



Interactive Digital Art and Design Project Report Year III

I declare that all the work presented in "The Big Pitcher" is entirely my own, unless otherwise cited and referenced. Any code, ideas, or concepts borrowed from external sources have been appropriately credited to the original authors. I affirm that I have not engaged in any form of plagiarism or academic dishonesty, including the use of AI generated material. Furthermore, I take full responsibility for ensuring the integrity of this project and adhere to the highest ethical standards in software development.

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Acknowledgements

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Also, a massive shout-out to my classmates for their ongoing encouragement and motivation throughout this project.

Project Abstract

The problem domain revolves around the effectiveness of using animatics as a tool for visual storytelling and narrative construction. Animatics serve as a crucial step in the pre-production phase of animation, allowing storytellers to plan and visualise their narrative ideas before committing to full-scale production. The challenge lies in understanding how to effectively convey story elements, character emotions, and pacing through a series of still images.

My solution involves thorough planning, storyboarding, and execution of the animatic, paying attention to aspects such as shot composition and timing. The project provides insights into the creative process and decision-making behind crafting an animatic that effectively communicates the narrative.

By addressing this problem domain, the project aims to contribute to the understanding of animatics as a powerful storytelling tool in animation production.

Project Introduction

My project is called “The Big Pitcher.” It includes producing an animated short film for the Dingle Animation Festival. After submitting my idea on Friday, 9th of February through the Dingle website, I was hoping to be one of the chosen students to have the chance to pitch my idea at Animation Dingle Conference on 22nd March 2024 to a panel of animation industry experts. Unfortunately, that was not the case, however I continued working on it for my own benefit, and to understand the world of animation, and how it all starts.

I chose this project because I was interested in the creation of animation and wanted to gain insight into the industry.

Background

My project was made for entertainment purposes, I had learned to create an animatic to bring still images to life and tell a story. I wanted to keep viewers interested in what they are watching. I had gained personal benefit from the creation of my animatic. It changed the way I view animations now and appreciate how much work goes into creating even a two-minute animated story.

Requirements Analysis

For this project I was required to decide on an animatic I wanted to create, write a short document explaining my idea, including a title, longline and synopsis. I had to draw images to clearly show my idea and how the animation would look.

I was required to submit my idea through 'The Big Pitcher' application form on the Dingle Animation website, then I began working on the actual animatic. On 16th February, the chosen students for the festival were announced. I resumed working on my animatic.

Project Milestones

22nd January – Working on my project began.

9th February – Submitted documents and images through ‘The Big Pitcher’ application form

16th February – Results came out, and I was not one of the chosen students.

22nd April – Project due.

Research

I started to research previous The Big Pitcher winners, and what their animation ideas looked like, it gave me inspiration on the kind of an animatic I wanted to create.

Most of my new knowledge on animation is gained from my lecturer and supervisor.

To complete my project, I researched how to create an animatic through various YouTube videos and some articles online, which I have referenced at the end of this report.

This research has given me a higher understanding on what I need to do and how I can complete it.

Project Description

My final project is an animatic of my short film called “Crumble.” The story is about an old lady called Nana, who is having an unfortunate day, and everything seems like its falling apart, like it is crumbling down, however she stays strong through it all, and at the end of the day gets to enjoy her time with family, eating some apple crumble.

Below is the title screen for my animatic, along with some screenshots of the backgrounds used for my animatic, like Nanas house, her pantry, her sitting room, and a playground.



Going into this project I had different ideas and goals for the result, but after doing some research, testing out different software, sketching out multiple visuals, I realised that to get the most perfect animatic, let alone animation, it takes much more time, effort, skill, and interest in the topic. My animatic is what I have been describing it to be, a story about an old lady going through a series of unfortunate events, just to have an apple crumble with her family at the end of the day. I have reached said goal, however the animatic is not as smooth as I would like it to be. I understand that with more time and practice, and a use of better software, I could have achieved a smoother animatic, however I am still proud to have created what I had.

Conclusions

Overall, I am delighted with how my animatic turned out, although it could have been visually more appealing, it tells the story. I have a set storyboard that I followed when making the animatic, and I have well done drawings for it.

Although some things have went wrong, for example, my animatic does not include sound. In my descriptions of the animatic I outlined that my characters do not talk, and the whole story is just visuals with music in the background. It is one of the main things that is missing in my animatic. The timing of my frames is set almost on point with how the characters would move and interact with the world around them and each other, however having a perfect melody in the background would have helped set the frames and character movement to perfection.

If I was given the chance to start this project again, I would have set my tasks straight and not waste time on one specific task for too long. For example, my visuals for the animatic are all done well, detailed, coloured in, however an animatic does not require for the backgrounds to be all like that. Overall, I have spent too much time on how the animatic looks, rather than how it runs. Another thing I would like to add, is more emotion to my characters, to clearly show what they are feeling and how they are reacting to everything and each other.

Some advice I would like to give is to find a software that best works for you and keep on top of the work. Not to spend too much time on one task, but instead come back to it when you have the time. Also have meaning to what you are animating or have an interest in your own story, it will motivate you to keep working on your project to your best ability.

My technology choices were not the greatest for my project. I wanted to create my animatic with Adobe After Effects, which would have had a smoother animation, however I have chosen to go with Procreate, an app created for drawing. Although it has an animation feature, and I have created animations with it before, it was not the best option for an animatic as long as mine. On the other hand, drawing with Procreate was a better option than anything else, as it gave me the chance to work with a software, I'm most familiar with.

In conclusion, I feel pretty good about how my project turned out, but I know there is still room for improvement. Looking back, I can see a few things I could have done differently and better, like doing more thorough research, or using appropriate software. I am still proud of what I achieved and what I learned along the way. I am determined to take the lessons I have learned and use them to do even better next time.

I want to thank everyone who helped me out during this project with their support and motivation.

References

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