

THE SPELL OF ENHANCEMENT: A 2-D SHORT FILM ANIMATION

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ABSTRACT

Animations are widely used in various industries such as advertisement, entertainment, education and science. The use of animated short stories is one alternative way of delivering information or messages to viewers. This capstone project entitled “**The Spell of Enhancement: A 2-D Short Film Animation**” is intended to convey to the viewers the importance of grit, motivation and perseverance as one of the factors to achieved success in life. The story revolved around two students in a magical academy named Irithel and Rayne fighting to be on the top spot. Both searched for ways how to make it; one used hard work while the other rely on the magic wand offered to her by a stranger believing this will be her last resort to win. This animated short film used frame-by-frame digital drawing using Adobe Animate CC. The animators hand-drawn each frames, add colors and background and rendered them to clips. The dubbing of the characters, as well as the sound

effects were created using Audacity and to render the whole animation, animators used Sony Vegas Pro.

Keywords: *animation, animated film, 2D animation, short film animation*

1.0 INTRODUCTION

The use of animated technologies in the education of the students is a well-known way to improve moral upbringing and to form behavior norms. From year to year, various animated films become of great importance in the educational process, as they have many advantages over various moral instructions. The rapid advancement of Information and Communication Technology (ICT) has influenced our daily life especially in the area of education and entertainment. The interactive multimedia application can be used as an instructional tool for learning strategies to deliver successfully. There

are several popular approaches in learning strategies such as interactive storytelling, simulation, games and animated story. Animations are widely used in various industries such as advertisement, entertainment, education, and science. In Japan, for example, the term of animation is called Anime. Anime is an art that can help adolescents to shape and build their identities based on their favorite anime. Anime can also help develop various skills and abilities among children. For that reason, animation can be used to educate children as well as teenagers about good moral values besides entertaining them with interesting stories.

Stories, whether being told or read, can influence an individual emotionally and help in shaping his or her thinking skill. Moral value from the stories may encourage the individual to make the right decision. The character design so as the moral aspect in any story is important and should be considered. Frequent exposure to stories with active thinking will help youngsters formulate the concept of right and wrong and shape up positive attitudes.

With several types of research claiming that animation help develops positive values and attitudes to viewers, the researchers came up in creating an animated film entitled "The Spell of Enhancement". The film is in two-dimensional (2D) form intended to the children and adolescents.

The story revolves around students in a magical academy named

Rayne proving being different and following your heart can help you reach your dreams.

Objectives of the Study

This capstone project entitled "The Spell of Enhancement" aimed to:

1. Create a two-dimensional (2D) animated short film that teaches moral values.
2. To showcase the digital artistry of the students.
3. To teach the viewers particularly the school children and adolescents the importance of grit, motivation, and perseverance.

2.0 LITERATURE REVIEW

2D Animation Defined

2D Animation is a form of animation in which the scene and characters in the animation are created in a 2D space, rather than a fully realized 3D environment. These animations can use perspective and foreshortening, much like 2D still images, to create the illusion of depth, but do not use 3D computer graphics technology. This type of animation was largely established through traditional animation techniques, in which images were drawn onto a clear sheet that was photographed one frame at a time to create a final animation. 2D animation can be more easily created using computer technology, though many of the techniques used in drawing the animation are fairly similar.

Also called two-dimensional animation, 2D animation was the primary form of animation prior to the rise of three-dimensional, or 3D animation. The dominant feature in this type of animation is that the images that are viewed and animated exist only in a 2D space. This can be achieved by filming hand-drawn

images on paper, clear cels, or any other flat, two-dimensional surface. In contrast to this, 3D animation is created using 3D software that allows animators to create digital models of characters and environments that exist in a fully realized 3D virtual space. Though different methods can be used to create 2D animation, traditional animation methods were used for many decades throughout the 20th century. In traditional animation, also called cel animation, images are created on clear sheets of acetate called "cels", often by drawing images directly upon them. Paint can be used to provide color for these inked images, which is why the term "ink and paint" has also been used to refer to these animation methods. Each cel is then photographed with a painted background behind it to create a single frame of the final animation, which typically plays at about 24 or 30 frames per second. Modern technology has made 2D animation significantly easier to create, though the process is somewhat similar. Computer software can create a 2D image in a file that acts as a virtual 'cel' and the image is typically colored using such software as well. Digital backgrounds can be created; usually in one of several different graphics programs, and the 'cels' can be layered over these backgrounds to create each individual frame. While this form of 2D animation is still quite time-consuming to create, it is often somewhat easier and more "forgiving" for animators than the traditional methods.

Perceived Influence of Animated Films with Moral Values

The literature claims that animated stories are an extremely useful tool in character education because of stories from mental images in children's minds. In relation to this, the animators

believed that through animation, they could impart to the viewers that grit, perseverance, and motivation are one of the factors that make them successful.

According to the study made by Benjamin Bloom, grit, perseverance, and motivation are just as important to success in achieving a goal as intelligence or talent. Once someone has determined he/she wants to reach a goal, whether it is a concert pianist or high school graduate, he/she must invest the time and energy that is needed to achieve it.

Grit is defined as perseverance and persistence toward reaching goals. It is seen as a better predictor of success than conscientiousness and self-control. Duckworth has studied the notion of Grit extensively and has published multiple articles about the Grit Scale, along with other co-authors (Duckworth, Peterson, Matthews, & Kelly, 2007; Duckworth & Quinn 2009). This is one of the few studies utilizing the Grit Scale not conducted by the developer. Perseverance is the non-cognitive trait that is associated with the Grit Scale, as well as demonstrated to be necessary for success in reaching goals. Perseverance is unrelated to intelligence (IQ). It is defined as being passionate about your work and resilient in the face of setbacks. With regards to the perceived influence of animated films with moral values, Cooper, suggested that the use of moral stories would enhance young children's moral development. Moral stories create opportunities for children to learn meaningful lessons as well as in achieving broader learning, where they can show compassion and empathy to one another and at the same time be part of a community, creating positive change.

Molenda and Bhavnagri revealed that moral stories entrench virtues and enhance good values among children

such as helping, sharing the workload, tolerating one's weakness and exchanging information. Parallel to this, they found children demonstrating the same values learned from the stories. Kelly (2008) claimed that using moral stories is an effective way to introduce values among young children.

Films and Other Related Works

The researchers have taken inspiration from the following series: The Little Witch Academia and Harry Potter, due to its fantasy type of genre, uniqueness of the characters and well-made animations. These are related to the proposed study since the objective is to emphasize the value of grit, motivation, and perseverance among viewers.

The Little Witch Academia - is one of the Japanese anime created by Yoh Yoshinari and 890produced by Trigger. The beauty of background and animation are how the animator's inspiration suddenly popped. It is about a human who has a non-magical background tries to be a witch. For her to become a witch she must enroll in a prestigious school of Magic and become like her idol. This story is all about determination; never give up to your dreams as well as believing in it, change and friendship.

Harry Potter - Adaptation of the first of J.K. Rowling's popular children's novels about Harry Potter, a boy who learns on his eleventh birthday that he is the orphaned son of two powerful wizards and possesses unique magical powers of his own. He is summoned from his life as an unwanted child to become a student at Hogwarts, an English boarding school for wizards. There, he met several friends who became his closest allies and help

him to discover the truth about his parents' mysterious death.

Fairy Tail - Lucy Heartfilia, a traveling Mage, meets Natsu Dragneel, a Mage looking for his foster parent, a dragon named Igneel, with his best friend, Happy, a blue, talking and flying cat. Shortly after their meeting, Lucy is abducted by Bora of Prominence, who was posing as Salamander of Fairy Tail, to be sold as a slave. Natsu rescues her and reveals that he is the real Salamander of Fairy Tail and has the skills of a Dragon Slayer, a form of Lost Magic. He offers her membership into the guild, which she gladly accepts. They, along with the armored Mage Erza Scarlet, Ice-Make Mage Gray Fullbuster, and Happy, become a team performing various missions offered to the Fairy Tail Guild. Finally, the most valuable and important life lesson learned from Fairy Tail Comrades. In their Guild, everyone supports each other, helps one another, and fight to protect each other; not just a Guild, group of friends and even families as well. Always take care of your friends, and always help them when they need it; friends are a valuable thing to have.

Magi - Dispersed around the world, there are several bizarre labyrinths hiding incredible treasures within them. These mysterious places, known as "Dungeons," are said to be the work of Magi, a class of rare magicians, who also help people build their empires by guiding them to a dungeon. Djinns, supernatural beings that rule over the labyrinths, grant successful conquerors access to their immense power and choose them as potential king candidates to rule the world. Having spent life in isolation, Aladdin, a kind and young magician, is eager to explore the world

upon finally leaving his home behind. He began his journey only accompanied by his mentor Ugo—a djinn that Aladdin can summon with his flute. However, Aladdin soon became friends with the courageous Alibaba Saluja after causing the destruction of a local merchant's supply cart. In order to pay for the damages, Alibaba suggests that they attempt to conquer the nearest dungeon, taking the first step in an epic adventure that will decide the fate of the world itself.

Naruto - Twelve years before the start of the series, the Nine-Tails attacked Konohagakure destroying much of the village and taking many lives. The leader of the village, the Fourth Hokage sacrificed his life to seal the Nine-Tails into a newborn, Naruto Uzumaki. Orphaned by the attack, Naruto was shunned by the villagers, who out of fear and anger, viewed him as the Nine-Tails itself. Though the Third Hokage outlawed speaking about anything related to the Nine-Tails, the children taking their cues from their parents inherited the same animosity towards Naruto. In his thirst to be acknowledged, Naruto vowed he would one day become the greatest Hokage the village had ever seen. The moral of the story is that No matter how hard life is, you must not give up. Thrive forward with your hard work irrespective of the outcomes you expect just work hard and everything will be all right.

Synopsis

Rayne, when she's a child she was saved by a fighter-class adventurer. She saw the way the adventurer fought, Rayne adored her hero and trained her under his wing. On the day of the appraisal, she was assigned to be a mage and to enter a magic school, a class opposite on what she was preparing for. Lacking the

knowledge for basic magic, Rayne was always getting bullied because she was the slowest learner in her class. But there is one magic she found to be easier than basic elementary magic and it was enhancement magic. On the day of the final exam, the teachers, who were misjudging her for being the slowest learner, was laughing because they know that she was going to fail in a flash. When Rayne was going to take the exams, she used enhancement magic to quickly finish the exam and her teachers were in shock on how fast she took the exam.

3.0 METHODS

The researchers adopted Walt Disney's animation process as the standard approach to creating the animated film and consists of the following steps:

Step 1: Storyboards

Building the storyboard is an essential or rather a fundamental part of the process. The process provides a visual interpretation of the script and it allows the researchers to feel for what is being presented on the said scene. The researches brainstorm ideas from each member and started drafting the flow of the story. The final drawing was presented to the adviser and converted it into a digital form.

Step 2: Audio Production

After creating the storyboard, it's time to start recording the dialogs of the characters. At this point, the writers and director will adapt their storyboard into a written script, complete with an outline of what each character is doing during each scene. This process is meant to further expand on the ideas presented in step 1, as storyboards are generally only rough, fragmented outlines of what the final

product will look like. For the audio, the researchers used their own cellphones to record our own voices and after that, Audacity or Adobe Audition will be used as audio editing software so that the viewers can hear it loud and clear. The sound effects came from “all sounds” giving Non-Copyrights effects.

Step 3: Visual Development

During this phase artist strive to perfect the appeal of each character, considering any personality quirks or changes incorporated by the voice actor. Some characters receive massive makeovers over countless iterations, while others are sketched, inked and ready to be animated. The modern artists use specialized tools to digitally draw the characters and scenes, unlike the old times that they had to paint, sketch, and ink. After designing all the characters and scenes, the researchers used Sony Vegas to put all the clips into one whole short film.

Step 4: Production

In this phase, the researchers put the concept into life. Careful planning and brainstorming will be considered to make sure that it is on the right track. The modern production process is a whole lot easier and requires much less manpower than the classic method. Thanks to advances in 2D animation technology artists can draw, ink, paint and animate a scene all by themselves without ever having to leave their desk.

Step 5: Post Production

This is the phase where the characters and each scene have been colored and finalized. All that is left is to polish the editing of sequential scenes through Sony Vegas. This is mostly

where researchers review their work and alter some small detail.

Budget

The animators used their own pocket monies for the documenting purposes, animation process, traveling fees, and food fees. The animators made use of their own imagination and creativeness to make the production.

4.0 RESULTS AND DISCUSSIONS

4.1 STORYBOARD

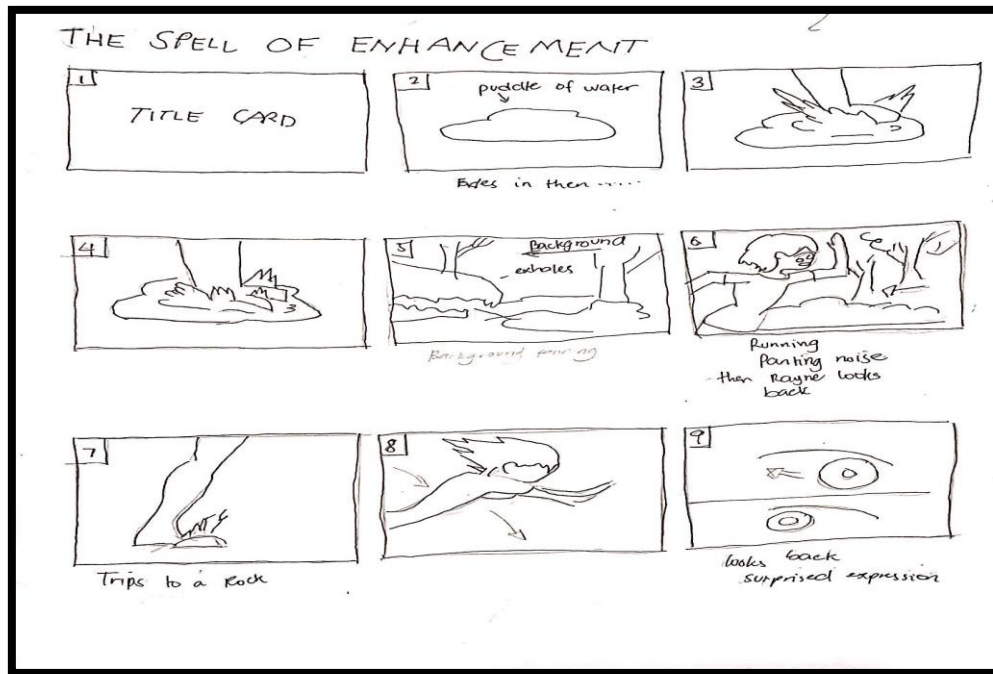


Figure 1: Flashback Scene saving Young Rayne

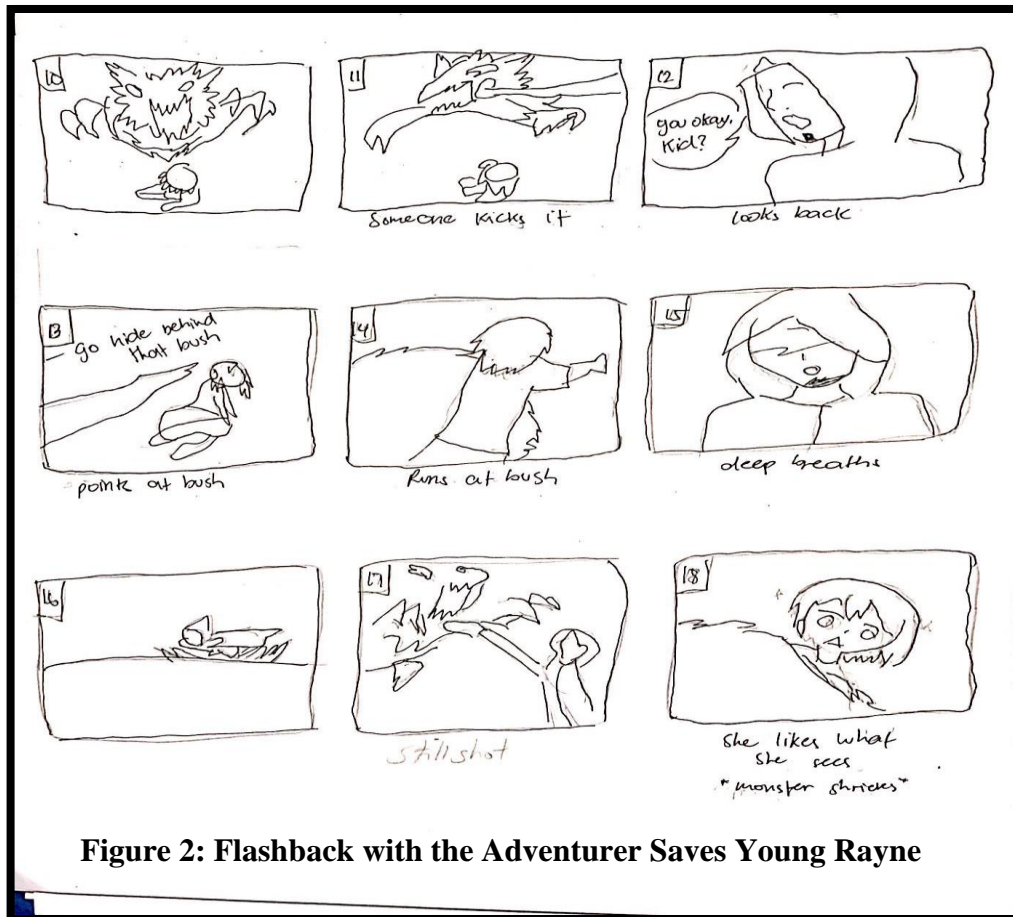


Figure 2: Flashback with the Adventurer Saves Young Rayne

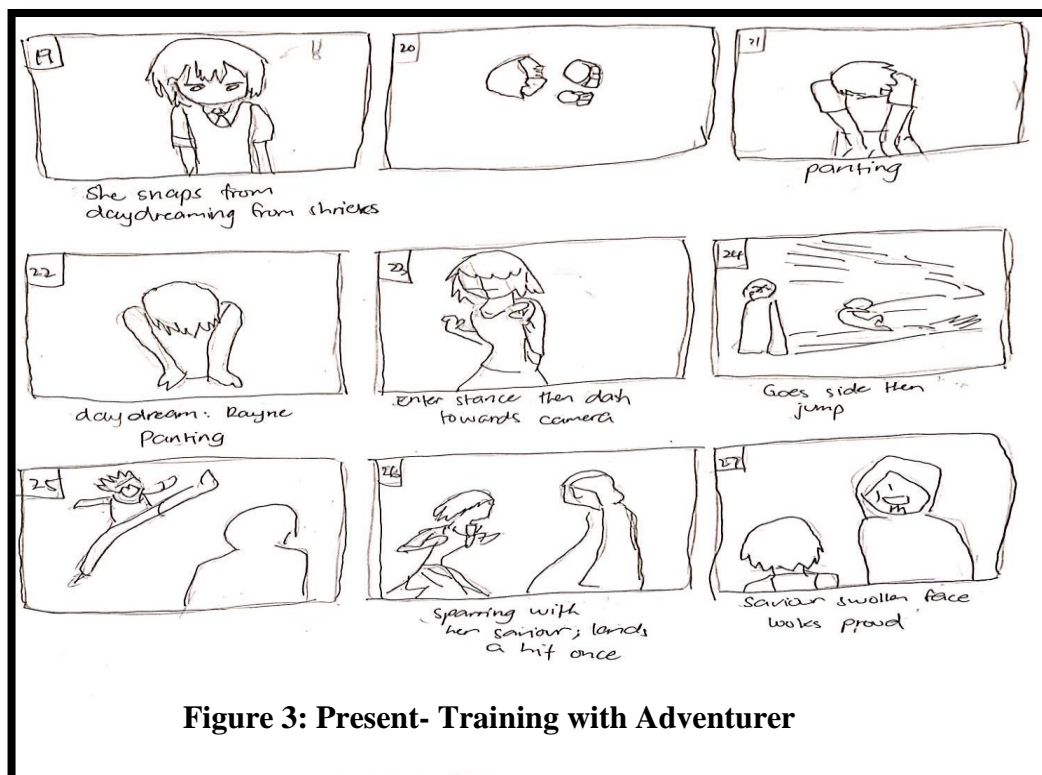


Figure 3: Present- Training with Adventurer

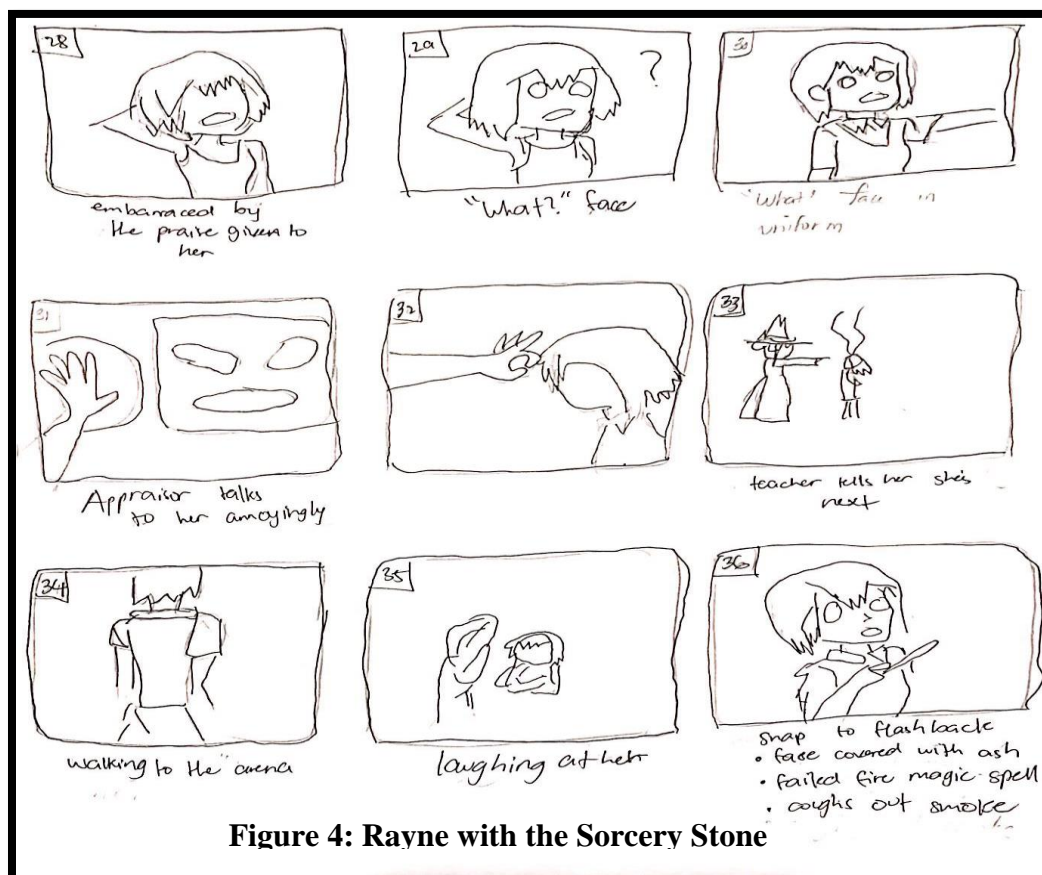
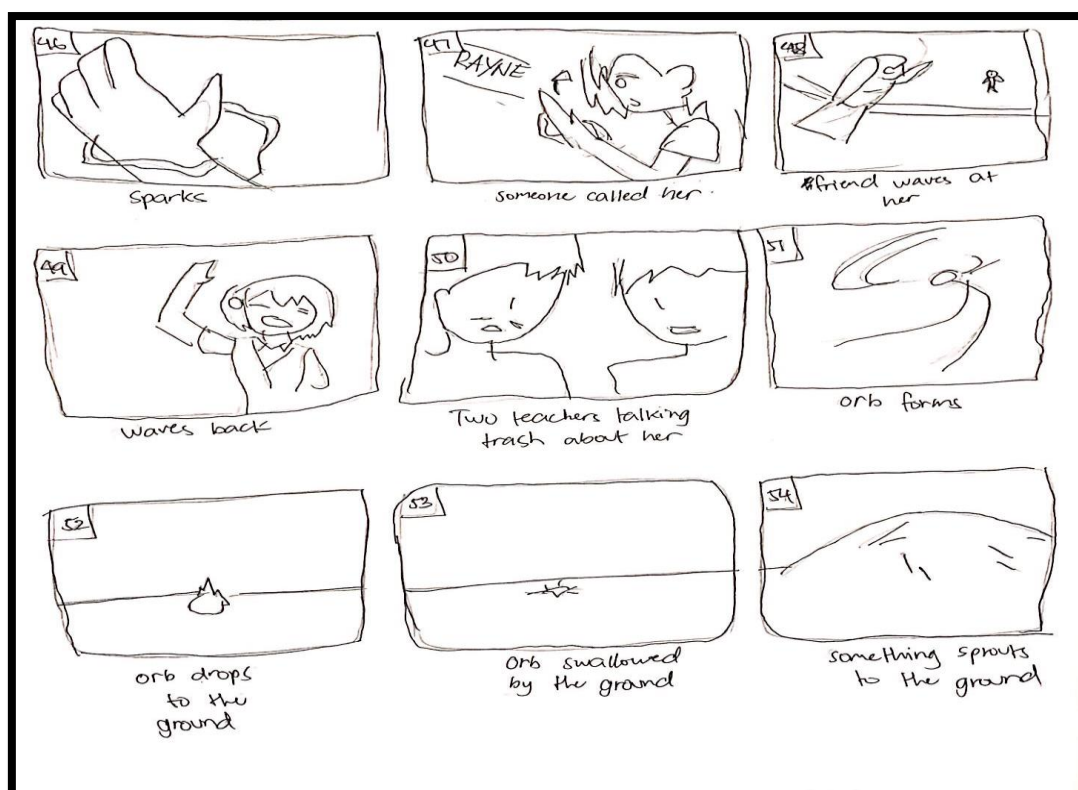
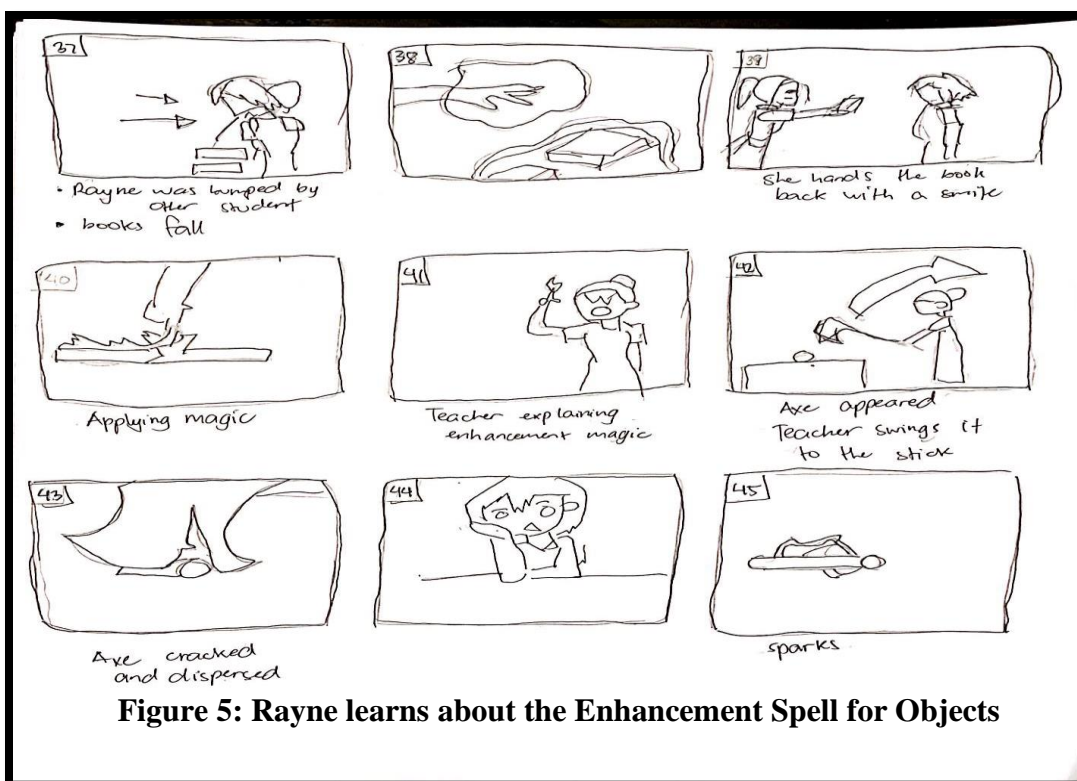
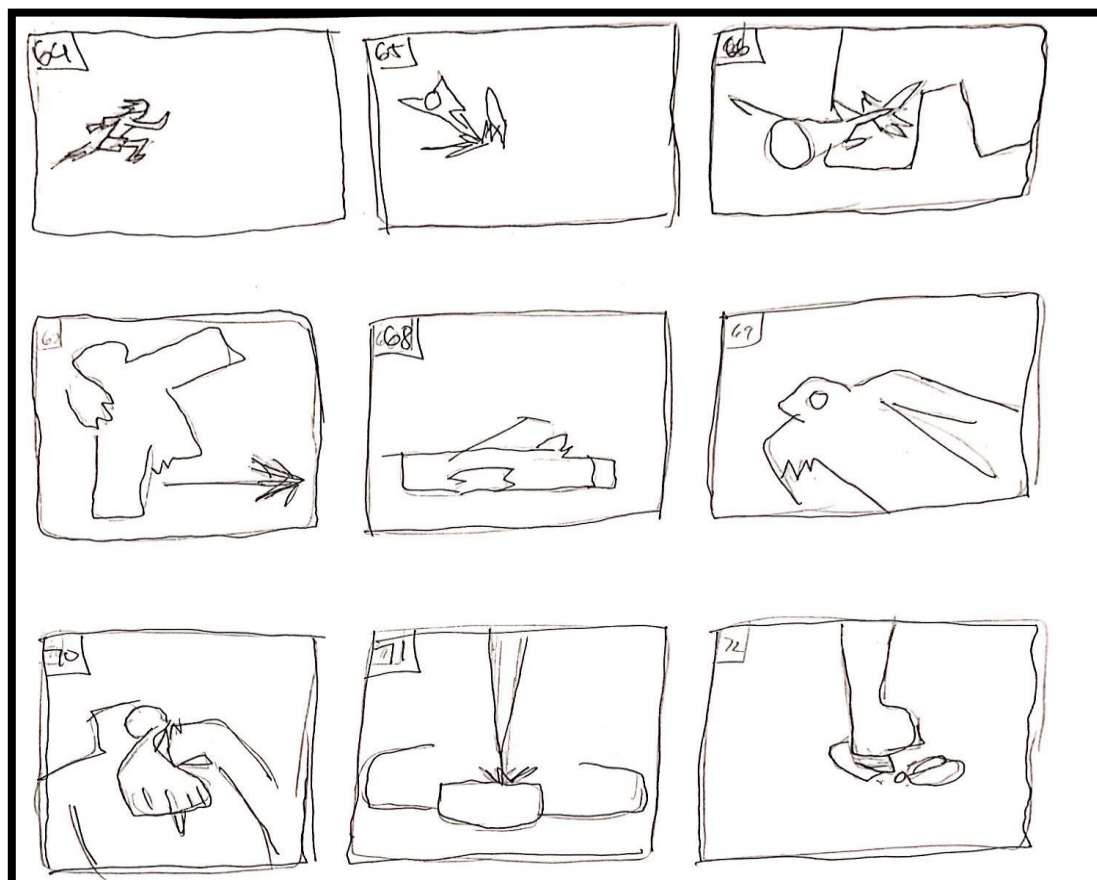
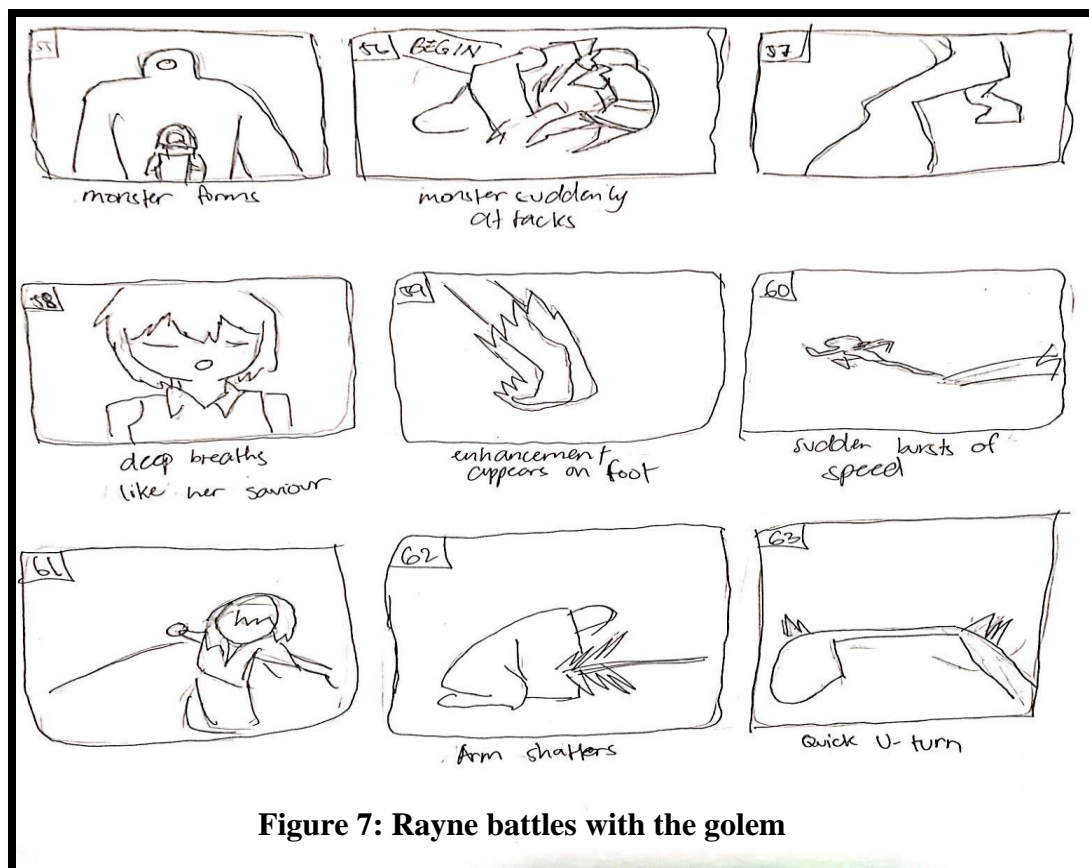


Figure 4: Rayne with the Sorcery Stone





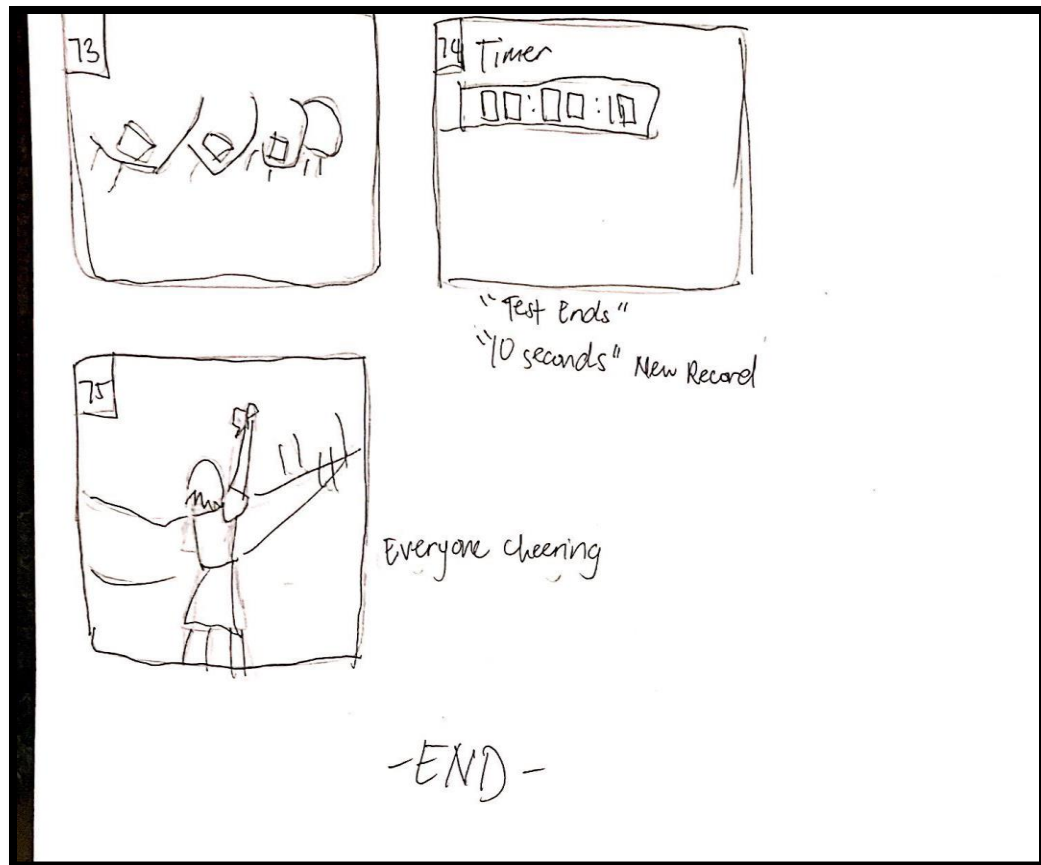


Figure 9: Rayne beats the record

4.2 SCRIPT

Scene: 1

Setting: Forest (flashback)

(Young Rayne was being chased by a ferocious beast)

(Young Rayne looks back but by doing so she tripped)

(Young Rayne was cornered by the ferocious beast)

(A shadow appeared in front of Rayne)

Shadow figure: You okay kid? Go hide in that bush, I'll handle this.

(Rayne ran into the bush)

(The battle breaks out between an adventurer and a beast)

(Rayne watches in awe as the battle going on)

Monster: *shrieks in pain*

Scene: 1

Setting: Forest (flashback)

(Young Rayne was being chased by a ferocious beast)

(Young Rayne looks back but by doing so she tripped)

(Young Rayne was cornered by the ferocious beast)

(A shadow appeared in front of Rayne)

Shadow figure: You okay kid? Go hide in that bush, I'll handle this.

(Rayne ran into the bush)

(The battle breaks out between an adventurer and a beast)

(Rayne watches in awe as the battle going on)

Monster: *shrieks in pain*

Scene 2

Setting: School battle arena (present day)

Golem: *shrieks in pain*

(An orb on the forehead shatters along with its main body)

(Rayne spectating in the entrance being next in line got startled by the shriek)

(A student just finished the test)

(A timer shows more than 10 minutes)

VOICE: TEST END, 10 minutes and 2 seconds

Students and Teachers: *applause*

Student (taking the exam): *panting in exhaustion*

(The student was full of dirt on his clothes due to the battle)

Scene 3

Setting: Rayne's backyard (flashback)

(Young Rayne covered in dirt panting from exhaustion from sparring with her savior)

(Rayne can hold her ground against the adventurer and manages to land one blow)

Adventurer: You've gotten better. Can't believe you're the little crying munchkin back then.

Young Rayne: hehe

Adventurer: But what will you do if you're not chosen to be a fighter?

Young Rayne: (surprised) what?!

Scene 4

Setting: School Grand Hall (flashback cont.)

(Young Rayne holds out her hand on crystal ball)

Young Rayne (disbelief and shock): what?!!

Appraiser (annoyed): I said you're a mage, you are to enroll in the Magic Dept. Next, in Line, please! Hey, you listening, HEY!!!

Scene 5

Setting: School Battle Arena (present)

Teacher 1: (flicks Rayne's forehead) HEY!!! You're up.

Rayne: (looking up) yes ma'am.

(Rayne enters the arena looking through the audience)

(A certain group are laughing at her while she walks)

Scene 6

Setting: classroom (flashback)

(Students are laughing)

Rayne: (covered in ash due to failure in casting fire magic) *coughing*

Scene 7

Setting: School hallway (flashback cont.)

(A student bumped Rayne while walking knocking her books down)

(A certain student (Irithel) helped Rayne picked up her stuff)

Scene 8

Setting: Classroom (Flashback cont.)

(A teacher applying a spell on a wooden stick)

(The teacher lifts a hammer and bashed the stick with it)

(The hammer suddenly shatters)

Teacher: This is an enhancement spell. It makes the cast to be tougher or if it is a tool be more effective.

(Rayne looked amazed)

(The wood produces green sparks due to the magic)

Scene 9

Setting: School battle Arena (present day)

(Rayne's looking at her hands sparking like the stick)

Irithel: RAYNEEE!!

Rayne: *waves at Irithel*

(An orb appears out of thin air then drops to the ground)

Teacher: (in the distance) Look, it's the class's lowest. I wonder if she'll pass.

Teacher 2: (condescending tone) well, it will be no surprise if she fails.

(The ground absorbs the orb)

(A golem began to sprout from the ground with the orb on the forehead)

Voice: BEGIN

(The golem attacks Rayne stomps the ground and swiftly dodges the attack)

(The golem attacks once again Rayne dodges and counters and punches the arm)

(The arm shatters leaving the crowd surprised on what they are seeing)

(After the First blow comes next aimed at the foot)

(the Golem came falling down)

(Rayne hops into the air)

(Rayne clenches her fist)

(One punch on the forehead of the golem send a strong wind onto the audience, shattering the orb and the golem's body)

Voice: TEST END! 10 SECONDS

(Everyone was speechless of what just happened)

Random Student: Where did that come from?

Rayne: (raises her fist into the air to declare victory)

-END-

5.0 SUMMARY, CONCLUSION, AND RECOMMENDATION

5.1 SUMMARY

“The Spell of Enhancement” is an 2d animation which uses Adobe Animate CC to animate and color the frames, the researcher’s used digital drawing frame by frame to create the animation. To edit the animation, the researcher’s used Sony Vegas Pro and for Audio Editing Audacity. The story is a fantasy and action based.

Fantasy genres are appealing to people nowadays, the viewers easily fall in love with the characters, their plots, and the environment. The viewers’ emotions to these genres make their world more appealing than it is. It gives them freedom, to get a chance to fly with dragons, and cast magic because the characters express their magic through emotions so that the viewers also know the same feeling. It is also a powerful tool, exposing yourself to new thoughts and ideas to help solve the problems that are around. The viewers sometimes watch fantasy genres as an escape to reality, because sometimes reality can be hard on us without even us knowing.

5.2 CONCLUSIONS

The researchers concluded that:

1. Upon developing a 2D animated short film, the researchers realized that 2D is much easier than 3D.
2. The researchers lacked some knowledge and skills in creating this animation film. The researchers gained some knowledge and techniques upon making this animated film.
3. The researchers successfully delivered to the viewers the importance of motivation and perseverance as Rayne doesn’t have the skills in perfecting some magic, but she did manage to beat the world record.

5.3 RECOMMENDATION

To further refine the animation, the researchers recommend using a software that is easier to draw and color like the toon boom harmony. Have experienced voice actress/actor to dub in the animation for better voice over quality.

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