**THE WATER BEARER**

**animation:** a three minute 3D animation produced in Maya.

**BRIEF -** In a team of four, we produced a **3D animation** as a technical display of skill using **Autodesk Maya**. This project grew over the course of the semester going through all stages of iteration, from rough sketches, to story board and finally to animation.

**software:** maya + after effects/premiere pro

**skills:** storyboarding + editing

**SUMMARY**

The scope of this term project was quite broad. There was no time limit, theme or narrative to follow. The only restriction we had was to select a skill to work on and display. Our group decided to **focus on rendering and animation** primarily.

In order to best display these skills we opted for a low-poly aesthetic so that we could focus our time onto animation and laying out scenes. Similarily we chose a narrative that offered varied scene types and we opted not to use written or oral dialogue. Our target was to **tell the story using atmosphere, motion and expression**.

**my role:** As the strongest visual artist in my group I served as the lead storyboard and concept artist. Additionally I was the sole rigger and lead animator. I also assisted in the modeling and rendering.

**ITERATION**

The water bearers is a three minute animation following the adventures of Geoffrey the cloud searching for a plant to nurture in the urban jungle.

**CONCEPT**

Our concept is designed to emphasize the skills that we wished to work on. By having a character move through several scenes in an investigatory nature we hace the opportunity to assemble and render several different scenes that have been tailored to the message we're trying to convey. These different scenes are accompanied by the characters emotional ups and downs which we strive to depict through the animation of the character. Our goal was to give an inanimate character human-like emotion through body language.

**STORYBOARD**

With a general narrative and the completed concept art the group decided to lay out the narrative in terms of shots and scenes. We opted to use a hand drawn storyboard with a voice over to depict our narrative. I drew out the shots for the storyboard in photoshop and my partner Marine animated it to emphasize the motions and camera movements described.

**ANIMATIC**

Our animatic served as a more thorough, high fidelity stoyboard. We opted to use maya to model and animate the scenes very roughly to get a feeling for how our aesthetic and intended camera motions would work. This proved invaluable as it allowed us to identify weak areas in the pacing during that we later improved. Additionally, we were able to see if our aesthetic was appealing or too simple.

**FINAL ANIMATION**

We assembled the finalized the animation in the last three weeks of the project. Marine, Adrienne and myself dedicated most of our time to animating our scenes. I had previously rigged all of the moving characters for the group members using a simple skeleton designed to give the character basic shoulder, hip, arm, and head motion. It was really important to me that we have clean head, shoulder and arm motion in particular because these body parts are capable of conveying the most emotion aside from the face which our character did not have.

I animated the first and the final scenes which include the most intimate and emotive shots. I animated these scenes using pose-to-pose animation to ensure that my characters motion would not be stiff and increase his human-like appeal.

**CONCLUSION**

Creating The Water Bearers was incredibly challenging due to mayas steep learning curve and the fact that I always underestimate render times. Despite this difficulty, working on this project reminded me of my passion for animation and really inspired me to pursue 3D graphics further. I have learned to love working in maya and continue to work on small models and animations in my own time.

If I could refine this project I would like to clarify the narrative in the beginning of the short. Additionally, I would like to learn how to improve my compositing skills using depth maps and render passes.

**KALMONT**

**web design:** a five page website created for a fictitious mountain rescue company.

**BRIEF**

Working in groups of four, we were given four weeks to **develop a complete website** for a fictitious mountain rescue company. Each website had have a minimum of three pages including pages on hypothermia, avalanches and the company.

**software:** axure + illustrator/photoshop

**skills:** wire framing + html/css + layout

**SUMMARY**

The Kalmont Mountain Rescue website is a fully **responsive website** that aims to provide novice mountaineers with safety information whilst providing an overview of useful news and updates for regular visitors who are on-the-go.

We sought to marry these two functions by providing all updates and news in an easy to use format that is **optimized for mobile** use because people looking for a quick update whilst on the mountain are more likely to have their mobile phone than any other forms of media.

**my role:** in this project my main role was developing the html and CSS markup. I also assisted in developing all of our wireframes using Axure and Adobe Illustrator.

**ITERATION**

Our main concerns with Kalmont's website design was to provide adequate information regarding winter risk, adding a high level of immediacy for news and updates and making sure that user's could navigate between these areas quickly and easily.

**WIREFRAMING**

Because we planned to give news and updates the highest degree of immediacy we knew that our design would have to be simple and without excess. With this goal in mind I made several wireframe mock-ups that we used to test if users could navigate the pages intuitively.

My approach to these wireframes was to deliver key updates on the landing page, then to provide clear and concise navigation options that were always present on screen.

**SITE MAP**

My partner Tori created this site map to better illuminate how we wanted the user to move through the website. This map also served as a guide for the levels of immediacy that different goals possessed. The sitemap also describes what type of page there will be for each section, for example pages with tabbed subsections are gold. the sitemap was used extensively in the wireframing, and development stages because it helped us to remember what our main trajectory for the project was as the idea evolved.

**STYLE GUIDE**

As the bones of the website and it's navigation began to be consolidated and we started to settle on UI elements we made a style-guide. My partners and I outlined the general guide for colours, UI and text usage. With the general guide lines we had laid out I developed an online style-guide that listed and demonstrated these rules. additionally the style-guide shared code snippets for elements. This style-guide proved essential once we began to co-develop different pages that were meant to look harmonious.

**CONCLUSION**

This project was my first time using HTML and CSS in depth. Prior to this class I had relied on DreamWeaver to make any markup that I might need. This project allowed me the opportunity to research techniques for every aspect of web development and it really paid off. I learned a ton about developing effecve markup, and web design practices and our final website is clean and fully functioning across platforms.

I would like to conduct more user studies, our one study was very successful and we learned a lot, I would have liked to conduct at least one more at the end to see if our changes were effective.