

Melodroid: A 2D Short Film Animation

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ABSTRACT

Cartoons and animated movies have been around for ages and they have become the most popular medium of storytelling. Apart from being entertaining, these cartoons were created to keep messages light for consumption by the younger generation. Morals are woven into them, so that children now get a visual aid for valuable lessons that they could garner from life. This capstone project entitled “Melodroid: A 2D Short Film Animation” is a short animated film developed with the intent of uplifting and motivating the viewers on their perspective in life, self-esteem, and determination. The story is about a young boy who almost gave up on his dream because of his lack of skills and determination. What he didn’t know is he only needs a little push and support from a friend. Beat, portraying the main character will meet Ryhme who will change his life and will help him pursue his dream through hard work, determination and positive perspective in life. This 2D animation was developed through traditional drawing and digitizing

on a computer using Clip Studio Paint and Adobe Suites.

Keywords: *animation, animated film, 2D animation, traditional drawing*

1.0 INTRODUCTION

Computer animation is the art of creating moving images using computers and other subfield of computer graphics and animation. This animation is created by means of three-dimensional (3D) computer graphics, although 2D computer graphics are still widely used for low-bandwidth images with faster real-time rendering. Animation targets computer itself and some other medium such as animated film. Computer animation can be seen in a large variety of media today, ranging from short television commercials to major motion pictures [1].

From the concept of computer animation evolved the animated films or movies. These animated movies have

become a popular and significant movie genre as computer graphics technology has developed and improved [2]. Animated movie, according to Microsoft Encarta Encyclopedia (2009) is a movie consisting of a series of drawn, painted, or modeled scenes produced by computer techniques or the image produced. The motion pictures created by recording a series of still images—drawings, objects, or people in various positions of incremental movement—that when played back no longer appear individually as static images but combine to produce the illusion of unbroken motion. It usually consists of a series of drawings or photographs on paper that are viewed with a mechanical device or by flipping through a hand-held sequence of images.

Cartoons and animated movies have been around for ages and they have become the most popular medium of storytelling. Apart from being entertaining, these cartoons were created to keep messages light for consumption by the younger generation. They have always carried a moral value through their characters, besides having a story to tell. Morals are woven into them, so that children now get a visual aid for valuable lessons that they could garner from life.

In order to impart the message about the importance of self-esteem, determination and staying positive in life especially to students, 10-20 years old, the authors came up with the idea of creating a 2D animated short film entitled “Melodroid”. This is a story of a young dreamer named Beat aiming to be the best guitarist. But because of lack of self-confidence and some skills, he was kicked out of the band he auditioned. Beat lost interest and hope, until a Humanoid robot who became his friend motivates him to pursue dreaming. The animators used

Clip Studio Paint, Adobe After Effects for 2D Animation, visual effects and light blending.

1.1 Objectives of the Study

This study aimed to:

1. Develop a 2D short animated film about achieving goals in life.
2. Use Clip Studio Paint and Adobe Suites in developing the short-animated story.
3. Impart to the audience particularly to the students the value of self-esteem, determination and positivity in a form of animation.

1.0 LITERATURE REVIEW

2.1 Two-Dimensional (2D) Animation

2D animation, also known as hand-drawn animation or traditional animation, creates animated projects that appear within a two-dimensional context, such as that created by a drawing on paper. It consists of numerous frames that, when played in rapid succession, give the appearance of movement. Typically, each scene requires hundreds of frames. Today, 2D animation is usually created digitally in any one of numerous styles to give each project its own unique look and feel [3].

An overall theory of self-esteem has been developed by bringing together various conceptualizations of self-esteem into the framework of identity theory, as well as extending identity theory. [9]. It seems clear that our self-esteem manipulation reduced subjects' susceptibility to anxiety in response to the threats to which they were exposed in the present studies. It could be argued, however, that the anxiety-buffering effect obtained in these studies is an indirect

one, mediated by the effect of our manipulations on positive affect rather than self-esteem per se. To the extent that people experience positive affect when their self-esteem is boosted, this ambiguity is inherent in all studies in which self-esteem is experimentally manipulated. [10]

Because people low in self-esteem are assumed to have particularly strong needs for enhancement, they are expected to be maximally responsive to variations in the valence of interpersonal feedback. The enhancement model thus predicts that people low in self-regard will be strongly attracted to those who satisfy their need by providing them with support and positive evaluations [11]. The concept of self-esteem is ubiquitous in contemporary life. In classrooms and workplaces, sporting events and music recitals, people generally assume that high self-esteem is critical to success in that domain. Indeed, the promotion of self-esteem, and the prevention of low self-esteem, is widely perceived as an important societal goal that merits widespread intervention to boost self-esteem levels in the population [11].

Throughout the years, 2D animation has developed a wide range of styles and techniques that make it a versatile art form. For instance, animators can choose from the whimsical features of anime or embrace the more concrete details of realism while they create. In addition, styles can often be combined to create entirely new looks. With the help of a skilled concept design artist, any project can be transformed from vague ideas into a concrete, polished, and unique style. As a result, while 2D animation has sometimes been overshadowed by the advent of 3D animation, this form of animation retains

a powerful role in virtually every type of animated production, from feature-length films to famous mascots to educational clips. 2D animation was originally used in entertainment, particularly in feature length films such as those put forth by Walt Disney. However, it was not long before animation's ability to engage and educate was use in other areas. For instance, because 2D animation is uniquely suited to engaging the viewer, it makes an effective medium for advertising and mascot development. As a result, it is now a valuable tool wielded by marketers to do everything from build brand awareness to sell a new product. In addition, 2D animation's ability to visually depict complex concepts has made it popular in education projects and animated explainer videos. These include projects for people of all ages, from young children to professionals and executives. Interactive animation appears in video games and other areas where user participation is beneficial, while animation's versatility makes it a wise choice for enlivening and enriching almost any digital project.

2.2 Impact of Animation to Student's Learning

The researchers look for several studies from online journals and published researches to support the idea that animation can help students develop the values of being motivated, determined and confident. Animation is one of the most important part of media, which is a sequence of still images that produce an illusion of a moving object. Animation's feature is capable of innovations which can enliven the learning experience of the students. The flexibility of learning through animation will allow a wider range of stimuli thus increase the student engagement in learning. In Kearsley's

studies showed that students who learn from animation have greater self-esteem and motivation. His studies also show that students may maintain every information and makes the learning process increases. Animation is also an attention-getting and attention-holding thus stimulating more than one sense at a time.

According to Pei-Hsuan Hsieh^[17] (2017) multimedia animation-assisted learning, which is significantly different from traditional teaching methods, increases students' learning motivation and teaching effectiveness. Animation can draw learners into the instruction and maintain their motivation to learn. Students who used an online multi-media teaching system to acquire knowledge from animated content offer more positive comments than those engaged in traditional learning environments, and these students are able to maintain high degree of satisfaction with the online multimedia teaching system interface, meet their learning needs, and experience learning effectiveness. In addition, many studies confirm that adding multimedia to instructional content helps students gain competence with content effectively and helps them retain the content details, affording logical, effective avenues for learning and raising the personal satisfaction related to such tasks.

2.3 Films and Other Related Works

The animators have taken inspiration from different animated movies and short films showing the value of self-esteem, positivity and determination to achieve the goals in life.

Zootopia. It is a children's movie dubbed as one of the most politically poignant films of 2016 and was recognized as the Best Animated Feature Film of the year at

the 89th Academy Awards. On its surface, the film, directed by Byron Howard and Rich Moore, follows a bunny named Judy Hopps (Ginnifer Goodwin) as she tries to establish herself as a police officer in the animal-run metropolis of Zootopia.

But underneath the surface of "Zootopia" is a message about the dangers of stereotyping and discriminating in a multicultural world — in the case of "Zootopia," one with co-existing predators and prey — and the types of people (and animals) who win and lose when we do.

Sing. A 2016 American computer-animated musical comedy-drama film produced by Illumination Entertainment. It is a story about believing oneself and the determination of rising in times of failures. Dapper Koala Buster Moon presides over a once-grand theater that has fallen on hard times. An eternal optimist, and a bit of a scoundrel, he loves his theater above all and will do anything to preserve it. Facing the crumbling of his life's ambition, he takes one final chance to restore his fading jewel to its former glory by producing the world's greatest singing competition. Five contestants emerge: a mouse, a timid elephant, a pig, a gorilla and a punk-rock porcupine.

Wing. It is a 3D animated short about a solitary, one winged creature called "Wing", that is harassed by a group of oppressive crows due to being weak and different from them. The story was created by Asger Grevil, Mette V. Madsen, Jonas Kirkegaard, Michael Bech that tackles about bullying. Wing decides that he wants to overcome his disability and escape from the forest. He builds a catapult and a mechanical wing to

accomplish this. When he launches himself away from the forest, the wing malfunctions, and he crashes into the territory of the crows. The crows are about to harm him but are then lured away by a two-winged humanoid, who the crows attack instead. Wing finds the creature, and discovers it is a female of his own kind, and that the crows have torn one of her wings off. As the crows come towards them, Wing gets the idea that he and the female can fly in tandem by flapping each of their single wings while holding onto each other, and they manage to escape from the forest.

Meet the Robinsons is a Walt Disney movie that brings inspiration to millions and encourage individuality and creativity in a world of cookie-cutter, follow-the-leader messages. It tells the story of Lewis (Daniel Hansen and Jordan Fry), an orphan who realizes he has a gift for inventions, but he's so intense about it that he's having trouble getting adopted. He scares "normal" parents off. Finally, after 124 adoption interviews, he decided he's had enough of the strained smiles and stilted conversations, and he refuses to meet any more parents. "I'm not going to be rejected any more!" he announces to Mildred, the house-mother. Lewis secludes himself in his room and invents things all night, keeping his sleepy roommate, "Goob" (**Matthew Josten**), up and making him tired all the time. Finally, he's ready to take his Memory Machine to the school's science fair, and he hauls it off in his red wagon.

The Monk and the Monkey is a CGI Animated short film about a determined young boy Ragu who was sent by his master on his final quest to become a monk. A seemingly simple task

becomes an unexpected challenge for Ragu as he discovers the real value of his quest. The animated film was created by Brendan Carroll & Francesco Giroladini, a graduate of Computer Animation from Ringling College of Art + Design in California.

2.4 Synopsis

Beat was dreaming of becoming a great guitarist. He lost motivation after he was discriminated with his skills. When he found a melodroid, he became friend with it and named it Rhyme. He discovered that Rhyme was a failure robot. Beat was inspired by rhyme. He strived to continue and polished his skills. Rhyme helped him in pursuing his dream. Beat succeeds on his dream. He became a great guitarist.

3.0 METHODS

The researchers adopted the Japanese animation process as the standard approach to creating the animated film which consists of the following steps:

1.1 Pre-Production

Pre-production is the phase where the ideas and concepts are on the process of developing.

3.1.1 Script Writing

The art and craft of writing scripts for mass media such as feature films, television productions or video games.

Title: Melodroid.

Scene 1

Settings: Bandmate's house (Garage-Interior) Day

Black screen with small introduction.

Beat: *“Do you love music?” One question that can change a person’s perspective towards music.*

Melodroid Title

(Drums played first followed by the guitar)

Beat: *My name is Beat; I am the guitarist of the band. It was always my dream to become one... however...*

(They continued playing until a horrible tone was heard, which made them stopped playing in order to hear where the sound was coming from.)

(Boy 1 looked around until he saw a young man named Beat playing horribly, like a beginner who just played the guitar.)

Boy 1: Is he an amateur or what?

(The rehearsal was finally done as Boy 1 put down his guitar.)

(Inside the garage.)

Beat: *I... played horribly.*

(Boy 1 looked at Beat with a disappointed face as he walks towards him.)

Boy 1: Before you leave, I have something to tell you...

(Beat looked at the boy)

Scene 2

Settings: Bandmate’s house (Garage Interior/ Side of the Garage- Exterior) Day

Cam focus on the background of the Bandmate’s house. Beat and Boy 1 was talking at the side of the garage.

Beat: What do you mean I’m out of the band?

Boy 1: Look, you’re a good kid and all.

Boy 1: But I’m sorry, your way of playing will be the downfall of our band. We don’t want your sorry skill in our band.

(The boy left and leaving Beat surprised. The weather changes as the clouds covered the sun.)

Scene 3

Settings: The streets (Raining) Day

This scene will start at the scenery of the rainy street where Beat was walking by.

Beat was walking under the rain as he heard the last words of his bandmates before he left.

Beat: *As I was told that my skills are not on their par, they decide to kick me out of the band until I knew that they weren’t recruiting any guitarist at the first place. All this time, I thought I finally achieve my dream, instead I was only their errand boy.*

Beat: *I even had a thought of giving up my dream until...*

(As Beat continued walking, he saw a “Person” at the Trash heap. He continued walking straight while looking a bit at the person who happened to be a little girl. Beat stopped as he looked again to the person who made him noticed a sign that said “Defect” he realized that it was not a person. Beat made a pity look at the android.)

Beat: *I met an interesting object on the way home...*

Scene 4

Settings: Beat’s house (Interior) Night

Beat took it home as he started repairing the android.

SFX: CLING CLANG CLING CLANG
(small sound of the metal)

SFX: Tick tick tick tick (Sound of the clock.)

Beat became tired as he was lying on the chair he was sitting on.

Beat: *Sigh*

Beat: *I took the time I need to fix the machine but...*

(Camera focus on the sleeping android)

Beat: Fixing things may be my specialty, but the parts are too old for me to fix her. She's beyond hopes of repair.

(Camera focus on Beat, yawning)

Beat: *Yawn* May as well give up and throw her away tomorrow.

Scene 5:

Setting: Beat's house (Interior) Day

That time, Beat was sleeping soundly at the sofa and can be heard snoring until a simple shooting star from the night sky appears, The Android's core slowly lightens as her blank eyes became alive. The next morning, Beat was still sleeping while snoring as he heard the sound of cooking coming from the kitchen.

SFX: TSSSS (Frying sounds)

(Beat woke up upon hearing the sounds at the kitchen.)

(He raises up from the sofa)

Beat: ...Morning...

Rhyme: Good morning, Conductor.
(Note: Conductor is someone who leads and guides an orchestra or a group of singers in order to perform a piece to the best of their abilities.)

(Beat's eyes widen.)

(Beat was surprised after hearing someone else's voice as he leans his head where the voice came from.)

Beat: What the-!?

(Beat leaned right as he saw the android was carrying breakfast for him. As Rhyme tilt her head while carrying the tray.)

Rhyme: You seemed to be surprised, Conductor. Was there a problem?

Beat: How did-!? You're supposed to be broken.

(Rhyme give the food tray to Beat.)

Rhyme: I'll answer your questions, but please eat first, Conductor.

(She makes a smile while Beat was confused)

Rhyme: As they say, Breakfast is the most important meal of the day.

(After eating, cam focus first on the plates at the sink.)

Rhyme bowed to Beat as her way to introduced herself.

Rhyme: I am the singing android called Melodroid. My sole purpose was to sing and serve you, Conductor.

Beat: A singing Android, huh? Care to sing one for me?

(Rhyme became silent showing a sign of hesitation.)

(Beat was excited to hear her voice but the Melodroid was thinking a way to escape the situation.)

Rhyme: Well...

(Rhyme lean closer to Beat)

Rhyme: ...what's my name?

Beat: Name? I thought your name will also be Melodroid?

(Rhyme raised a finger on him.)

Rhyme: We may be called Melodroid, but that doesn't mean our name will always be Melodroid.

Beat: Is that so? Very well...

(Beat started thinking until he started staring on the core at her chest.)

Beat: Let see... Hm?

Scene 6:

Settings: Beat's house (Interior) Day

Beat: Rhyme...

Rhyme: Hm?

(She was surprised to hear her name is Rhyme. Beat made himself scratch his head from hesitation.)

Beat: As I was looking at your core... The word Rhyme just popped in my head. If you don't want it, how about...

Rhyme: I love it!

Beat: Huh?

Rhyme: Rhyme... I love it! I will register this name on my memory bank, Conductor.

Beat: Just stop calling me conductor. My name is Beat, Rhyme.

Rhyme: You got it, Conduc-! I mean, Beat.

(Beat looked at the clock that shows that it was 8:15.)

Beat: Oh geez! I'm gonna be late for work!

(Beat rushes up to the stairs as he was ready to leave the house.)

Beat: You stay here and do some chores; I'll be back by sundown.

(Rhyme wave good-bye at Beat with a smile.)

Rhyme: I understand, Beat!

(Once Beat opened the door, he looked back at Rhyme one last time.)

Rhyme: Have a fun day, Beat.

(After Rhyme says her goodbye to Beat. He left and closed the door.)

Scene 7:

Setting: Beat's house (interior) Day

Rhyme looked around the house and received a new order from Beat doing some chores

Rhyme: All right then.

Rhyme started cleaning by mopping the floor but everything didn't go smoothly when she accidentally bumped and spilled the bucket of water which was used for mopping the floor then she started dusting the furniture and finally she carries a huge amount of trash which is too much for her to carry.

Rhyme's effort came to light as the room was sparkly clean. She made a confident face with her arms hanging on her waist.

Rhyme: That should do it.

(Suddenly, she saw something near the storage room. A guitar leaning at the wall. Rhyme easily consumed by temptation upon seeing the guitar at the storage room.)

Rhyme: Ohh... guitar...!

Time goes by, it was finally sunset.

Scene 8:**Setting: Beat's house (Interior) Day**

Beat finally got home from work, when he was about to touch the doorknob. He heard a guitar sounds coming from his house.

Beat: *I finally got home from work until... I heard the guitar playing in fingerstyle. I saw Rhyme playing the guitar as if she was having fun.*

Rhyme sitting at the sofa while playing the guitar.

Beat watch her play on the way down to the stairs. Rhyme played the guitar happily until she stops playing and noticed Beat was finally home.

Rhyme: Ah!

Rhyme: Welcome home, Beat.

Rhyme: Forgive me that I didn't asked for permission to use this guitar. It's just, I love playing instruments so much!

Rhyme: I even found pictures of you, holding a guitar with your friends. From the looks of it, does that mean, that you are a guitarist then!?

Beat: *I was happy that I see her having fun, but my past has blinded me because... I was jealous of her ability to play the guitar. She even asked me to play the guitar, something I wanted to forget.*

(However, Rhyme didn't realize that Beat was not himself when he looked at his guitar.)

Rhyme became too excited that made her give the guitar to him.

(Beat looked away from the guitar. He was trying to control his anger from the guitar.)

Beat: Rhyme... Please put that away.

Rhyme: Why?

(Beat closed his eyes as he was about to explode from anger.)

Beat: *I create all kinds of reason to keep my anger in check.*

Rhyme: It's just one song, please?

Beat: *I reasoned with her, but Rhyme seem to be able to see me through.*

(Rhyme pouted which shows that she was mad.)

Rhyme: No! Not until you play one song for me.

(Rhyme happily just hand over the guitar to Beat)

Rhyme: Here! Don't be shy. Just play.

Rhyme stared at Beat who was holding the guitar.

Rhyme: Wow! You look so cool!

(Rhyme was getting more excited now that Beat was going to play the guitar.)

Rhyme: I bet you'll be even cooler when I see you play it.

Once he raised his hand while holding a guitar pick.

Beat: *I was scared that if I play this guitar, she might discriminate my ability as well. Thinking it made me blinded in anger.*

Beat: NO!

(Without control. Beat smashes the guitar. Rhyme was overwhelmed by Beat's action that made her speechless.)

Beat: *Huff* *Puff* *Huff* *Puff*
(heavy breathing slows down like recovering)

Rhyme: Forgive me for not following you, Conductor.

Beat came to his senses and saw his guitar was destroyed and Rhyme was staring at it.

Beat: Rhyme... I didn't mean to do that...

Rhyme: You can scrap me too, if you want. This defective Melodroid deserves it anyway...

(Rhyme silently went to the storage room, leaving Beat who was guilty on his action.)

Scene 10:

Beat's House (Interior) Night

The atmosphere became depressing as Beat was sitting at the stairs. Feeling guilty for what he has done to the android who just wanting something simple. He was moping around until he heard someone singing.

Rhyme: La... La (Note: Any song you want as long it was tone deaf.)

(It was a very unpleasant voice coming from the storage room.)

Beat: *Is this... Rhyme's voice?*

Rhyme: La... La (Note: Any song you want as long it was tone deaf.)

Rhyme revealed herself to be tone deaf. Which shows that she has her own failures of being the Melodroid. Beat realized...

Beat: *Is this why she became like this? Becoming too conscious to herself?*

(Quick flashback of Beat Request Rhyme to sing and dodges it by asking her name and the one saying to herself a broken melodroid.)

(Camera focus on the broken guitar lying at the table)

Beat: *This must be the reason why she considers herself a defect Yet here she is, still carrying that smile while I...*

Scene 11:

Settings: Beat's house (Exterior) Day

The next day, Rhyme was sweeping outside then she stopped and thinking deeply about what happened last time until she heard Beat's voice calling her.

Beat: Heeeeyyyy! (Shouting like you are calling from someone far.)

(Rhyme saw the exhausted Beat and a new guitar)

Rhyme: Conductor...

Beat: I know doing something where I am good at. Can help me become a successful person, but that doesn't mean I will be happy about it.

Flashback scene about Beat's childhood. First was a kid Beat who was watching TV, the next is the teen Beat was arguing with his parents in front of a little girl on a wheel chair who was to be his little sister and a part where he was smiling while wearing the graduation cap but on the inside he was sad and the last was Beat left his family behind.

Beat: *When I was a kid, I was a big fan of this certain guitarist... I told myself that I want to become a best guitarist just like him.*

Beat: *However, my parents didn't approve what I'm planning, so they force me to study electronics and communications engineering because I can fix. They want me to help my sick little sister to cure her illness with this talent of mine.*

Beat: *I became very selfish and leave my parents behind even my little sister. I started studying the guitar for 2 years as my starting point towards in achieving my dream, while working as a Technician just for my little sister's health.*

Flashback scene where Beat joined the band.

Beat: *I was able to join a band but instead of being a guitarist. I was only their errand boy and kicked me out of their band like trash.*

Scene 12:

Settings: Beat's House (Exterior) Day

Upon hearing Beat's sad past, Rhyme can't help but feel pity to Beat.

Beat: In the end, I couldn't become a guitarist and fail to save my little sister...

(Beat clenches his fist in frustration. It's like he takes out all the problems bottled up to Rhyme.)

Beat: Tell me, can I really be a guitarist that I dream of, even if I studied in a wrong field?

Beat: I couldn't even face my deceased little sister because I have no-!?
(Pronouncing: Nothing)

Rhyme suddenly hugged Beat while Beat was surprised by Rhyme's reaction by hugging him.

Beat: Rhyme?

Rhyme: Do you love music?

(Beat looked up)

Beat: Music...? ...I never thought about it that way.

Rhyme: If you wanted simply to become a guitarist... Then holding the guitar and play solo is enough. The title of Guitarist

can be achieved in many ways just by playing the guitar.

Beat: B-but, what if no one likes my music? What if no one listens? I'll be nothing but a laughing stock.

Rhyme: Did you doubt music that easily? You learn on how to play the guitar, so don't underestimate your skills, Beat. You just need to learn what you lack from your dream.

Beat was surprised to hear Rhyme said it. This is where, Beat change his perspective on how he will achieve his dream.

Beat: What I lack...!?

(Rhyme, tilt her head after Beat calling her name)

Beat: Rhyme...

Rhyme: Hm?

Beat: Can you teach me more... on how to play the guitar?

Rhyme: I will, that is one of my purpose as a Melodroid. But... I... might be quite strict when it comes in teaching music.

Beat: Huh?

(Beat was confused after hearing the word strict.)

Scene 13

Setting: Beat's house (Interior) Day

The first scene is where Rhyme, smack Beat with a paper fan.

Beat: Ow!!!

Rhyme: Your response is too slow, again!

Beat: Is that necessary?

Rhyme: One must learn the lesson the hard way as they say.

Beat: Who in the world said that!? It's not very inspiring at all!

Rhyme: It's me, Rhyme!

Beat: Huh!?

Rhyme raised the paper fan as if it was a sword. She was like raising the troop's morale.

Rhyme: This might be the day where we Melodroids, avenge our fallen brothers and sisters from our masters.

Beat: What happen to the satisfying words like sing and serve us?

Rhyme smacked Beat again.

(Rhyme point the fan at Beat)

Rhyme: Silence, mongrel! You dare defy Rhyme!?

(Beat gave in and kneels)

Beat: No, my lady.

Beat: Could we just get on to business then?

The scene will be in non-animation, just images of Rhyme helping Beat get better. First, Beat tried to play the guitar, but he was being pressured by Rhyme that she might smack him any time, Second, was Rhyme finally smack Beat.

Beat: *We had a great time spending together. Practicing and learn to have fun on what I have.*

Beat finally reach the level of the professional guitarist. However, Rhyme smack him again happily.

Beat: Ow! What did you do that for!?

Rhyme: Let's call it, the smack of approval.

Scene 14:

Setting: At the city streets (Exterior) Day

Five months later. A young girl posted something at the light post, Beat saw the flier that said it was an audition for the position of lead guitarist for Metre. He immediately went towards the location. There, he shows his skills to the judges and made a satisfying result.

Beat: How was it?

Setting: Beat's house (Interior) Day.

Beat changes his appearance he has a long hair and his face became quite mature. He immediately went home. Meanwhile, Rhyme made a gift for Beat which is the long coat almost like Rhyme's design.

Beat: *I made a new beginning thanks to Rhyme. As I plan to prepare a little surprise for her as my way to thank her for taking care of me in this past five months.*

Rhyme: Oh! Welcome home, Beat. You seem excited today? Is something going on?

Beat showed the ticket for his first concert to Rhyme. Rhyme was overwhelmed with joy.

Rhyme: Beat, are you!?

Beat: It's a VIP pass for the front seat that I arrange just for you, featuring my newly joined band called New Story

Rhyme felt smiling as if she felt receiving such a wonderful reward.

Rhyme: Beat, I thank-!

Rhyme's core started to malfunction as soon she stood up happily. She fell but Beat manage to catch her.

Beat: Hey! Are you okay, Rhyme!?

Beat: *I desperately call her, tried to fix her with everything I got with this talent of mine but, I realized the limits of fixing her.*

Rhyme was breathing heavily; she was like suffering a high fever. Beat gotten frustrated and slammed his fist on the table.

Beat: *If I try to fix her, there's a hundred percent risk that I might damage the old parts.*

Beat: *Even if I buy her some new parts, there is no telling that if this will be the same Rhyme I used to be with.*

Beat: Is this all I can do for her?

Beat: She believed in me, she helped create a future for me... I still can't do anything!?

Beat was too frustrated and unable to think until Rhyme sang a bit which made Beat calm down from frustration.

Rhyme woke up but she was in her weak state all she can move was her head. Then Beat went to check on her.

Beat: How are you feeling?

Rhyme: My full body has malfunctioned. I guess, I made you upset again.

Beat: You bet I am! I thought you'll disappear just like that...

Rhyme: I am a defective Melodroid after all. At first, I thought it was my destiny to get scrapped easily.

(Flashback scene of Rhyme woke up from the trash heap and she first saw Beat taking her in)

Rhyme: Until... you came, Beat. The one who gave me another chance and

provided me a wonderful name. It was a greatest gift I ever had in my existence.

(Flashback ended.)

Scene 15:

Setting: Beat's House (Interior) Night

Rhyme: I hesitate to follow your first request to hear me sing, because I might repeat the same fate as the first conductor did to me.

Rhyme was very upset, as if she was crying but despite being an android. She has no ability to cry.

Rhyme: Am I useful, Beat? I know that I can't sing but, are you satisfied with a defective android like me?

(Beat's tear fell on her cheek.)

Beat: You're not a defect, you're a family and I always think that, I might be those people who just accept on what they can pursue and not what they want to pursue. Until you came to my life and stubbornly kept pushing me towards on what I want to pursue.

Rhyme smiled at Beat.

Rhyme: ...do you love music?

Beat: Thanks to you... I do now...

Rhyme: Then..., please..., play one song for me?

Beat smiled.

Scene 16:

Setting: The concert arena. (Exterior) & City Streets (Flashback) Night

After three days before the concert, Audience gathered, screaming with excitement, while Rhyme was at the front row, sitting at the chair, waiting. While the band has started playing tunes.

(Flashback scene where Beat was walking while giving Rhyme a piggyback ride.)

Rhyme: Beat, are you crying?

Beat: Huh? N-no way! Real men never cry.

Rhyme: You don't have to bottle up your feelings, Beat. Things like this..., just happen without warning.

Beat: I already know that. It's just... I was only afraid that you won't be able to watch my back anymore and might return to the way it was.

Rhyme: Just believe in yourself, you even got the position of the lead guitarist by yourself, it was quite an unexpected achievement.

Beat: ...You're right about that one.

Rhyme: Beat..., Can I have a request from you?

(End of flashback, ending it to the scene where Rhyme opened her eyes and saw the band where beat was standing in front of her. The concert finally started. Beat, wearing the blue long coat, was standing at the stage along with his bandmates.)

Scene 17:

Setting: Concert Arena (Interior) Day

Beat appeared and started playing with fast response on the guitar which is a great start on playing the guitar. Then all follows that made a great sync to the band. Everyone was cheering loudly.

Rhyme was astonished by Beat's great improvement.

(And another Flashback before the start of the concert.)

Beat: Get ready for the big surprise, this moment is the result of all your effort, Rhyme. I'll see you at the stage.

As Beat started to leave her, Rhyme suddenly grabbed Beat's jacket.

Rhyme: Beat, wait!

Beat looked back to Rhyme only to see that Rhyme muster all her strength to her left arm to give the long coat she made for him.

Beat: What's the matter, Rhyme?

Rhyme: Happy birthday, Beat, now go spread the beat and rhythm.

(Flashback ended)

(Rhyme was smiling with joy.)

(Beat started a simple guitar play)

Rhyme: Beat, you've finally became the professional Guitarist that you wanted to be.

(Cam focus on Beat standing on the stage)

Rhyme: Not only that, you finally stood on the stage that you wanted so much!

Rhyme: You really are cool when I see you play the guitar.

(Rhyme looked down while smiling)

Rhyme: I feel like wanting to cry, because you finally achieved what you wanted to be.

(Rhyme's core was blinking slowly and slowly which reveal that she has little time left.)

Rhyme: If I were alive. I wish..., I could sing with you together on the stage together, forever...

(Rhyme's eyes were becoming blank.)

Rhyme: Please forgive yourself... It's not your fault that you're unable to cure me, I know deep in your heart, that you're doing your best to make me healthy through your own way.

Rhyme: But, even without me... all you need is self-confidence. No matter how horrible reality awaits, just keep your head high. Your passion on pursuing your dream is the sign that you enjoy your life to the fullest.

Rhyme's core stopped glowing.

Rhyme: Goodbye... Beat... My big brother...

Scene 18:

Settings: Cemetery Day

After Rhyme was shut down permanently the scene change to the arena rising to the night sky with appearing shooting star following the cam facing a tombstone of his younger sister. Beat was standing, smiling at it and looked at the core.

Beat: *I took upon her request to keep her core as a lucky charm that we will meet again someday.*

Metre (Rhyme): E-excuse me?

Beat looked where someone seem calling him. It was a young girl almost same height as Rhyme.

Metre (Rhyme): Are you Mr. Beat?

Metre (Rhyme): M-my name is Metre Ronette. I am a huge fan of your band, If I may ask...

Metre (Rhyme): Uh... um... D-do you love music?

Metre asked with a smile.

-End

3.1.2 Storyboard

The first step for the inspired animator is creating a storyboard. A storyboard is a graphic organizer in the form of illustrations or images displayed in sequence for the purpose of pre-visualizing a motion picture, animation, motion graphic or interactive media sequence.

- Thinking on where and how the story takes place.
- Finding inspiration for the flow of the story.
- Character introduction
- Identifying the key scenes of the story to make major changes or putting pot twist to the story.
- Deciding how detailed the story to keep the viewers on the same page.
- Draw and write the description of each cel. Showing the important elements of the story.
- Finalizing the storyboard. In case the whole story became confusing.

from scratch. They create the look and feel of a character, and make sure the characters look at home or at odds, depending on the goal, in their environment. Character designers are so important that they often double as the chief animation director for the series.

3.1.4 Character Design

The animators are responsible for the designs of each character. The character designer either refines an existing character to be suitable for animation or must envision a character

3.1.5 Background Layout

Background layout is the process where the background layout artist creates a background design for every scene on the story. The artist must envision new locations for the scripts, depending on the mood of the scene. Backgrounds must support the narrative of the story. The designer took account the things like the personal styles of the characters or the economic state of the imaginary neighborhood. The backgrounds drawn traditionally will be given to the digital artist which will be line art afterwards.

3.1.6 Visual Development

During this phase artists 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.

Today, visual development requires much less manual labor, but is no less an important step in the creation of an animated film. Artists use specialized tools to digitally draw and refine the characters and scenes, saving them hundreds of hours of sketching, inking and painting. After the designs of each character and scene have been finalized, the production process can begin.

1.2 Production

Production process is the manufacturing of the raw materials made during the pre-production. On this phase, all the materials are inked and painted for the animation process. Background layouts

and other materials were painted digitally on this process making the scene livelier.

3.2.1 Animation

In this production phase, the animators will do the hard work and bring the concept to life. Careful planning and brainstorming will be considered to make sure that it is on the right track. Every scene was drawn traditionally and digitally then simulated on a computer.

3.2.2 Audio Recording

Once the Animation is complete, the next step is Audio. The people that voice each character in an animation (usually called a voice-actor) take the script and record each line of dialogue.

This includes everything that the character says, from words to grunts and even singing (if the animation has a character singing a song). In voice acting Audacity is used for recording and Adobe Audition for clean-up audio to create a clean voice audio for the animation. In this process the background music and other sound effects were also recorded.

1.3 Post Production

After the materials have painted and the animation is essentially completed, in this process the only left to do is editing and polishing the product by applying visual and sound effects on the animation.

3.3.1 Rendering

Rendering or image synthesis is the automatic process of generating an image from a 2D or a 3D model by means of computer program, also the results of displaying such a model can be called a render.

3.3.2 Compositing

Compositing is the combining of visual element together with the music, audio effects and the final voice over

brings the video to life. It gives the illusion that all those elements are parts of the same scene.

In this step, the animation is ready for release after the animators created the last color correction and the last edit to bring the final layer of polish of the film.

4.0 Results and Discussions

CREATING ANIMATION FILM

Step 1: Personal Note

You will find yourself motivated and encouraged to do your best in everything you desire to be. An inspiration and support from people who love you were the things you need and where you will get the courage to pursue your dreams. there is a saying that “when the world shoves you down, just stand up and shove back”.

Step 2: Character Introduction

Beat: The Main character who will pursue his dream with the support of rhyme

Rhyme: A Melodriod; a singing android or a humanoid robot. After she was fixed by beat, she became his friend and named her rhyme.

Boy 1: A leader of a band who discriminated beat, made him an errand boy, and kicked him out of the band.

Metre Ronette: A huge fan of Beat's Band (new story)

Step 3: Finding Inspiration

The researchers came up with this idea by brainstorming for a good topic for the animation project, the authors came up with a lot of topics but the authors weren't able to apply those because the authors know the lack of their skills and

budget, the authors almost gave up and got their motivations down.

Then by experiencing those, the authors came up with the idea from what they experience; losing motivation, discrimination, lowered self-esteem. The authors realized that students today were very easy to be swayed by discrimination thus lowering their self-esteem and motivation. Students suffering from demotivation and low self-esteem believe that their skills and performance will not improve. The authors decided to bring this up to let the people who suffer from these experiences to be aware and lift their motivation and let them know that they have someone to support them.

Step 4: Developing the Idea

The authors develop this idea to let those who suffer from demotivation to be aware that they only need someone to lean on when times were hard, someone who will support them and overcome their loneliness.

Step 5: Writing the script

The authors based their story and script from their experience and ideas. The story portrays a boy who was discriminated and shut down his dream of becoming the best guitarist then overcome it with the support of his friend who will help him to achieve his dream once again.

Step 5: Production Plan

As the authors finished their animation, they plan to upload the 2D animated short film on social media platforms to show everyone the film. They also plan to submit the film on every reachable schools for motivational purposes and present it to students. The authors are also planning to submit the film in an animation studio.

5.0 Summary, Conclusions and Recommendations

5.1 Summary

This short-animated film entitled “Melodriod: A 2D Short film animation” aimed to uplift and motivate the viewers on their perspective in life, develop self-esteem, and determination. The animators adopted the Japanese animation.

Every scene was drawn traditionally and use Clip Studio Paint on Digitizing and animation. The researchers used Audacity in recording the audio and voices then edited on Adobe Audition for improvement. Upon rendering the whole film, the authors used Adobe Premiere Pro.

5.2 Conclusions

Based on the objectives cited above, the researchers came up with the following conclusions:

1. The authors developed a 2D short animated film about a boy who achieved his goal in life with the help of a great friend.
2. The short film animation was developed using Clip Studio Paint and Adobe Suites.
3. The audience were encouraged to pursue their dream and helped them enhance their talent after watching the short film animation.

5.3 Recommendations

On the development of the 2D short film animation, problems were encountered. One of the main problems was the technical difficulties such as Hardware failures, applications running slow, sudden crash of the device and many more.

The authors highly recommended for the people who will make the same project as ours’ is to use high specs computers, and all members should have the same device if possible.

The authors also encountered problem with the number of members on our project. Schedule of every member is also a big problem during the production. The authors also recommend staying connected to each member so that it will be easy to communicate during the production.

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