**Ashley Serrano**

**Project: Proposal/Purpose**

**GRA-211**

**Instructions:**

* Answer The Following Questions:

**A. Complete a 6–12 screen storyboard for your final project using the Storyboard Panel Sheet Example template:**

* Complete on Adobe Illustrator Software.

**B. What is the overall intent of your animation? How did you employ technologies effectively?**

* The main objective of this animation is to offer entertainment to people of all ages. In a series of interactions, two options will be given with the freedom to choose between both of them. Making a good choice will allow you to successfully complete every mission or task, whereas making a bad one will result in an automatic loss for not following the right instructions. In other words, if you follow the instructions, are an honest person, and select the correct options, you will succeed. However, if you choose not to be honest, do not follow the instructions, or select the wrong options, you will automatically fail. This animation effectively allows viewers to experience the consequences of their actions and decisions by presenting potential outcomes.

**C. What actions must the user perform in order to interact with your animation? Why did you select these interaction points?**

* The main action in order to interact in this story is to click or press on top of the options button given. The function of the buttons will allow you to choose the option you want freely and easily. Other than those interactions being well coordinated, those buttons will make the story flow smoothly. Also, I would like to keep it simple so kids can enjoy this interaction as well.

**D. Describe the functionality of your animation. What techniques and strategies did you employ to optimize the functionality of your animation?**

* Too make my animation run smoothly and efficiently, I will take various measures. First, I will avoid overloading the program by reusing resources rather than creating new ones for each scene. This will not only reduce the number of images and objects in the program but also save me time and effort. Secondly, I will ensure that any images used in the animation are appropriately sized and of optimal quality. Using excessively large images or those with high resolution can cause the program to lag and slow down the animation process. For that reason, I will carefully select images that suit the purpose of the animation and adjust their size and resolution as needed. Lastly, I will frequently test my animation as I construct it to identify and resolve any potential issues before they escalate. By doing so, I can ensure that the final product is of high quality and runs smoothly without any technical hitches.

**E. Describe the strategies and/or techniques employed to ensure your animation exhibits quality elements. Were these techniques effective? Why or why not?**

* To ensure the quality of my animation, I will involve a combination of strategies and techniques that include various aspects of the production process. I will be performing a particular pre-production planning, including storyboarding and script development, to help establish a solid foundation. I will make sure that it has an effective character design and detailed background art to contribute to visual appeal. I also will be using the animation techniques learned in this class, like keyframe animation and squash-and-stretch principles, to create lifelike movements. I also like to put into practice critical aspects like paying attention to timing, spacing, and easing to achieve smooth transitions. Additionally, continuous quality control checks will help me to identify and rectify script issues properly. However, I feel confident that the strategies and techniques I learned in this class will help me to do quality work.

**D. Evaluate the technologies you deployed in this animation. Were they effective? Why or why not?**

* The field of animation is a complex one that involves the use of advanced technologies to create dynamic and engaging content. When these technologies are employed appropriately, they can produce stunning results that captivate and entertain audiences. I think that the selection and utilization of the right software and script are most crucial because using the wrong software or the wrong coding can lead to disastrous outcomes and undermine the entire project. In my case, I will be using Adobe Animate CC for my animation, and for the scripting language, I will use JavaScript, which together will help me to achieve successful outcomes.

**Reference:**

This article in the following link helped me learn about techniques I can use to enhance my work: <https://uxbooth.com/articles/complete-beginners-guide-to-interaction-design/>.