**Final Computer Animation Project**

**Storyline/Concept**

The final storyline and concept behind “The LiPhone” (life-phone) is a play on role reversal between the relationship between an individual and their respective mobile phone. In the event that someone loses their phone, the common first instinct is to go find it. In the animated short, the human in the story is “lost” instead of the phone and the phone comes to life and embarks on a journey in search of its respective owner.

**Animation and Presentation**

The primary objective behind the animation and presentation is being able to implement previous skillsets using Adobe Creative Suite Software Premiere Pro, Audition, Illustrator, and Photoshop with 3D modeling and animation. Through this goal, I was able to expand my skillsets through using Blender and incorporating the use of post and pre-production techniques in the audio/visual aspect. The primary animation techniques used for this production is key frame, path, and character rig animations. To maximize the potential that Adobe Premiere Pro has for videos, each angle and scenario was rendered as a separate video file and respectively mixed to create the final product.

**Self-Created 3D Models**

* Title Sequence
  + “The LiPhone” particle sequence
  + “By Joe Mejica” particle sequence
* Bedroom Scene
  + Desk
  + Chair
* Uber Scene
  + House

**Sourced 3D Models (Models from tf3dm.com and blender-models.com)**

* Bedroom Scene
  + iPhone 6 (<http://tf3dm.com/3d-model/iphone-6-68249.html>)
  + Bed (<https://www.blender-models.com/model-downloads/furniture/id/king-bed-model/>)
  + Bedside Table (<http://tf3dm.com/3d-model/2-tier-shelf-30431.html>)
* Uber Scene
  + iPhone 6 (<http://tf3dm.com/3d-model/iphone-6-68249.html>)
  + Audi R8 (<http://tf3dm.com/3d-model/audir8-57258.html>)
  + Android Character Rig/Model (<http://tf3dm.com/3d-model/android-3d-model-85485.html>)
  + Blue Kidnap Car (<http://tf3dm.com/3d-model/t-sm2-75274.html>)