ANG ASO AT ANG ANINO: AN ANIMATED SHORT FILM

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1.0 INTRODUCTION

Rationale

Giving life to any object using computer graphics refers to animation. The two categories are computer-assisted animation and computer-generated animation. Animation can be presented via film or video. A series of dead images could come alive with emotion and energy thru animation. [1]

The process used for generating animated images by using computer graphics is computer animation; that is essentially a digital successor to the stop motion techniques used in traditional animation with 2D models and frame-by-frame animation of 2D illustrations. Computer-generated animations are more controllable as compared to other more physically based processes, such as constructing miniatures for effects shots or hiring extras for crowd scenes, and because it allows the creation of images that would not be feasible using any other technology.

An image is displayed on the computer monitor and repeatedly replaced by a new image that is similar to it to create the illusion of movement; but advanced slightly in time (usually at a rate of 24 or 30 frames/second).

For 2D animations, object models are built on the computer monitor and with virtual skeleton 2D figures are rigged. It is used to separate objects into different parts. Tweeting or morphing refers to the differences in appearance between key frames that are automatically calculated by the computer. Finally, the animation is rendered.

The capstone project is a short digitally animated film about a dog and its shadow. It tells the story of a dog carrying a piece of meat in his mouth to eat it while on his way home. While crossing the bridge he saw his own reflection. Thinking that it was another piece of meat so he opened his mouth and fell out, droped into water and lost.

“Ang Aso at ang Anino” is an animated short film that involves creation and design of conceptual art for 2D Models, development of storyboard for animation or scripts, conceptualizing character and props, staging virtual environments and scene, using of industry standard 2D applications,

creation of 2D animation, light blending, and sounds.

The animators for this project used Adobe Flash CC for Animation, Adobe Photoshop CC for Drawing using Wacom Tablet, Sound Bible for Source of Sound FX and Audacity for Sound FX and Voice Editing / Conversion.

Objectives of the Study

1. To create an animated film that will captivate the viewers with the story line and graphics;
2. To relay the moral message “It is foolish to be greedy” that can be taught and delivered through animation;
3. To showcase the digital artistry of the students who are involved in this;

2.0 LITERATURE REVIEW

Related Literature

The Dog and the Shadow

It is an epic fable story of Esop Fables was an Ancient Greek fabulist or story teller credited with a number of fables. Many of the tales are characterized by animals and inanimate objects that speak, solve problems, and generally have human characteristics.

The story teaches the morals of greed and what it can do: “If you wanted everything, you might lose everything you're holding. “

It tells the story of a dog carrying a piece of meat in his mouth to eat while on his way home. While crossing the bridge he saw his own reflection. Thinking that it was another piece of meat he opened his mouth and fell out, dropped into the water and lost. [3]

The Tortoise and the Hare Story

The Hare was once boasting of his speed before the other animals and he was never been beaten. The hare challenged the tortoise and accepted it. The tortoise was slow and the hare was too fast. But the tortoise still won because the hare thought that the tortoise was too slow to catch up so he took a nap before crossing the finish line.[4]

The Ugly Duckling

The Ugly Duckling is a popular short story for kids by Hans Christian Andersen. A mother duck’s eggs hatched, but the biggest egg took longer to hatch than the others. When it finally hatched, mother duck was relieved to see her newest son. But he was not a very good looking.

The Ugly Duckling is teased by everyone because of his appearance. When the winter came, it was quite miserable and there was no proper shelter but he survived. Then spring finally arrived and the ugly duckling saw a group of swan. He wished to join them but was hesitant thinking that they would make fun of him. But accidentally he saw his own reflection in the lake. He was no more the ugly duckling. He grew into a beautiful swan and lived happily. [5]

What is 3D Animation?

3D computer graphics are graphics that use a three-dimensional representation of geometric data that is stored in the computer for the purposes of performing calculations and rendering 2D images. Such images may be stored for viewing later or displayed in real-time.

Despite these differences, 3D computer graphics rely on many of the same algorithms as 2D computer vector graphics in the wire-frame model and 2D computer raster graphics in the final rendered display. In computer graphics software, the distinction between 2D and 3D is occasionally blurred; 2D applications may use 3D techniques to

achieve effects such as lighting, and 3D may use 2D rendering techniques.

3D computer graphics are often referred to as 3D models. Apart from the rendered graphic, the model is contained within the graphical data file. However, there are differences. A 3D model is the mathematical representation of any three-dimensional object. A model is not technically a graphic until it is displayed. Due to 3D printing, 3D models are not confined to virtual space. A model can be displayed visually as a two-dimensional image through a process called 3D rendering, or used in non-graphical computer simulations and calculations. [6]

What is 2D Animation?

2D computer animation is the technique used to generate two-dimensional images on the digital background of a computer screen. There are several objects that graphic designers use to produce 2D computer animations; which include geometric models, digital photographs and images from flat surfaces such as books and magazines. 2D computer animations typically evolve from primary sources, including prints and drawings. These images are derived from various disciplines, including cartography, typography, advertising and technical drawing. Although the final images produced using 2D computer animations take the shape of common objects such as animals, humans and popular characters, there is a complex process that is followed to replicate those images on a computer screen. Graphic artists rely on computer and mathematics skills to produce these pictures. These involve establishing coordinates, such as position, size and orientation of the original object or objects that are being replicated and then transforming those coordinates to fit the dimensions of another surface, which in the case of 2D graphics, is usually a computer screen.

In addition to creating two-dimensional objects, graphic designers can create three-dimensional objects following the same technique. Graphic designers also follow formulas for rotating and scaling to make objects appear to move realistically and to make them proportionate to other areas of the screen.

Related Studies

The capstone project entitled “Legend of Papaya: A Computer Animation” by Gabisan, M. et al.,2009 tells the story of a young couple who was always the topic of the gossiping neighbors. The couple lived in the mountainous province of Benguet. Harvesting rice was their source of living. Of the two, Papay the wife is hard-working while the husband Bantawan is sluggish. Papay could be seen on the rice field plowing and harvesting rice while Bantawan was left at home. The animators used Maya 2008, Microsoft Movie Maker, Macromedia Flash Mx, Adobe Photoshop, Paint and Microsoft Visual Basic. The researchers of “Ang Aso at ang Anino” plan to Adobe Flash CC6 2014. The “Legend of Papaya: A Computer Animation” was designed to

entertain not only children but adults as well that is quite similar to the objective of this study.

The capstone project entitled "Legend of the Rainbow" by Abanes C. et al., 2009 is a story about a farmer that had a small farm. One day he realizes that one of the walls he built a couple of days ago keeps getting knocked down by someone or something. Tired of this happening, he decided to wait and catch the culprit. As the story continues, a beautiful garden where the fairies weave their magic and then to the making of the rainbow unfolds. The developers used the Studio 3d Max software.

The capstone project entitled "Legend of the Frog" by Capili, M. et al.,of 2009 highlighted the bad traits of the main character to illustrate the lessons, the story wants to impart to the viewers. The values of diligence, understanding and concern for others, importance of the family and generosity were pointed out when the animation was shown. The developers used Maya 2008 software.

3.0 RESEARCH METHODOLOGY

The authors conducted a meeting at the library to discuss the planning of the animation; if available even after classes and free days such as weekends. In order not to waste time and make progression on the animation, the authors communicated through group chat and browsed in the internet for some mechanics on how to make the animation better and emphasize moral lessons. The authors also browsed some online tutorials.

Step 1: Storyboards

The storyboard is a sequence of drawing representing on how the video will flow. It creates frame by frame animation and script.

Step 2: Animation

The animation is a stimulation process of making illusion or movement of the body.

These techniques consist of:

- Timing:
  Variation in the spacing between actions (movements) to define the personality and weight of objects.
- Squash and Stretch:
  Defining rigidity and mass of an object by distorting its shape during an action.
- Anticipation:
  The action on an object exaggerated the movement.
- Transitions:
  The action terminating its relationship establishing to the next action.
- Ease In and Out
  To make the movement smooth in animation
- Arcs:
  Making the movement virtual and looks simple.
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Step 3: Texture and Mapping

Enhancing the appearance by shading and giving highlights depend on the mood of the scenes.

Step 4: Lighting

To enhance the graphical effect of the animation.

Step 5: Animation Effects

The animation effects are creating elements used to produce scenes.

Step 6: Rendering

The process of collecting all the images and files.

Step 7: Composting

It is combining visual elements to create live action.

Research Gathering Procedures

The authors decided to pursue this topic for this is one of the easiest animations they can do based on their knowledge and skills at hand. For this reason, they always go to the library to conduct more researches while the others browsed the Internet for additional ideas and performed some samples to visualize the production of their project. They also consulted some of their friends who gave their advice on how to do animation based on their experiences.

Research Participants

The creation of this proposal was made possible through the creativity, imagination, hard work and perseverance of the group members. The researcher's classmates also gave some inspiration and motivation. The staff of the LPU Library in the Thesis Section assisted and guided the researchers in browsing related materials.

The capstone project adviser, Mrs. Maria Cristina Ramos guided and gave some advices to the researchers for the completion of this study.

Activities	November				December				January				February				March			
	WEEK				WEEK				WEEK				WEEK				WEEK			
	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Orientation																				
Group Formation																				
Topic Proposal																				
Approval of Topic																				
Date Gathering																				
Construction of Chapter 1																				
Submission of Chapter 1																				
Editing of Chapter 1																				
Construction of Chapter 2																				
Submission of Chapter 2																				
Editing of Chapter 2																				
Construction of Chapter 3																				
Submission of Chapters 3 & 4																				
Editing of Chapters 3 &4																				
Gantt Chart																				
Screen Layout																				
Mock Defense																				
Pre- Oral Defense																				

Figure 1. Gantt Chart

4.0 RESULTS AND DISCUSSIONS

THE STORYLINE

Ang Aso at Ang Anino

Genre: Adventure

Main Characters in the story:

Akiko – Is the dog in the short story

(Setting: Gubat)

Characters: Akiko.

Model: 2D animated dog.

1.1:

On a sunny day, a dog is eagerly walking through the outskirts of the forest with a piece of meat scavenged in its mouth. He found it lying around the butchery where he happened to pass by. Because the place crowded, he decided to bring it home for him to eat it in peace.

Dog: Oh boy! I want to go home! I want to eat this meat.

1.2:

While maintaining his direction on his way home, a rectangular flat wooden timber connecting a gap with a river underneath appeared in his view. The wooden plank acts as a bridge for any individual to traverse the river. Without hesitation, the dog bravely pumped himself on crossing it and carefully making its way on the other side of the land in one piece.

Dog: Hmp! This should be easy. I have to make it home, anyway.

Fish: Careful!

1.3:

His courageousness is retained as he keeps his balance until he made it on the middle of the wooden plank. A shadow beneath him caught his attention which made the dog stopped in his current place.

1.4:

Curious at the figure, he grew his head closer to the shadow and realized that it was another dog who's also carrying a large piece of meat.

Dog: Hmm? Who's there?? Hey, who are you, shadow??

Dog: I want his meat, too. I must have it!

Fish: HAHA! Go get his meat, too.

Dog: Yeah, right!

1.5:

The dog then immediately barked at the other dog, neglecting the piece hanging on his mouth. He continued to bark while letting his possessions fall from his mouth. Not aware of the situation, the meat splashed in the water and got its way under. The dog blew his fuse and thought that the other dog got his meat.

Dog: HEY! Give me your meat, too! Shadow

Dog: …

Dog: Not answering huh?? HEY! GIVE ME YOUR MEAT, TOO! Shadow

Dog: …

Dog: You won't answer me, huh???

1.6:

The dog attempted to attack the other dog by tackling him! Losing his composure, his body joined the river. (SPLASH) The fish jumped out and streamed away from the scene.

Dog: GIVE ME YOUR MEAT!!

Fish: A-Ah. Hey! Calm down!

1.7:

After trying to have a fight with the other dog, he, then realized that it was only his reflection on the water. He lost the battle, and he lost his food, too, the meat.

Dog: I-It was only.. a shadow ??

Fish: Of course! Duh! I thought I'm done earlier.

Dog: But you said…

Fish: Stupid dog, you should've known better!

1.8:

The meat was following the direction of the stream and goes away quite fast along with the fishes swimming away.

Dog: Ah.. No… Where's my meat?!

Fish: You let it go when you started barking at your shadow.

Dog: No way…! MY MEAT!! I'm going to get it!

Fish: No! The stream is fast and strong there, you can't go any further or you might get hurt! The dog got depress with what happened and lost everything.

Dog: I thought I'm going to get myself a treat, already. My meat..

----------END OF Story----------

STORYBOARD

Figure 2. The Dog walks back Home.

On a sunny day, a dog is eagerly walking through the outskirts of the forest with a piece of meat scavenged in its mouth. He found it lying around the butchery where he happened to pass by. Because the place was crowded, he decided to bring it home for him to eat it in peace.

Dog: Oh boy! I can't wait to go home. I can't wait to eat this!

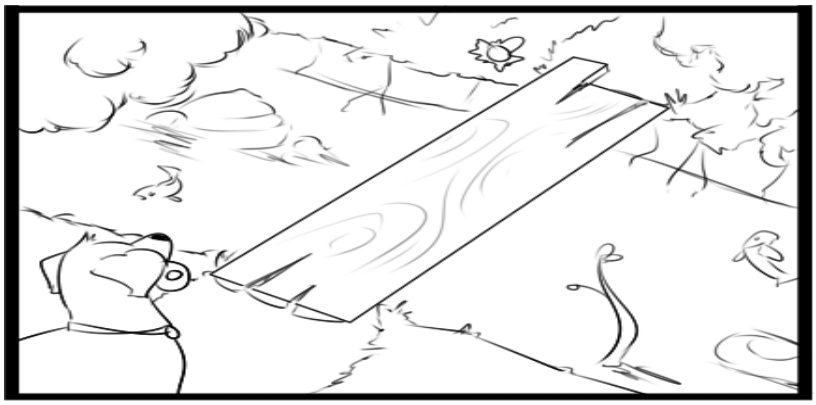

Figure 3. The Dog encounters a plank bridge.

While maintaining his direction on his way home, a rectangular flat wooden timber connecting a gap with a river underneath appeared in his view. The wooden plank acts as a bridge for any individual to traverse the river. Without hesitation, the dog bravely pumped himself on crossing it and carefully making its way on the other side of the land in one piece.

Dog: Hmp! This should be easy. I have to make it home, anyway.

Fish: Careful!

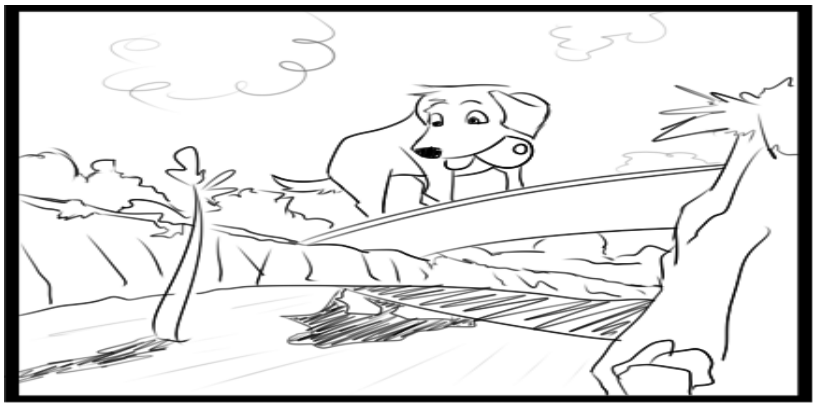

Figure 4. The Dog sees a shadow.

His courageousness is retained as he keep his balance until he made it on the middle of the wooden plank. A shadow beneath him caught his attention which made the dog stopped in his current place.

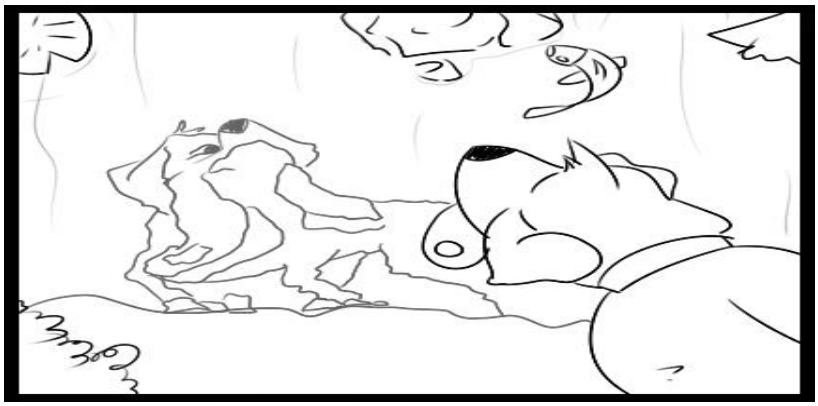

Figure 5. The Dog saw the shadow's meat.

Curious at the figure, he grew his head closer to the shadow and realized that it was another dog who's also carrying a large piece of meat.

Dog: Hmm? Who's there?? Hey, who are you, shadow??

Dog: I want his meat, too. I must have it!

Fish: HAHA! Go get his meat, too.

Dog: Yeah, right!

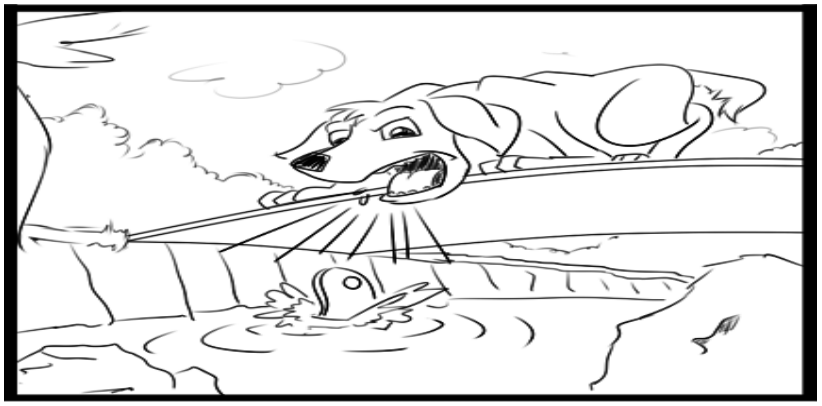

Figure 6. The Dog barked on the shadow.

The dog then immediately barked at the other dog, neglecting the piece hanging on his mouth. He continued to bark while letting his possessions fall from his mouth. Not aware of the situation, the meat splashed in the water and got its way under. The dog blew his fuse and thought that the other dog got his meat.

Dog: HEY! Give me your meat, too! Shadow

Dog: Not answering huh?? HEY! GIVE ME YOUR MEAT, TOO! Shadow

Dog: You won't answer me, huh???

Figure 7. The Dog attacked the shadow.

The dog attempted to attack the other dog by tackling him! Losing his composure, his body joined the river. (SPLASH) The fish jumped out and streamed away from the scene.

Dog: GIVE ME YOUR MEAT!!

Fish: A-Ah. Hey! Calm down!

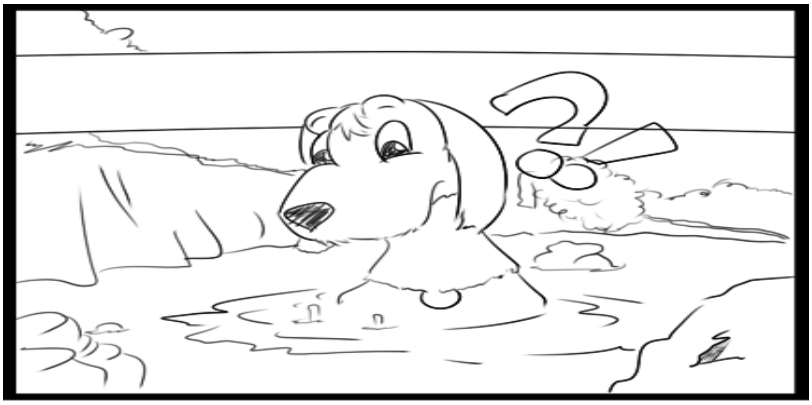

Figure 8. The Dog got confused.

After trying to have a fight with the other dog, he, later, then realized that it was only his reflection on the water. He lost the battle, and he lost his food, too, the meat.

Dog: I-It was only.. a shadow ??

Fish: Of course! Duh! I thought I'm done earlier.

Dog: But you said…

Fish: Stupid dog, you should've known better!

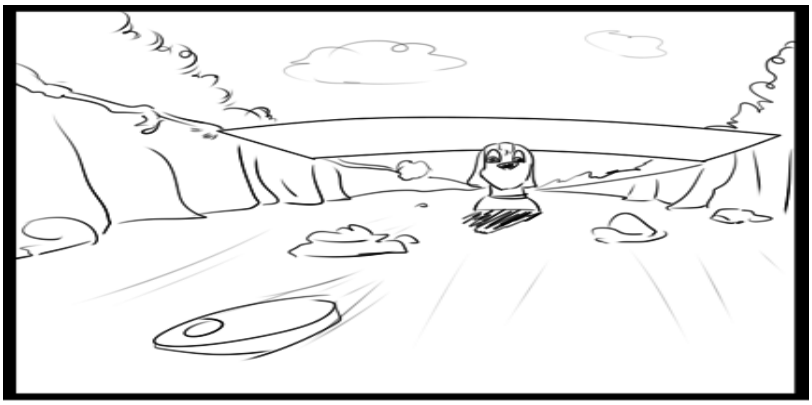

Figure 9. The Dog sees his meat streamed away by the river.

The meat was following the direction of the stream and goes away quite fast along with the fishes swimming away.

Dog: Ah.. No… Where's my meat?!

Fish: You let it go when you started barking at your shadow.

Dog: No way…! MY MEAT!! I'm going to get it!

Fish: No! The stream is fast and strong there, you can't go any further or you might get hurt! The dog got depress with what happened and lost everything.

Dog: I thought I'm going to get myself a treat, already. My meat.

5.0 Summary, Conclusion and Recommendations

5.1 Summary

It tells the story of a dog carrying a piece of meat in his mouth while on his way home. He had to cross a bridge across a brook. As he moves to the river, he looked down and saw his own reflection in the water. Thinking it was another dog with another piece of meat, he thought of getting it also. He made a snap at the shadow in the water, but as he opened his mouth the piece of meat fell out, dropped into the water and was lost.

5.2 Conclusion

This capstone project was conducted simply to make people happy and learn by watching an animation. Most of the time, people get bored easily when reading a book and using a gadget or perhaps, by just being lazy. In the case of books, readers have to do a lot of work, their brains have to work more and have to imagine the scenario etc. On the other hand, in watching an animation or film, the brain needs to process only a series of images, which is a lot more simple.

Thus, the researchers chose ANG ASO AT ANG ANINO for this thesis to share the lesson and idea to anyone who wants to get everything all at once and may possibly end up getting nothing in life. As the saying goes,

“He who catches more than what belongs to him, deserves to lose what he has.”

5.3 Recommendation

To further help the researchers and animators who would also like to build projects that include integration of digital visuals and live action footages, the researchers recommend that they use some industry standard softwares such as Adobe Flash CC and Adobe Photoshop CC

Adobe Flash CC Flash displays text, vector graphics and raster graphic to provide animation, video games and application. It allows streaming of audio and video and can capture mouse, keyboard, microphone and camera input.

Adobe Photoshop CC Create and enhance your photo, images, artwork and more with Adobe Photoshop CC.

The researchers also recommend computer specification to render models faster. For desktop computers, a processor of 2GHz or higher, 2GB Memory (RAM), and Nvidia Geforce GTS250 or a Radeon HD 4830, both having at least 256mb of video. For notebook/laptops, Inter Core 2 Duo or Centrino 2 or AMD Turion X2 or better, a memory (RAM) of at least 4GB, and Nvidia 9600M GT or ATI Radeon Mobility HD 3200 or better. For Macbook Pro users, a processor of Intel Core 2 Duo, a Memory of at least 2GB, and Video Card: NVIDIA GeForce 9600M GT 256MB+ RAM, For Mac Pro users, a processor of Intel Xeon, Quad Core or better, a memory (RAM) of at least 2GB and NVIDIA Quadro FX 5600 512MB+ RAM.

However, the researchers strongly believe that the key to success as an animator requires solid skills in the art of animation.

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