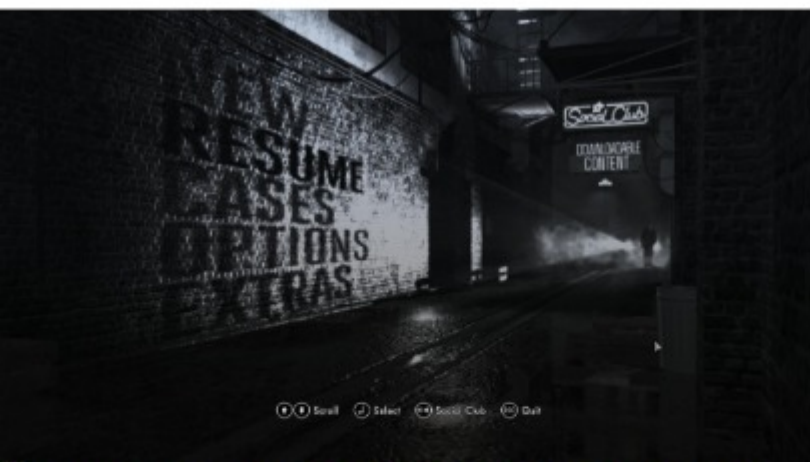


Animated Menu

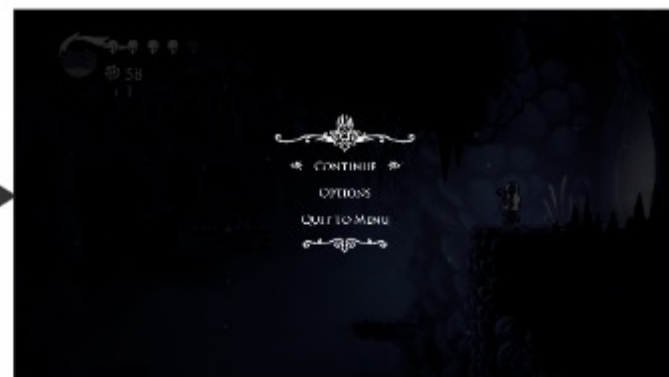


<https://www.youtube.com/watch?v=u2HDhyo3Lf4>

or https://www.youtube.com/watch?v=lcpVwvm7ix0&list=PLQ3KzJPBsAHnTsOjs0dU4_8moJJHtgit

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

This menu uses animation to make text disappear, the satisfying transitions work well



<https://www.youtube.com/watch?v=IWLlUX4vtKo>

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

*This reference was just for visual of what I imagine the final may resemble. Like a mascot costume**



Dynamic Objects

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



<https://www.youtube.com/watch?v=CAhBXDz1d-M>



Static Objects



Various scaffolding objects that may be pushed around

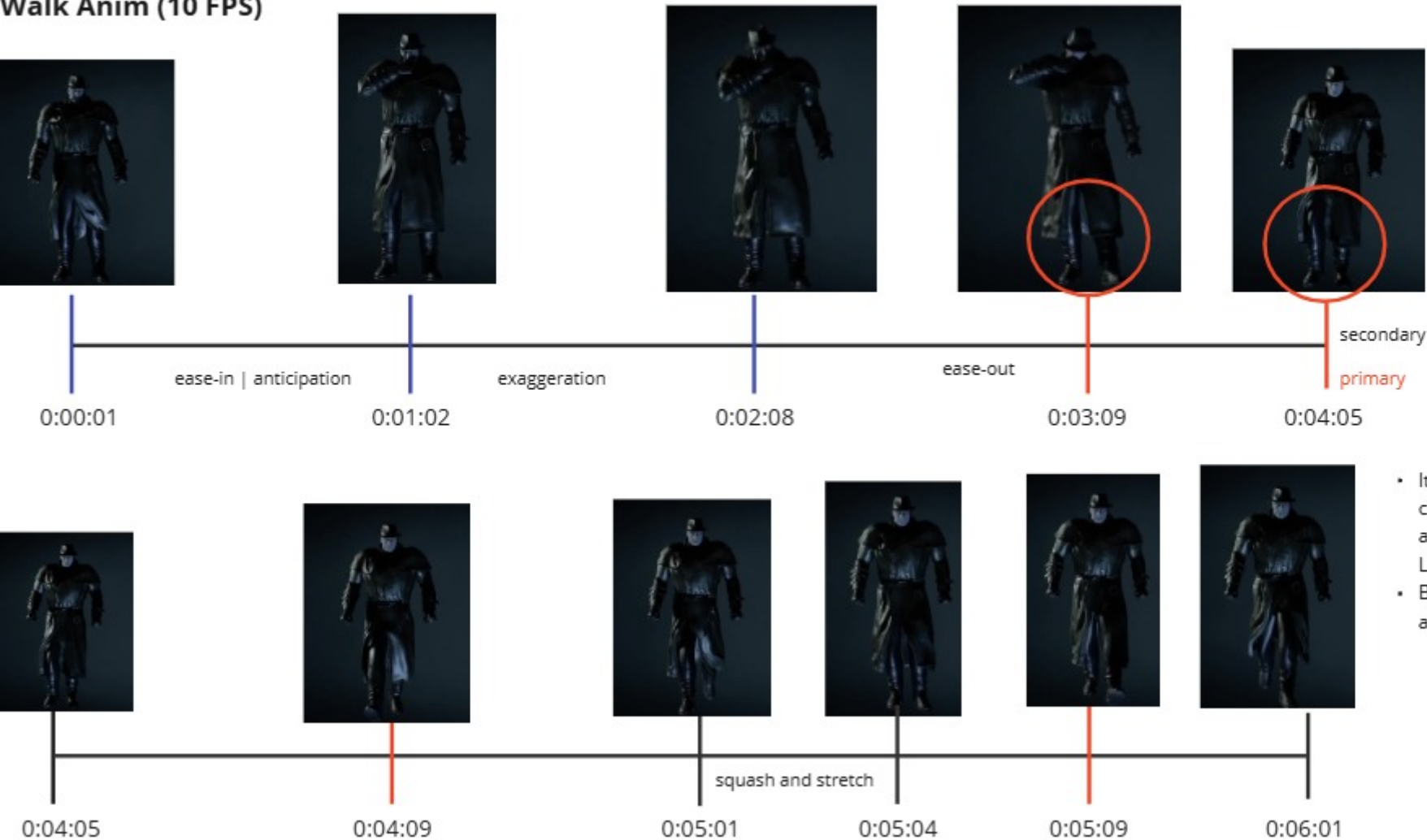
Environment



These can all be used to help the ominous environment I plan to achieve with the scene.



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
- Blending done between animations

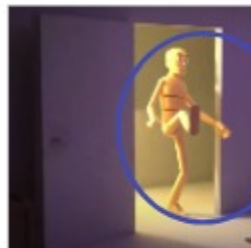
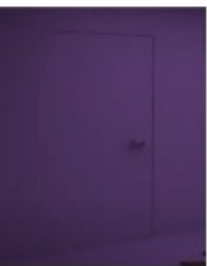
Timing Chart <https://www.youtube.com/watch?v=XZbA-4IWb3U>

Door Open Anim

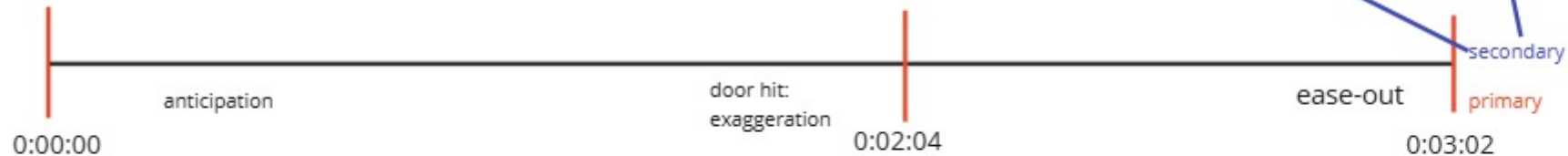
Includes Character (Mannequin) and Object (Door)

there is a use of motion blur,
almost the mask the few tween
frames

Limbs movement is a bit
exaggerated



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

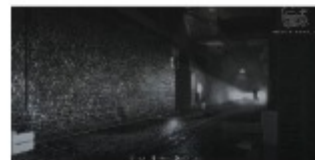
(0:28 - 0:31)



0:00:00



0:01:00



0:02:00



0:03:00

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

I assume the animation is simply interpolating the text transform's vertical value to off the screen

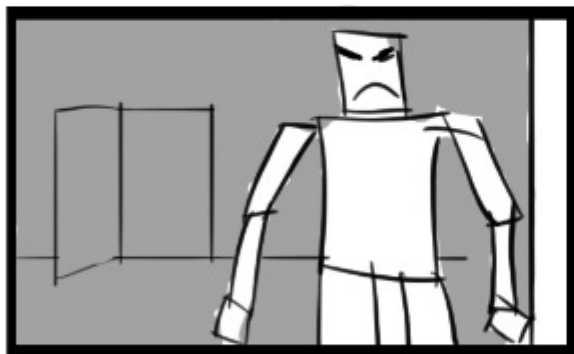
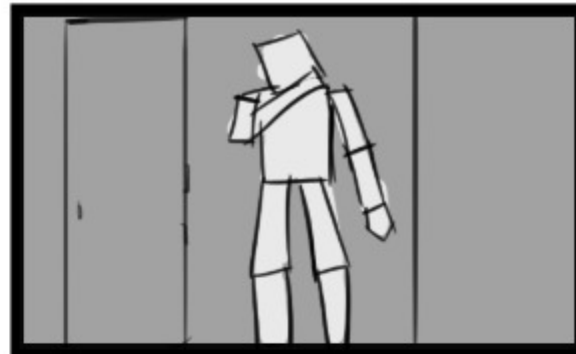
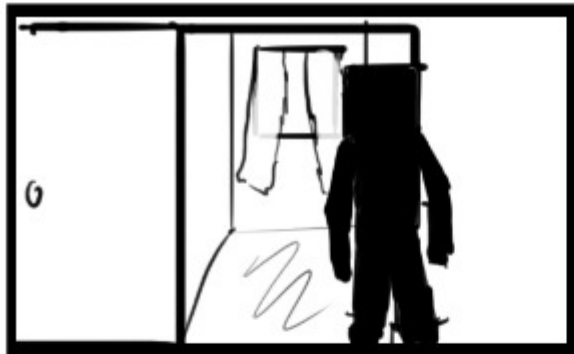
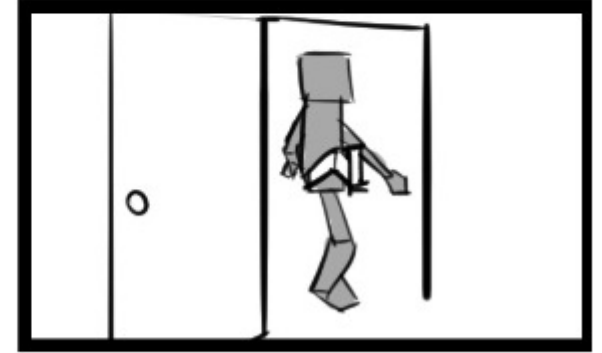
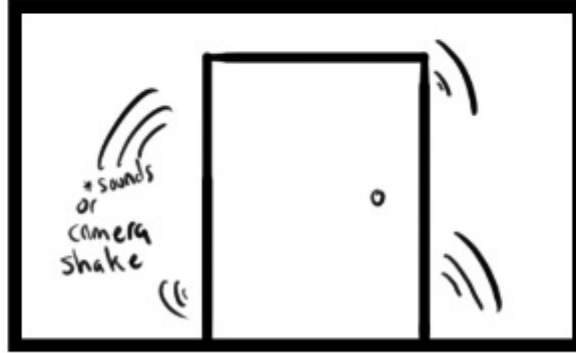
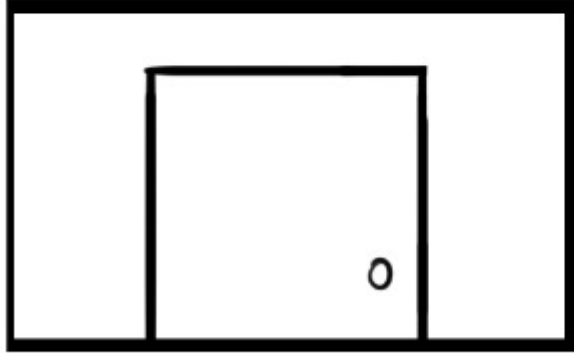
secondary
primary

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

