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BOUABANA-FAUCONNET Antoine
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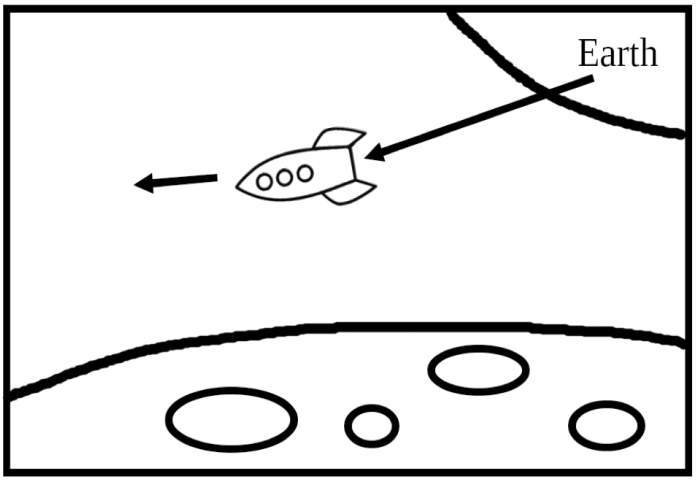
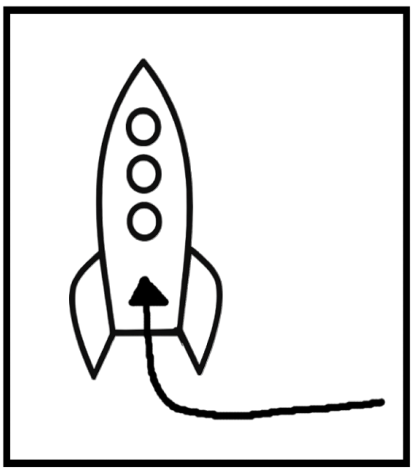
Written Report SVG

The First Man on the Moon

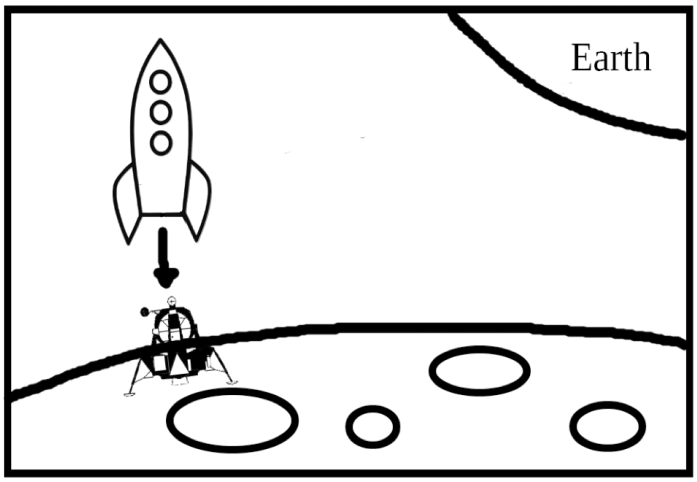
1 - The storyboard of the animation :



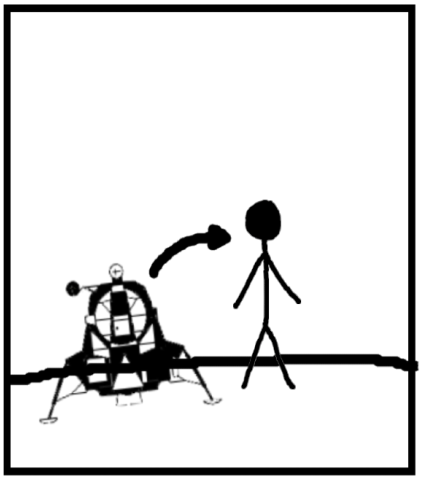
The rocket leave Earth and scale up to the Moon



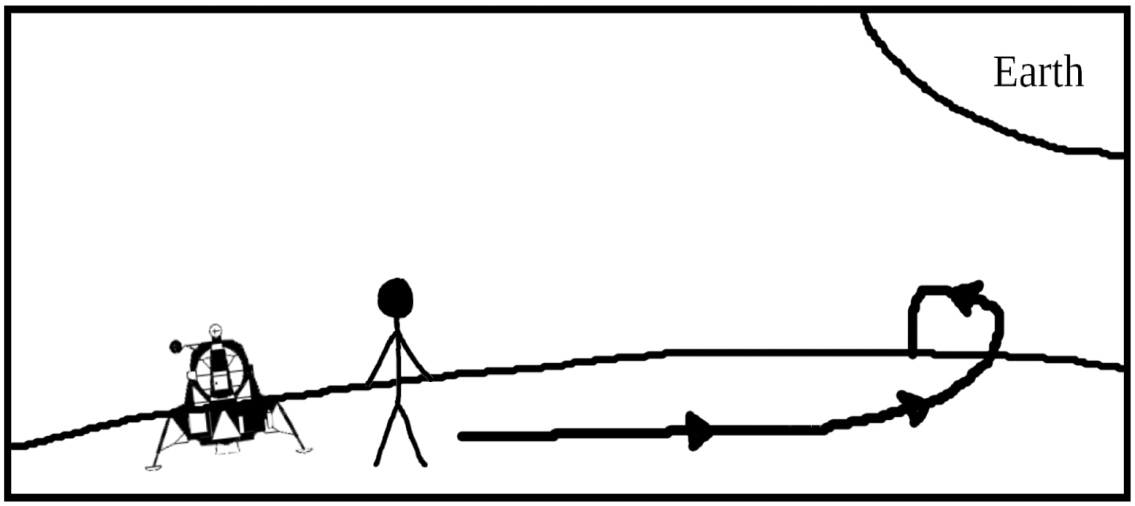
The rocket is recovering and the astronaut is going down



The LEM goes out and land on the Moon



The spaceman goes out of the LEM



The spaceman walk around on the Moon and then fall off in the deepest void, the interstellar void, forever and ever, ...

2 - From the storyboard to the SVG :

In order to optimize the number of definition items and according to the advices of our teachers, we decided to split and to define every single important piece of the animation as a SVG group with its own ID. There is a list of the main elements used for this animation :

- The Moon
- The Earth
- Star
- Crater of the Moon - Astronaut's head
- Astronaut's legs
- LEM's main body
- LEM's ladder (deleted from the final animation) - LEM's door
- Rocket
- Animation paths

Once we defined all those elements, we assembled them to build more complex elements (such as the astronaut in the rocket, the crater on the moon, the LEM's door onto the LEM's main body, ...)

We also duplicated some elements such as the stars to made a more realistic space view, and did the same for the craters on the Moon to made it more realistic.

With all those static elements defined and positioned, we started to work on animated elements (such as the rocket, the LEM, ...)

As said before, we used paths as guide rails for animated elements.

3 - Critical assessment of the animation :

We couldn't reach what we were aiming in a first place. We wanted to do several plans (inside the rocket, zooming on the moon, do more animations). We were a bit too much ambitious about our skills.

Good points :

- We have very few elements duplicated. We tried to use as much as we could elements already defined.
- Everything is handmade, we based ourself from drawing found on internet but we have code everything ourself in SVG.
- To make the astronaut going doing into the rocket we had to draw a hiding piece in front of the rocket, it's pretty smooth.
- Our stars are badass.

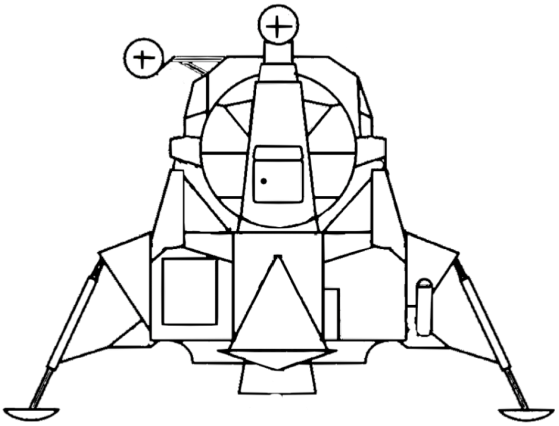
Bad points :

- We only have one plan.

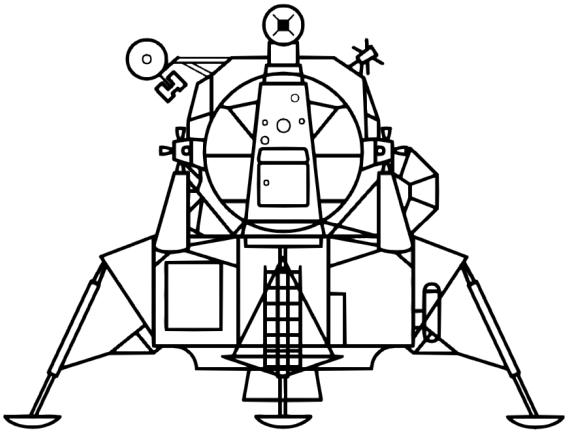
- The animation doesn’t really respect laws of gravity
- The scale of the different objects aren’t realistic.
- The animation feel pretty static and basic.

4 - References :

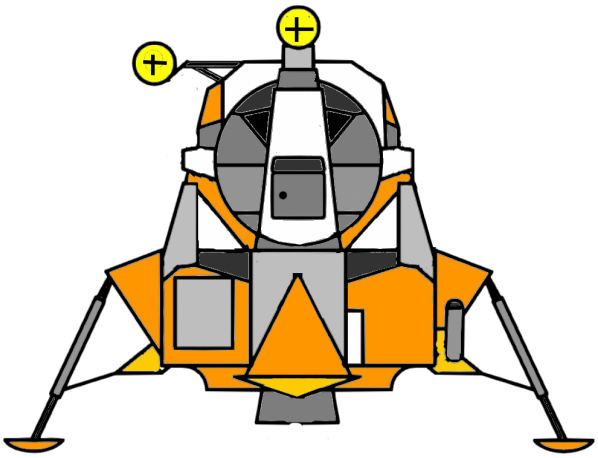
We used some external graphic resources to inspire us for this project. We used well-made drawings that we reworked and colorized before making it in SVG.



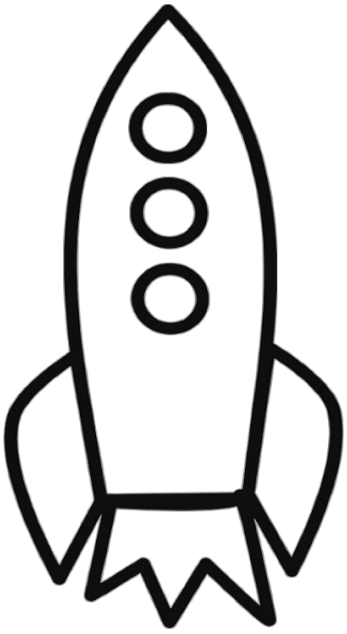
Edited drawing (no color)



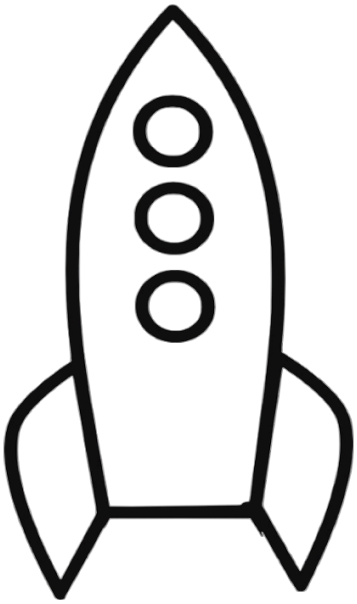
Original drawing (no color, no edit)



Edited and colorized drawing



Original drawing (no color, no edit)



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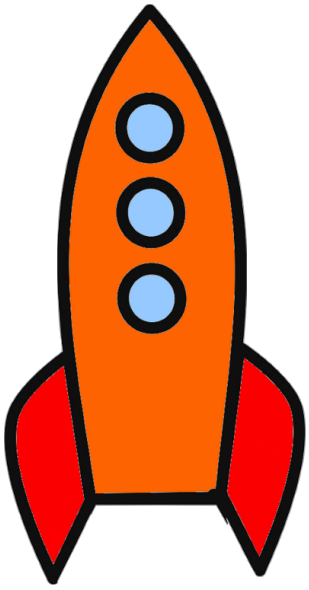
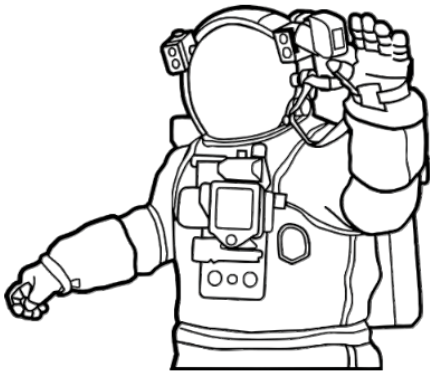


Edited and colorized drawing



Space suit - Appollon

5 - Ressources :

Drawings from how-to-draw-funny-cartoons.com, astronautix.com and oh-kids.net/coloriage

w3.org/Graphics/SBG – online documentation about SVG
developer.mozilla.org/en-US/docs/Web/SVG/Tutorial – online tutorial on SVG
la-cascade.io/guide-des-animations-svg – online guide about animation in SVG
https://stackoverflow.com/questions - online developer community forum
https://openclassrooms.com/fr/courses/201787-le-svg - online guide (here in SVG)