Project Requirements & Specifications

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**Part 1**

This report involves my analysis regarding software suitability for my 2D animation project. After testing multiple software for my project, such as; Blender, Procreate, and Adobe After Effects (AE), I have concluded that After Effects is my favorable option, although each software came with its own advantages and disadvantages.

*Blender*

Blender is a free software that is available on Windows, macOS, and Linux, that has been around since January 1995. It is one of the most used 3D modeling and animation applications. It has a powerful 2D animation tool called Grease Pencil, which allows you to draw, edit, and animate 2D shapes in a 3D space with various brushes and modifiers.

Some of Blender advantages include:

* Free and open-source software.
* Feature-rich.

And disadvantages include:

* Difficult to learn as a beginner.
* Not the animation industry standard.
* Can be buggy.
* Needs high-spec hardware to run efficiently.

Blender is a powerful software; however, I find it can be difficult to navigate, and it is better used for 3D modelling, hence it is not best suited for my project.

*Procreate*

Procreate is an illustration, sketching, and painting app made exclusively for iPad and iPhone, with a onetime purchase of €14.99, and it was first released in 2011. It has an animation feature, using layers and frames, and is great for smaller animations, but it is not intended for a full solution, so it is not widely used for animation.

In procreate you can sketch your idea and then draw the next frame with the previous frame lightly in the background. Although the app is easy to navigate and get familiar with, animation can be time consuming, as you would have to sketch, draw, copy and paste a lot of the work repeatedly.

Some advantages include:

* Simple to navigate and get familiar with.
* One time purchase.
* Modern.

Disadvantages:

* Time consuming for animation.
* Repeated work.
* Animation is not the focus of the app, so it is not favored.

Even though I am familiar with this software the most, I have tried to create an animation with it, but find it can be tedious to work with, as it is a drawing app, and there are better options for it.

*Adobe After Effects*

Adobe After Effects is a 2.5D animation software used widely in TV and film post-production, final stage in film, for the creation of special effects, animation, and motion picture compositing. Over 12,170 companies have started using Adobe After Effects in 2024. AE can be installed on macOS or Windows for €26.86 a month with the first 7 days free.

The first ever AE Versions to come out were 1.0 and 1.1, released in January 1993 and May 1993. Its latest version was 24.2 in February 2024, making it over 30 years old. The software is well established and is used by visual designers, video artists and editors, motion graphics designers, UX professionals, and animators.

Adobe After Effects, like every software, has its advantages and disadvantages.

The advantages include:

* The wide range of tools and features for achieving professional quality visual effects, animations, and motion graphics.
* Intergration with other Adobe Creative Cloud applications like Photoshop, Illustrator, and Premiere Pro, which allows for a smooth workflow.
* Keyframe animation tools that allow for precise control over animation timing and movement, which is essential for creating dynamic and engaging animations.
* Robust masking and rotoscoping tools make it ideal for isolating and manipulating specific elements within a composition.

Some disadvantages are:

* After Effects can be challenging for beginners due to its complex interface and extensive feature set.
* AE is part of the Adobe Creative Cloud subscription, which can be expensive for individuals.
* Rendering complex animations and effects can be time-consuming, especially for longer or high-resolution projects.

In my personal experience, I like to use Adobe After Effects for animation, especially the animatic. The software is useful for its distinctive features and keyframe animation tools. Although all the tools are useful, it may feel like there are too many and it can become overwhelming trying to understand them all. The issue is simple to solve by looking at the tutorials on the Adobe website. I like that this software is good to use for my animatic. I can time the characters perfectly to move from point A to B, and even add extra visual effects or animation of different things at once. I like that I could choose the speed everything in my animatic moves at, and different elements can have their own duration of time and location set easily. Everything has its own time frame that can be edited.

I believe Adobe After Effects suits my project needs as it allows me to best show the animatic of my idea. It is efficient and I am familiar enough with it to create an effective animatic.

**Part 2**

For the project I have chosen to work with Adobe After Effects. I feel as though it is best suited, as I can create a powerful animatic with it. Although I will proceed to use Procreate to create images needed for the animatic. The images I will draw include:

* Background images;
  + Title
  + Nana’s house (hall, kitchen, sitting room)
  + The bakery (inside and outside)
  + Playground
  + Estate
* Characters;
  + Nana
  + Family (son, wife, granddaughter, grandson)
  + Bakery cashier
  + Guy walking his dog
* Other assets;
  + Apple crumble
  + Cooking materials
  + Nana’s coat
  + Dog
  + Car
  + Etc.

In Adobe After Effects, I will set my backgrounds and the duration I want them to stay on the screen for, then add my characters and animate them to how I want them to move in the final animation. In the animatic it is important to set the correct time for each frame and show the duration and motion of each character, for example where they walk to, what they are doing (like cutting an apple, or handing some asset to another character), how they are interacting with each other and their surroundings.

To keep my project organised I will separate everything into three main folders, the backgrounds, characters, and other assets. This way everything is easily found and accessible.

For my website I will use HTML and CSS. To host my website, I used a free hosting website called yay.boo I uploaded my files and created a domain name for my website.

<https://crumble.yay.boo>