VET CDM SAC 6:
2D Animation

Planning Documentation

Loglines

In 2460, a robot with no recollection of their previous life finds themselves stranded on a ruined ice planet. They team up with their companion to discover the history of the planet and who they really are.

In 2460, a robot with all their identity data erased, wakes up on an ice desert planet with "GET BACK TO STARSHIP" as their only mission left in their memory bank. They venture out to find a way to complete their mission and discover who they are.

An assassin robot wanders a desolate ice planet in 2460 where society has fallen to ruin and discovers who they are and the history of the world they are in. The decisions they make shape their character and the people they ally with.

Loglines Cont.

I'm choosing to combine the second and third logline because I believe that the second logline gives the character purpose and the third logline adds a needed depth to the plot, providing a thorough and clear implication of a science-fiction dystopian genre.

Synopsis

How will you excite your audience?

I intend to create an aura of mystery around my character. To do this I will provide the audience with enough information to understand the game but gives them little to no information about the deeper story to leave them wanting to find out more.

How will you create a sense of mystery, drama, action or comedy?

It would be interesting to experiment with the use of disorienting flashbacks and the confusion around the line between reality and memory to create a combined sense of mystery and anxiety.

Who is the main character in your trailer?

The main character in my trailer is going to be T.E.D, the robot who has lost their memory but still intends to complete their mission.

What is the background to your game? Can you succinctly explain this to your audience?

Through slow development of the setting and some of the character's backstory revealed, I will present the audience with a society ruined by technology and humanity on the verge of extinction.

Synopsis Cont.

What happens in your trailer? Is there some sort of journey?

I think the trailer will cover more of the inward journey than the actual physical one. I'd like for the animation to depict the character's memory glitching in flashbacks to give them reason for being on the planet, but no explanation as to who they are or what is truly happening.

Where is your trailer set? (location & time period)

My trailer is set in 2460 on a cold desert planet that humanity attempted to inhabit. Due to the uprising of technology, humanity is on the brink of extinction and the society is in ruins. The remaining humans are either rich enough to protect themselves or in hiding to escape the robots.

Why is your character on their journey?

T.E.D aims to find out who they are and what happened to the world they have found themselves in. Covering this journey will be the mission to return to their ship.

When is your game going to be released?

(Hypothetically) The game should be released in a few years time given the depth of the story and my overall intentions.

Purpose Statement

Are you looking the entertain, educate or inform your audience?

I'm mainly looking to entertain, I think the plot of the game should remain mostly a mystery to stick the to genre and style of game I want to create.

What sort of places will your audience view your trailer?

I will put it on YouTube and Instagram for ease of access and to increase the number of viewers. Possibly even other social media platforms to further branch out.

How would your audience find your trailer?

I will upload it to a website I made where people would (hypothetically) be able to pre-order the game or purchase it on it's release date.

Purpose Statement Cont.

Would there be other trailers in a series?

It would be interesting to make a separate trailer for the sidekick or even just to present the environment.

What other sorts of advertising might be rolled out for your game?

I imagine there'd be posters or billboards around areas where there's game stores or shopping complexes.

How long do you think an effective trailer should run for?

It depends entirely on what you want to achieve with the trailer. I personally want to show flashes of what could be included in the game without too much hint as to the entire story. So I think having a shorter trailer would suit what I want this to become.

Target Audience

My target audience will be individuals over the age of 15 who enjoy choice-based and story-focused games, particularly in the dystopian, science fiction and action genres.

List of Software

Software	Hardware
Photoshop	Wacom Drawing Tablet (With Stylus)
Adobe Animate	Laptop
Adobe Premiere Pro	Mouse

Timeline

Task	Estimated Completion Date
Pre-Production	19th June
Production	10th July
Post-Production and Refinement	14th July

References

"NIGHTMARE RUN" - Friday Night Funkin': https://www.youtube.com/watch?v=LUdk8JMoJpE

I particularly like the use of background movement and how the scenery changes fluently to provide a sense of tension around the piece.

Although I really enjoy the animation style, I don't think it's what I'm aiming for in my own animation.

"Hazbin Hotel" - Vivziepop (16+ Animation): https://www.youtube.com/watch?v=Zlmswo0S0e0

I like the use of the analogous/monochromatic colour palette (reds and pinks) to capture the tone of the environment. It's pleasing to look at and the aesthetic is well thought out.

"Bendy and the Ink Machine" - Joey Drew Studios: https://www.youtube.com/watch?v=7c_xdTnVPos

I love the use of sound in this trailer. The combined music and recorded tape sets the scene for the game but also hints at the fact that there's something off about the whole plot. The cuts between different scenes of the game provides information that could be pieced together but also doesn't reveal the full picture which is something I would love to try and replicate in my animation.

"Help! Oh Well…" - SomethingelseYT: https://www.youtube.com/watch?v=FfZil5wkZ1M

The animation in this is really smooth and I like how it fits with the beat.

References Cont.

“Best Friend” - GOBELINS: https://www.youtube.com/watch?v=Wln5dlYKA1k

This is my favourite short film because it achieves what I want to do, show the protagonist struggling to separate reality from their own altered perception. The use of the fake friends and glitches shows someone who is lost and depends on a fantasy to live. Though this is extreme, I appreciate the overall dystopian atmosphere and the manipulation of perspective to create a eerie, dark narrative.

“Model Citizen” - David James Armsby: https://www.youtube.com/watch?v=mVLrBJYGxk4

I greatly appreciate the atmosphere created by the world of Autodale and the thinking around the entire concept of the environment.

“Friendly Shadow” - David James Armsby: https://www.youtube.com/watch?v=D0sCsXFAdjY

‘’

“Wake Up” - Panda Eyes: https://www.youtube.com/watch?v=aPuNS1YfFF8

I’m taking a lot of inspiration from the introduction in this video.

Mood Board: Mood and Tone

← David James Armsby's "Autodale" short films capture an eerie atmosphere through an unnaturally perfect world and the clash between the 40s aesthetic and the futuristic technological advances.
https://www.youtube.com/watch?v=nd_Y-5xh7E8
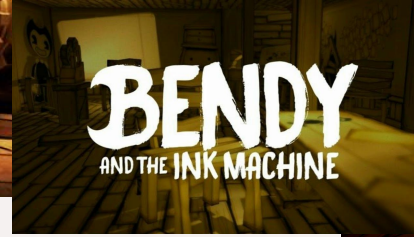
↑ "Bendy and the Ink Machine" uses all the conventions of horror games/films to disorient the player and keep them on edge. The whole experience is scary and captivating which is something I'd like to try and imitate. I also love the choice of font.

"Maze Runner" also captures the clash between an apocalypse and technology, providing a dark connection to the plot. I like the idea of the consequences of technology being explored in relation to other world problems. →

Mood Board: Art Style

Hollow Knight: The art style blends lineless backgrounds with the characters incredibly well and the use of the yellow/orange contrasting with the muted blues really gives the player a sense of the threat in this world.

← Friday Night Funkin': Indie Cross (BATIM Week): I really like the hazy lighting and the limited palette, makes the scenery more atmospheric and gloomy.

Best Friend: The lineless art style is my favourite and the use of yellow tones to contrast with the the underbelly of the city (using darker blue tones).

Mood Board: Colour Palette

I will try to stick to the common yellow/blue palette seen in indie games (which I draw inspiration from). But I may try to must the colours to appeal to the more dystopian side of the game I want to create.

| ♡ 1,614 | ⤓ Image | 🔗 Link | 3 years |

| ♡ 5,039 | ⤓ Image | 🔗 Link | 1 year |

| ♡ 5,060 | ⤓ Image | 🔗 Link | 10 months |

| ♥ 3,979 | ⤓ Image | 🔗 Link | 2 years |

#ECE493   #84A1BE   #5C7893   #535962

#28527A   #8AC4D0   #F4D160   #FBEEAC

#FFE194   #E8F6EF   #B8DFD8   #4C4C6D

#F2F4D1   #B2D3BE   #89A3B2   #5E6073

Storyboards

**Scene no.** 1   **Shot no.** 1   **Time (secs)**
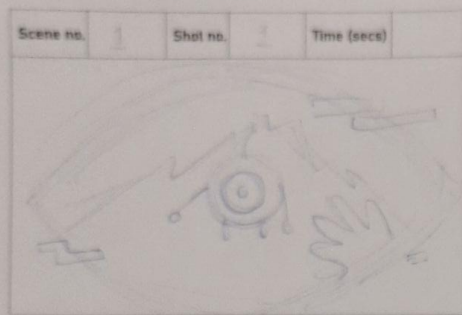
Shot type: Close up 1st person   Angle: Straight on
Movement: Pan down → up   Focus: Disturbed by glitches
Editing/transition: Eye blink (like waking up)
Dialogue/sound: Beeping from the little robot and glitch noise. Maybe breathing?

Scene no. 2   **Shot no.** 2   **Time (secs)**
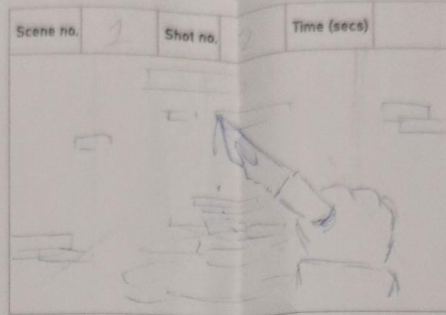
Shot type: Perspective 1st person   Angle: Straight on
Movement: Up + down slowly   Focus: Slightly blurring sometimes.
Editing/transition: Glitch in
Dialogue/sound: Distant alarm sounds.

Scene no. 3   **Shot no.** 3   **Time (secs)**
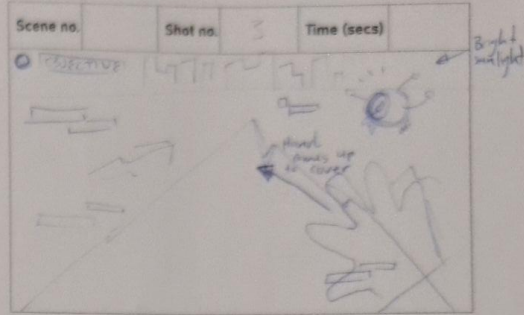
Shot type: 1st person perspective   Angle: Straight on
Movement: Shaky (Hand-held)   Focus: Blurring
Editing/transition: Glitch out.
Dialogue/sound: Beeps from

Scene no.   **Shot no.** 4   **Time (secs)**
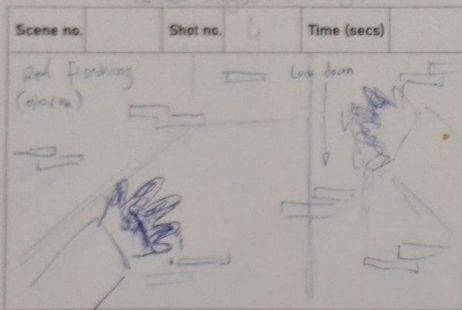
Shot type: Perspective   Angle: Straight on
Movement: Straight on to down   Focus: Blurred by glitch
Editing/transition: Glitch in.
Dialogue/sound: Louder alarm sounds.

Scene no.   **Shot no.** 5   **Time (secs)**
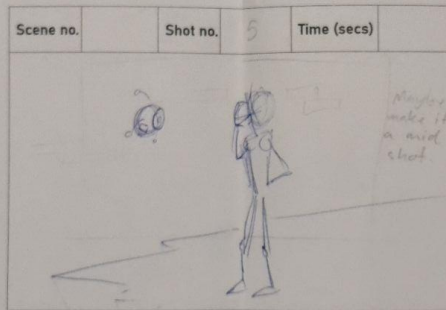
Shot type: Mid shot   Angle:
Movement: Focus:
Editing/transition:
Dialogue/sound:

Scene no.   **Shot no.** 6   **Time (secs)**
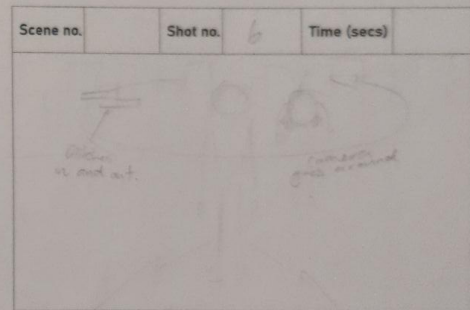
Shot type: Wide/long shot   Angle: Straight on
Movement: Rotate around figure   Focus:
Editing/transition: Straight cut.
Dialogue/sound:

Storyboards Cont.

| Scene no. | | Shot no. 7 | Time (secs) | |

Jumps down
Jumps off

Shot type: _____ Angle: _____

Movement: _____ Focus: _____

Editing/transition: _____

Dialogue/sound: _____

| Scene no. | | Shot no. | Time (secs) | |

Loading bar goes up   stops here
TITLE
LOADING....

Shot type: _____ Angle: _____

Movement: _____ Focus: _____

Editing/transition: _____

Dialogue/sound: _____

| Scene no. | | Shot no. | Time (secs) | |

COMING SOON!

Shot type: _____ Angle: _____

Movement: _____ Focus: _____

Editing/transition: _____

Dialogue/sound: _____

| Scene no. | | Shot no. | Time (secs) | |

Shot type: _____ Angle: _____

Movement: _____ Focus: _____

Editing/transition: _____

Dialogue/sound: _____

| Scene no. | | Shot no. | Time (secs) | |

Shot type: _____ Angle: _____

Movement: _____ Focus: _____

Editing/transition: _____

Dialogue/sound: _____

| Scene no. | | Shot no. | Time (secs) | |

Shot type: _____ Angle: _____

Movement: _____ Focus: _____

Editing/transition: _____

Dialogue/sound: _____

Asset List

Asset	Source of Asset			
	Self Creation (Yes or No)	Medium/ Tool/ Software	Link to Asset (If not yours)	Est. Due Date
TED (Protagonist) Full body drawings.	Yes	Digital art. Drawing Tablet. Photoshop.		End of Term 2
Hand Drawings.	Yes	Digital art. Drawing Tablet. Photoshop.		End of Term 2
IPO (Companion) Drawings.	Yes	Digital art. Drawing Tablet. Photoshop.		End of Term 2
Cityscape Background.	Yes	Digital art. Drawing Tablet. Photoshop.		End of Term 2
Ice Cliff foreground.	Yes	Digital art. Drawing Tablet. Photoshop.		End of Term 2
Spaceship interior drawings.	Yes	Digital art. Drawing Tablet. Photoshop.		End of Term 2

Asset List Cont.

Asset	Source of Asset			
	Self Creation (Yes or No)	Medium/ Tool/ Software	Link to Asset (If not yours)	Est. Due Date
Glitch particles/effects	Yes	Digital art, drawing tablet, Adobe Animate		First week of holidays.
Glitching sound #1	No	External Website	https://freesound.org/people/AmicaSys/sounds/332711/	Sun 12/06
Glitching sound #2	No	External Website	https://www.zapsplat.com/	Sun 12/06
Glitching sound #3	No	External Website	https://www.zapsplat.com/	Sun 12/06
Glitching sound #4	No	External Website	https://www.zapsplat.com/	Sun 12/06
Glitching sound #5	No	External Website	https://www.zapsplat.com/	Sun 12/06
Glitching sound #6	No	External Website	https://www.zapsplat.com/	Sun 12/06

Asset List Cont.

Asset	Source of Asset			
	Self Creation (Yes or No)	Medium/ Tool/ Software	Link to Asset (If not yours)	Est. Due Date
Glitching sound #7	No	External Website	https://www.zapsplat.com/	Sun 12/06
Breathing sound #1	No	External Website	https://www.zapsplat.com/?s=breathing&post_type=music&sound-effect-category-id=	Sun 12/06
Breathing Sound #2	No	External Website	https://www.zapsplat.com/?s=breathing&post_type=music&sound-effect-category-id=	Sun 12/06
Alarm sound	No	External Website	https://www.zapsplat.com/	Sun 12/06
Title	No (Sort of)	Download from site. Edit in Photoshop.	https://www.1001fonts.com/	
Objective Font	No	Download from site. Edit in Photoshop.	https://www.1001fonts.com/	
IPO Sound effects	No	External Website	https://www.zapsplat.com/page/8/?s=robot&post_type=music&sound-effect-category-id	Sun 12/06

Asset List Cont.

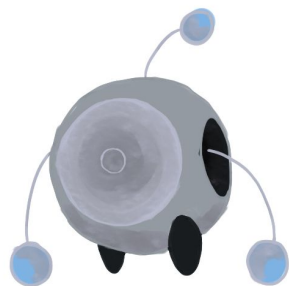| Asset	Source of Asset			Est. Due Date
	Self Creation (Yes or No)	Medium/ Tool/ Software	Link to Asset (If not yours)	
Footsteps sound	No	External Website	https://www.zapsplat.com/?s=boots+in+snow&post_type=music&sound-effect-category-id=	Sun 12/06
Woosh sound	No	External Website	https://www.zapsplat.com/page/3/?s=wind&post_type=music&sound-effect-category-id	Sun 12/06

Copyright

Freesound.org:
https://creativecommons.org/publicdomain/zero/1.0/

Zapsplat:
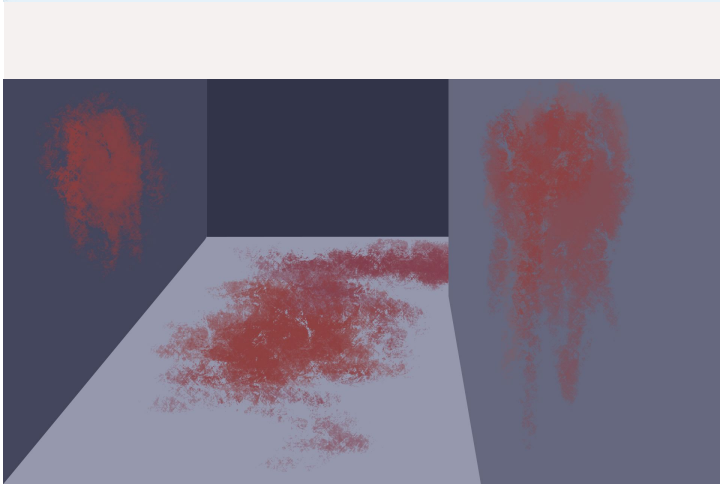https://www.zapsplat.com/license-type/standard-license/

Assets

Assets Cont.

Assets Cont.

Feedback

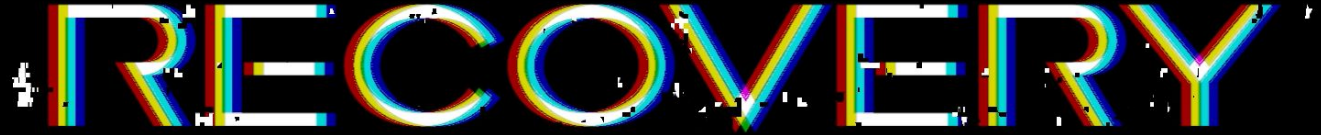| Positive	Minus	Interesting
Excellent work Bethany. A positive is the way that all of your work links to one another, your colour palettes draw from your moodboards which then lead into some fantastic illustrations. The pose to pose leap is a highlight.	You could create more depth in the hallway scene by stretching it out, making the hall longer and emphasising that one point perspective.	The muted colour palette makes for a cold dystopia.

Animation

Font Choices

I wanted to use the font I had originally designed in the previous assessment. I removed the loading bar to make it easier to animate and then added a glitch effect to the text in Premiere Pro.
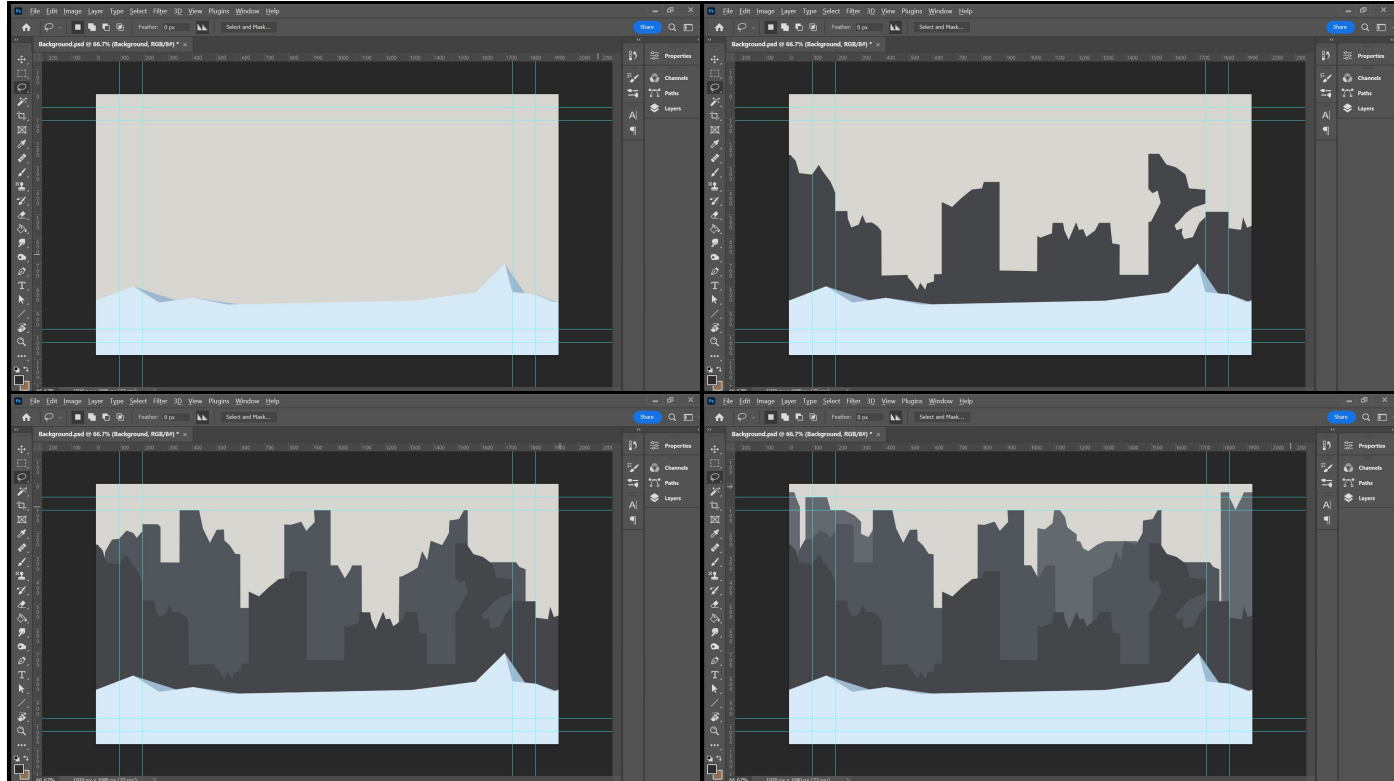
Design Process

I worked with layers in order to show depth in the background. So each layer of buildings was shaded differently and the hill of ice was made the lightest in order to show that is was at the front of the work.

Photoshop Screenshots

I drew all of the assets I'd need in photoshop since Animate doesn't provide any brush variety. This meant all the pose-to-pose animation I did was images imported from Photoshop.

The animation principles "arc" and "anticipation" are being shown in this jump sequence.


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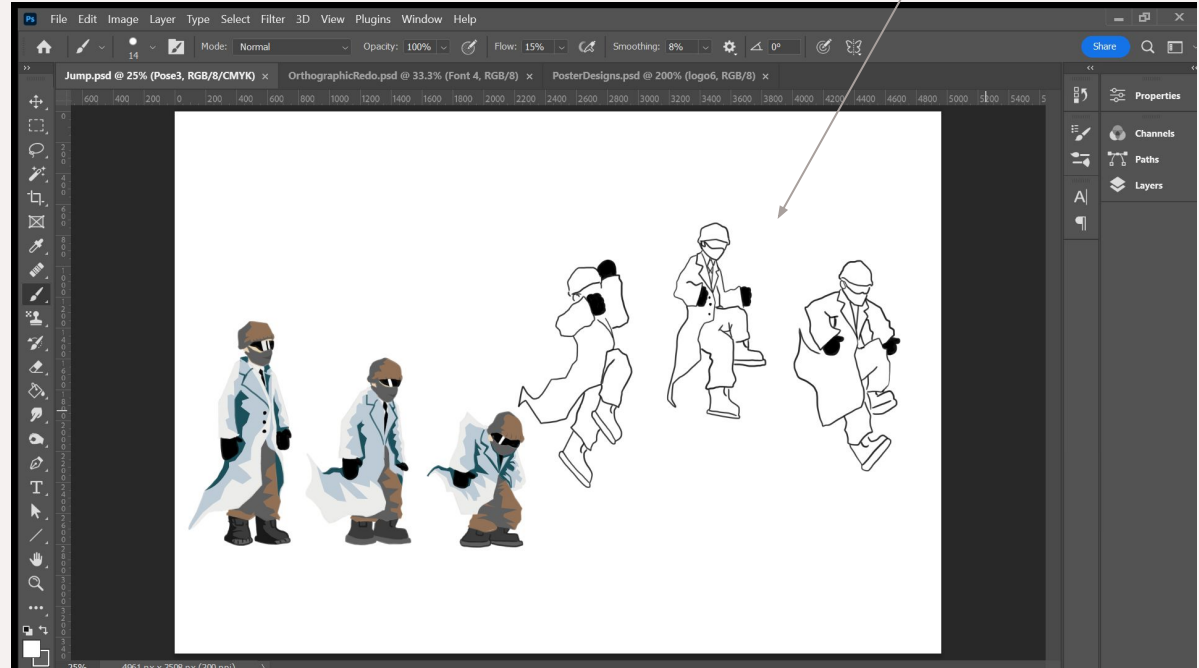
Adobe Animate Screenshots

I put all the different scenes into separate folders so then I could edit the transitions and sound effects afterwards in Premiere Pro. Since all the hand drawn animation was done in Photoshop, I mainly used classic tweens for background movement and the hand gestures.
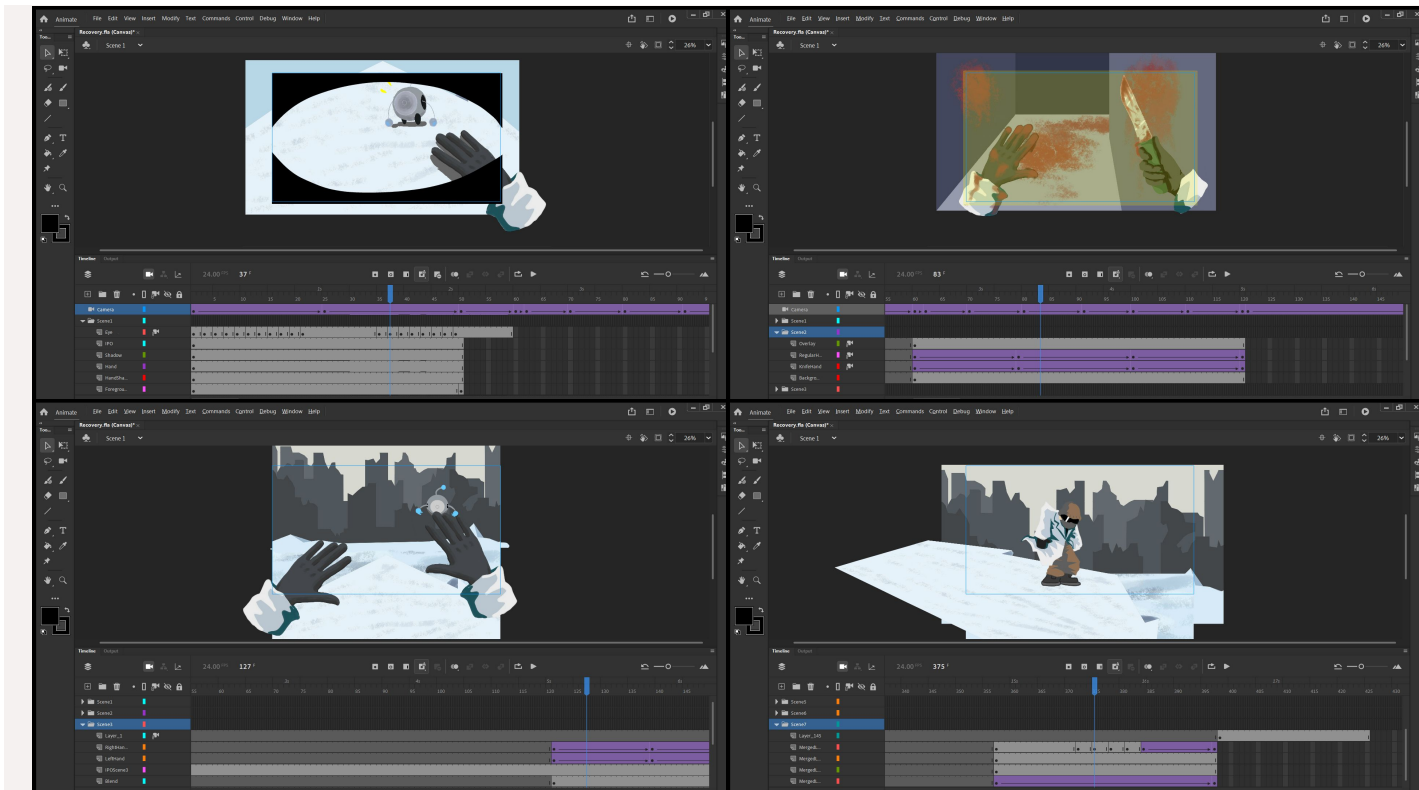
Premiere Pro Screenshots

Here was where I implemented the use of the screen principles "Sound" and "Transitions". All of the sound (glitches, beeps, breathing, wind and alarms) I included were diegetic and the glitch transitions I used were straight cuts with glitch overlays to amplify the significance of the ambiguous storyline.

I imported all of the downloaded sounds from pre-production into Premiere Pro to add to the animation. I also edited the speed and duration of each video to comply with the transitions I wanted to use.
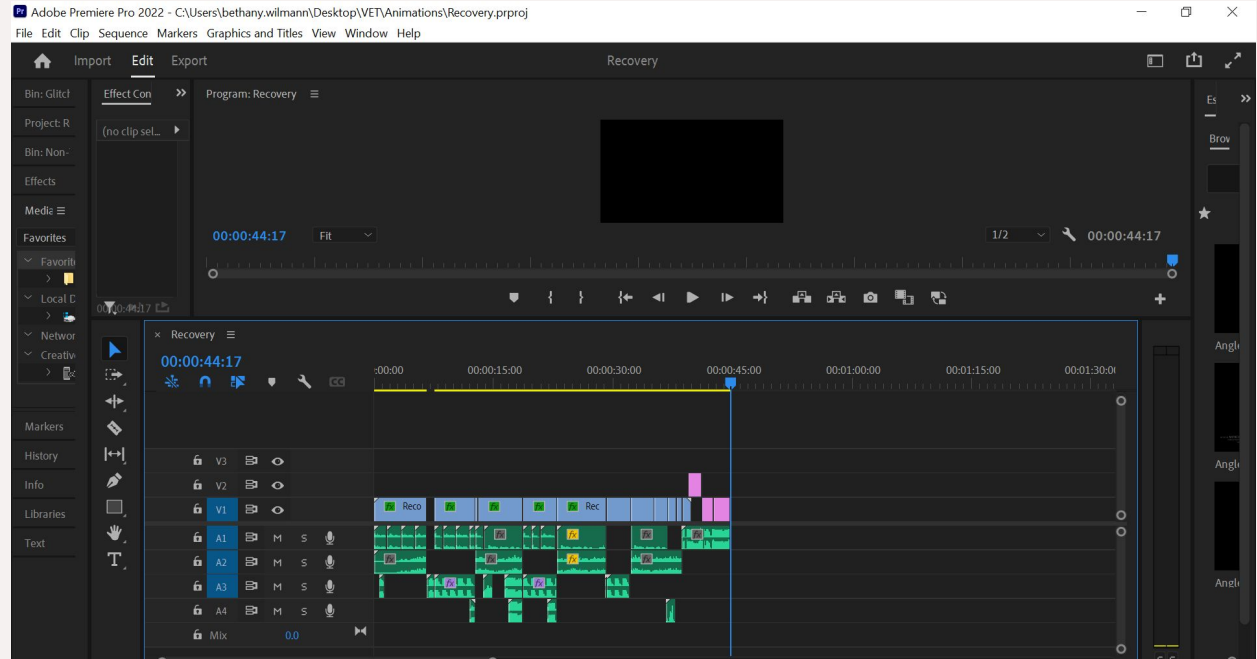
Final
Product
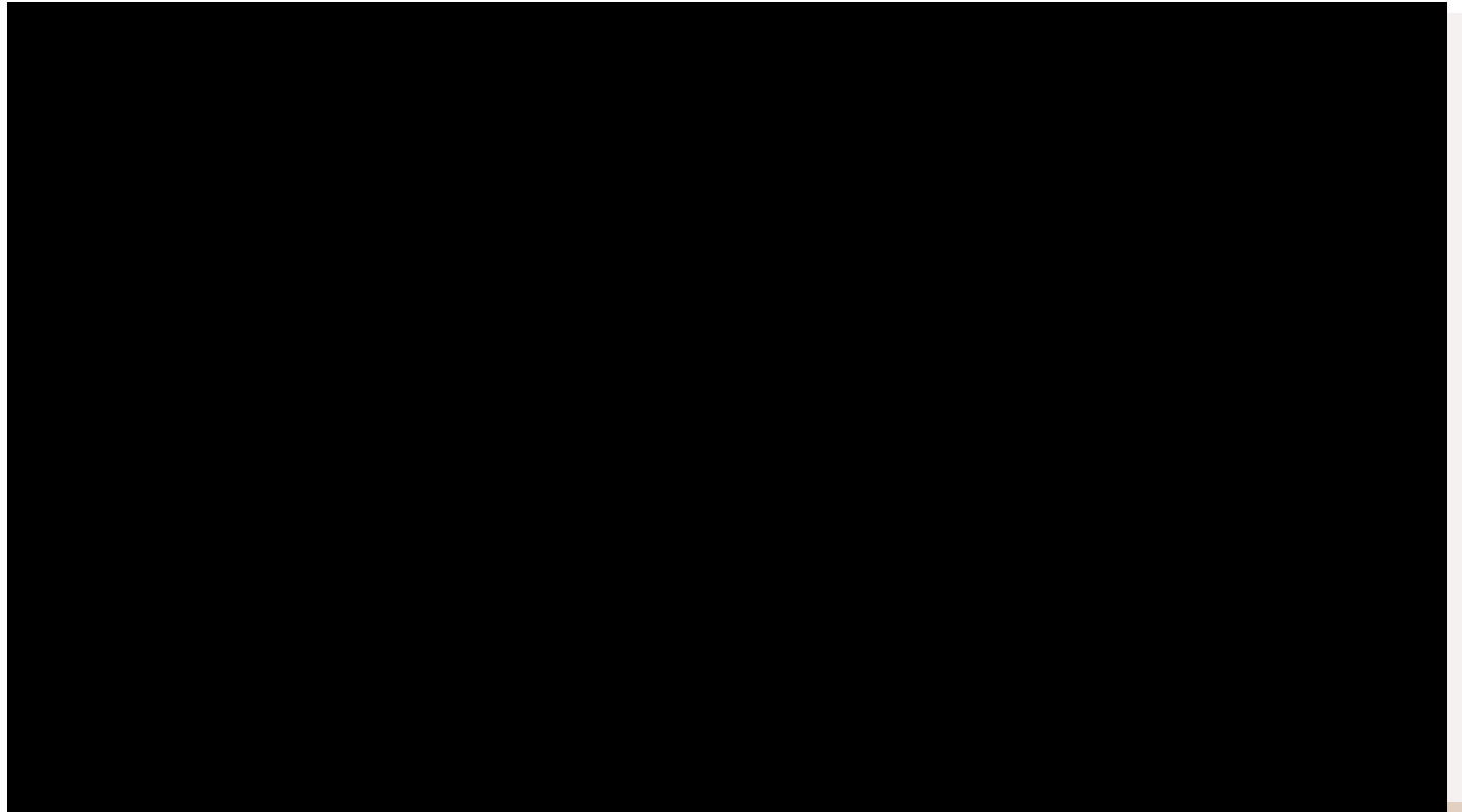
Evaluation + Post Production

Adjustments

- It was too difficult to animate a full 360 degree rotation like I originally wanted to do so I had to replace that scene with a few front and side shots of the character and some extra memory scenes. The visuals aren't as exciting as I would have hoped but it still highlights the same aspect of the plot.
- I was originally going to add the eye opening animation in Premiere, however I ended up doing it as a hand drawn animation in order to improve my frame-by-frame animation skills.
- I also wanted to hand draw the glitch effect in animate but due the the lack of bruch variety in the program I used settings in Premiere Pro to get a better effect.

Reflection

I had a relatively clear idea from the beginning as to what I wanted to achieve, so the pre-production process mainly consisted on taking inspiration from video games I admire in order to further improve my own ideas. Since I found that most indie games use blue/yellow colour palette, I tried to use a similar colour scheme but desaturated in order to convey a darker atmosphere. I decided on trying to implement more difficult animations to make the whole project seem more high-effort and appealing (this didn't end up working out in the end). I wanted to be able to create something that not only I would enjoy, but my intended audience would be interested in. So what I did was I made sure the trailer was relatively ambiguous, meaning the plot remained somewhat a mystery to make it more alluring and dystopian.

What was challenging when producing your animation? Discuss:

It was difficult to see how many frames would be required per sequence and because of the large amount of frames, the software lagged which made it difficult to animate precise movements with accurate timing. I did have to end up replacing scenes with simpler animations because of the limited time and experience.

Reflection Cont.

Your use of principles of animation

The most applicable principles that I used throughout this animation were staging and appeal. Staging was used to make sure my character placement complied with the rule of thirds consistently through the animation. I used appeal since all of the assets follow the limited colour palette that I set in the previous SAC. Anticipation and arc are also seen to be used in my jump sequence.

Your use of camera (angles & shot types)

I tried to use the camera tool in animate to replicate the effects of a hand-held camera in the memory scenes in order to make the atmosphere more uncertain and frantic. I used a variety of shot types, including 1st person perspective shots, close-ups and some long shots.

How you may or may not have reached your target audience

I think that the idea I had was quite interesting and fit the requirements of my target audience pretty well. I believe that it would be highly likely that my audience would be interested in a game such as this one.

Reflection Cont.

Is there anything that you would like to improve in your animation?

I would've liked to try and incorporate more hand-done animation rather than tweening to make it seem more authentic. However that was prevented by the time constraints and my lack of experience with the software.

Did you find any feedback you received useful? If so, what changes did you make? If not, why did you not incorporate the feedback?

I did try to experiment with using the camera tool to make the hallways look more lengthy as I think that point of criticism was really helpful. I'm not entirely sure if my technique for this attempt worked very well but I am still happy with my final product.

What safety measures did you take when producing your animation?

I made sure to have regularly scheduled breaks to rest my eyes and stand up so I didn't get back pain.

How did you make sure that all extra assets you gathered were free from copyright issues?

I made sure to read their copyright laws on their website and made sure I credited them at the end of the animation.