

**SM6P07NI Digital Media Project**

**40%Individual Coursework**

**2022-23 Winter**

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*I confirm that I understand my coursework needs to be submitted online via Google Classroom under the relevant module page before the deadline in order for my assignment to be accepted and marked. I am fully aware that late submissions will be treated as non-submission and a mark of zero will be awarded.*

**Abstract**

The origins of animation can be traced to ancient history. Animation has existed in many forms throughout history, from the Greek pottery of the ancient world to the visual toys of the 17th century to the computer-generated imagery (CGI) of the 21st century. This report will include my research on animation and my reasons for selecting to create an animation on my digital media project.

With the help of my supervisors, Rakshak Sir and Pooja Ma’am, I was able to finalize my concepts. My concept for DMP is to create low poly animations and models as assets to be used in game developments. This project will showcase all the research, software used in order to complete the project.

**Section A:**

Research is a systematic inquiry process that includes data gathering, documentation of important information, analysis, and interpretation of that data and information in accordance with appropriate procedures established by particular academic and professional disciplines.

This project is our first proposal for Digital Media Project (DMP) for Multimedia Technologies. This project contains 20% of our total marks

under 100 for which we will be graded.

For the Digital Media Project, I have decided to create low poly animations and model assets to be used in gaming environments. I have decided to model low poly is as such games are seen in rise these days. They are easy to model and can be visually aesthetic. Additionally, rendering low-poly 3D models does not require a lot of processing resources. They are ideal for the on rendering for animation and gaming.

I plan to use Blender for modeling and animation, as it is a free and easily accessible. It can be used for all such as modeling, sculpting, animations, etc. It is diverse, so if you begin with Blender, you can approach more complex software and is great for solo projects.

I will use Adobe Photoshop and Illustrator to edit and create designs. By using After effects, I will add and edit visuals for the rendered video. The audio and final video composition will be done through audition and premiere pro.

**Literature Review**

A literature review is a piece of academic writing that explains and demonstrates knowledge of the academic literature on a particular subject.

Animation

Animation is a technique for manipulating still images to make them appear to be moving.The theory of the animated cartoon preceded the invention of the cinema by half a century. Early experimenters, working to create conversation pieces for Victorian parlours or new sensations for the touring magic-lantern shows, which were a popular form of entertainment, discovered the principle of [persistence of vision](https://www.britannica.com/science/persistence-of-vision).

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