Visual Effects and Animation

Assignment 1 2D Animation

Topic : Driving in New Zealand

Presentation Guide

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Topic : Driving in New Zealand

Driving in New Zealand is very important as a new migrant to the country. There are certain road codes to be followed in New Zealand while driving. While driving it is also necessary that the driver must follow some precautions which will help him avoid accidents and consequences. This topic is about the three precautions to be followed while driving in New Zealand. Through my personal experience in New Zealand I wanted to convey these following precautions in form of a 2D animation:

- Giving way to cyclist on road
- Stop line
- Speed limit in New Zealand

Giving way to cyclist on road is very important while driving in New Zealand since the cyclist safety are strictly protected. It is always better not to go close to any cyclist on road. When they are off track it is always advisable to drive slow.

One of the common precaution to be followed is to stop before the yellow stop line. Make sure the road is clear and make the move. No matter what speed you are at it is compulsory for all to stop on the stop line.

Speed limit in New Zealand is strictly followed to avoid accidents on roads. Each area has certain speed limits to be followed. Over speeding and rash driving are offensive against New Zealand Road code. Police are very strict about the speed limits if violated fines and imprisonment are applicable.

Visual Effects:

Since the topic is about driving in New Zealand the main visual effect was the road and the car. To add value to the animation background was covered with mountains and greenery.

In some screens characters such as cyclist was added to explain in brief about the topic. Clouds are added and moved to improve the background score and make the animation realistic.

Icons such as tick, forward and X has been used to navigate between the screens. This is how the user can interact in the animation.

Text, labels were used to display messages. To add more value to the background a flying bird has been added with the clouds.

Use of the sign boards such as stop, speed limit has been vital in this animation. Various backgrounds such as night sky with the moon has also been used to show the difference in backgrounds.

Use of various cars such as Police car adds more value and explanation to the topic.

Types of Animation:

The animation types used in this topic are linear animation and frame by frame animation.

Linear Animation - Since the topic is mostly involved with objects such as cars linear animation is the best possible way. This has been achieved by tweening and ease methods. Method Chaining is also used to make linear animation effective. Linear animation adds value to the topic since it is the primary animation used to animate the objects such as cars, cyclist, clouds, bird, moon etc... It has been mostly used throughout the animation. Group tweens are also used to add value to the linear animation.

Frame by Frame Animation – In this topic frame by frame animation has a very little role to play. It has been achieved through spirite class of createJS. A bird has been animated to fly on the sky. This adds value to the background score to the animation and also make the animation realistic. Call method plays a vital role in the coding as it helps in timing of the animation. Frame by Frame animation combined with linear animation has been used.

Coding:

The overall coding has been done using functions, tweening, method chaining etc. All the assets are preloaded using preloadJS. Sounds has been added to the animation using SoundJS. All the images are bitmaps which have been placed inside the container, tweened and updated on the stage(canvas). Screens have been added and removed on click event for user interaction this has been done through eventListener. Wait method as been used for timing between tweens and functions. Conditional statements and data structures are also used in the code. Visual effects has been scaled and positioned in the code. Registration points are also mentioned.

Problems Encountered:

Positioning the graphics in the code was much time consuming. Also the resizing of the images in GIMP was time consuming. Selection of visual effects and animation was quite confusing. Method chaining did not work in some cases.

Improvements:

Visual effects and animation can be enhanced more. Using frame by frame animation more than linear animation. Adding more visual effects on graphics. Detailing of objects needs to be improved.