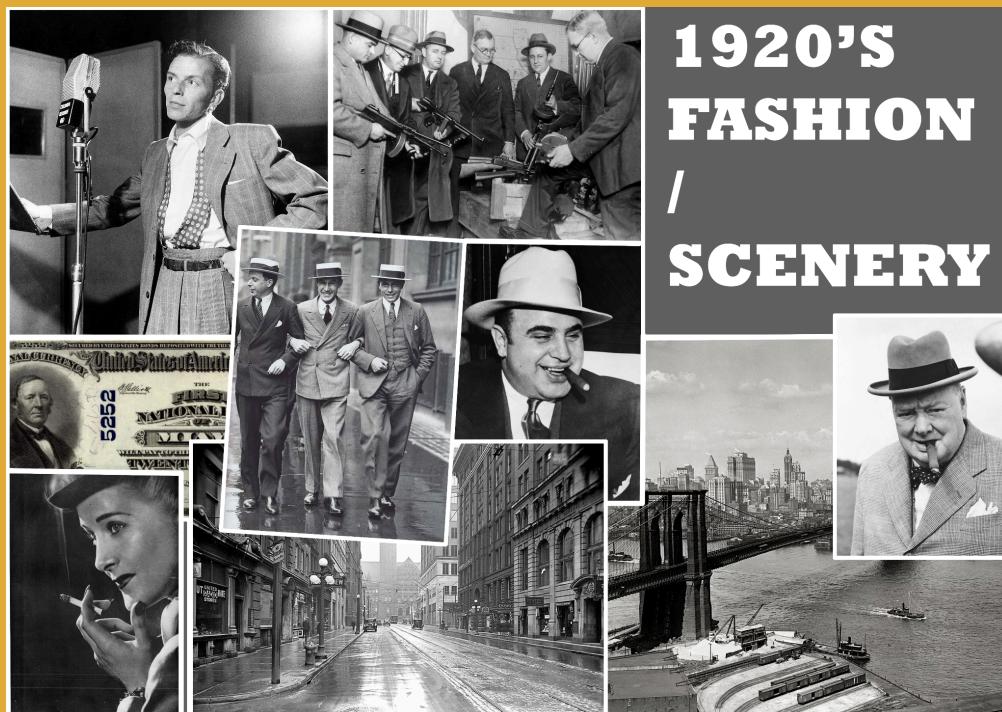
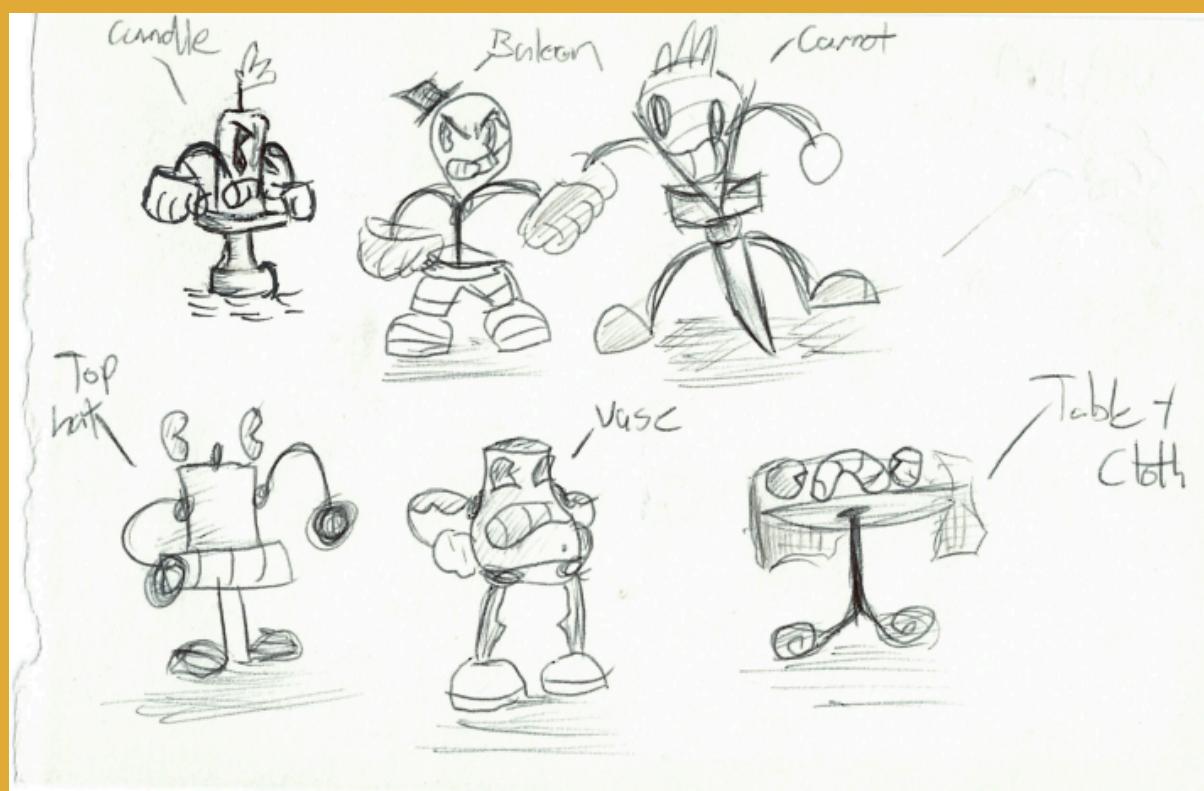
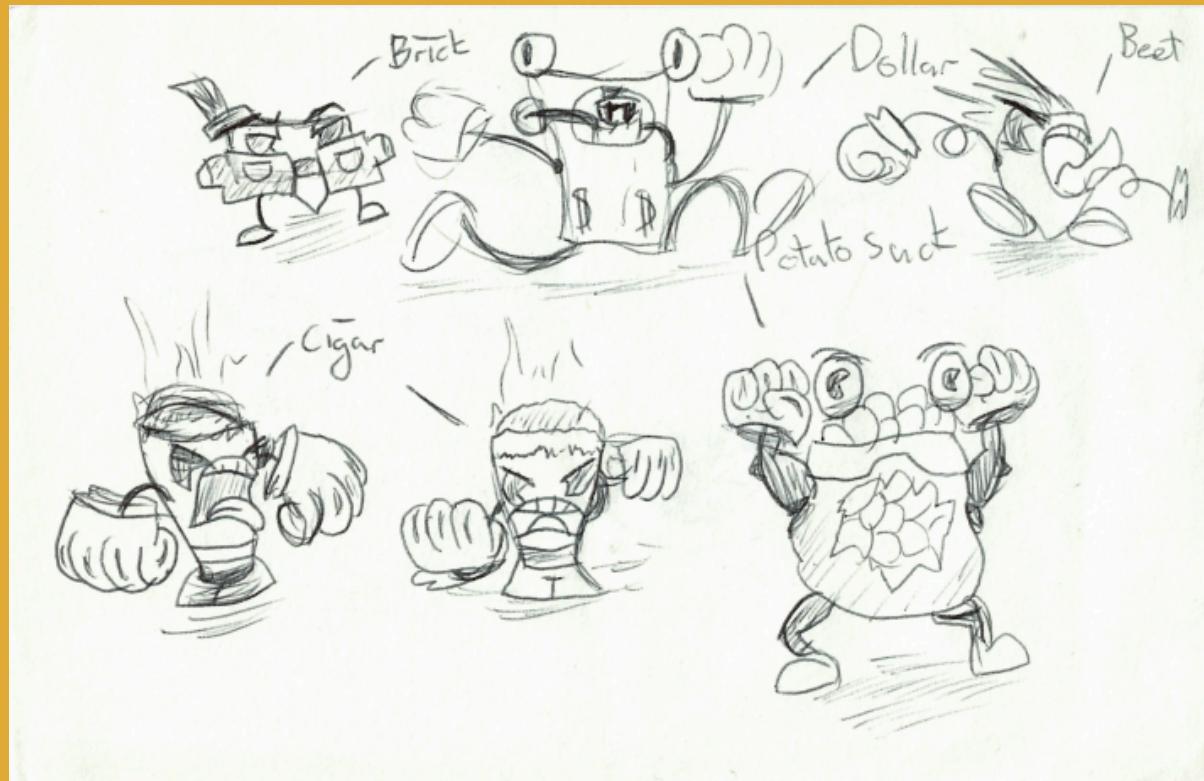


## Mood boards

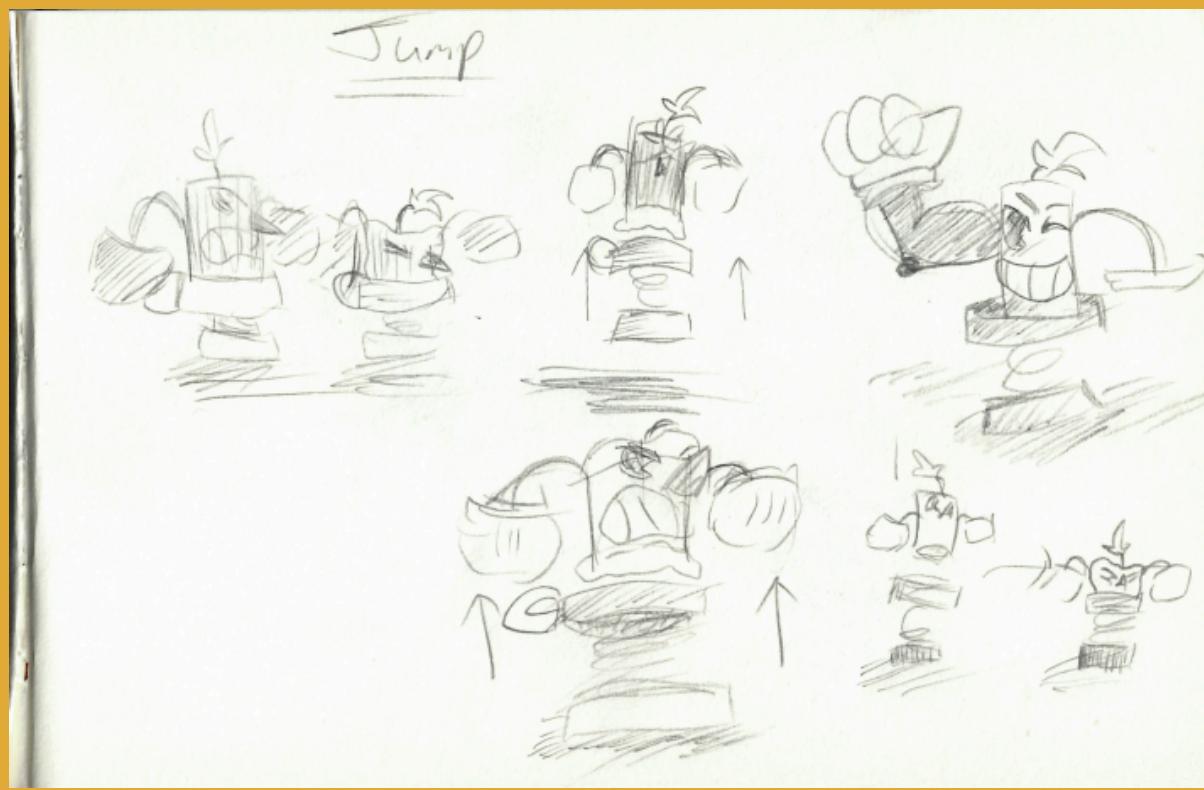
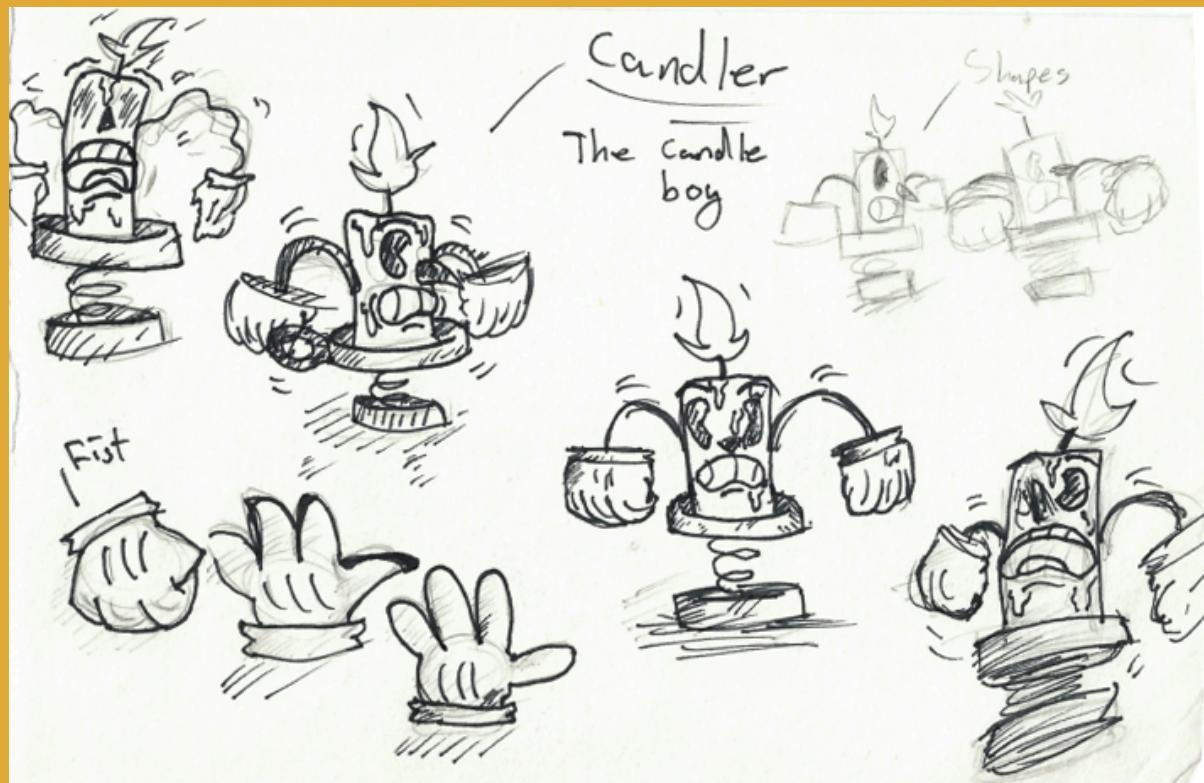




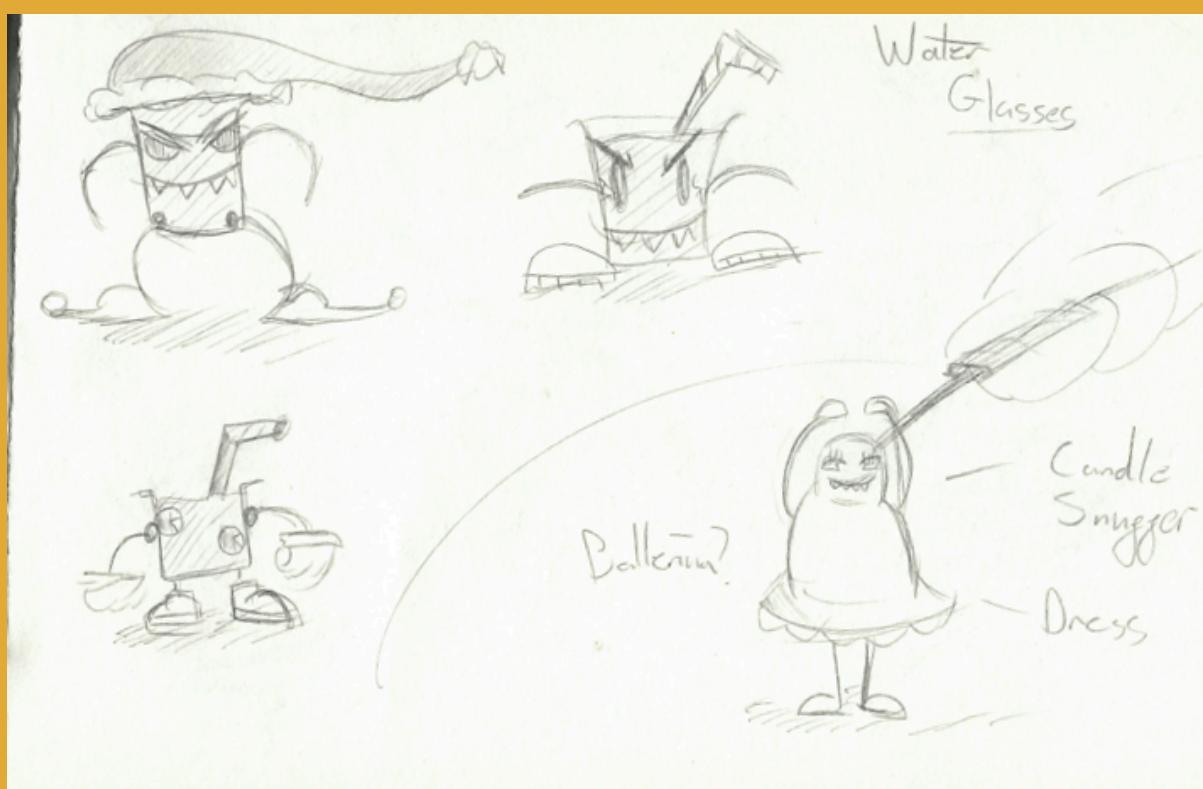
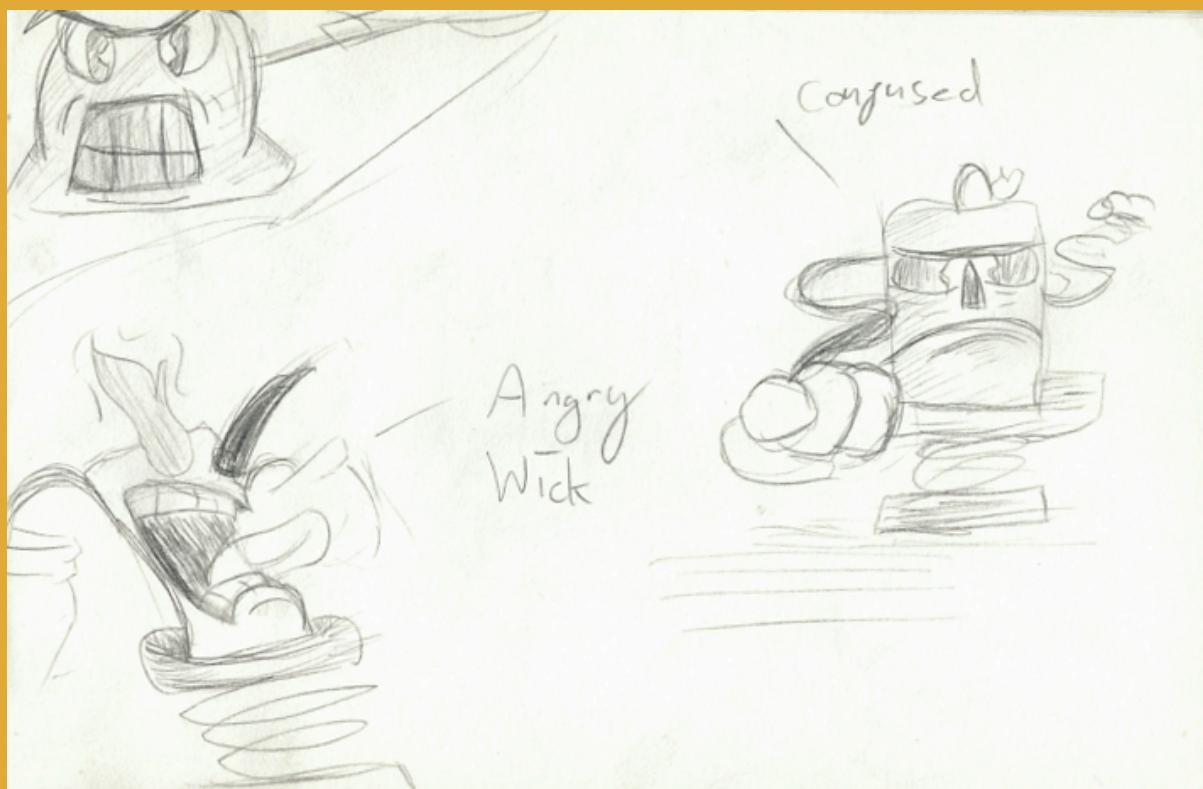




## CHARACTER THUMBNAIL SKETCHES



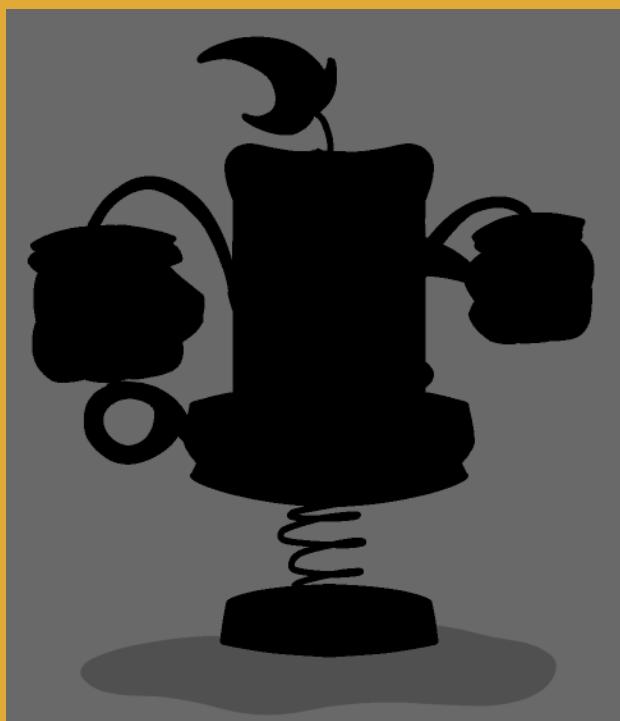
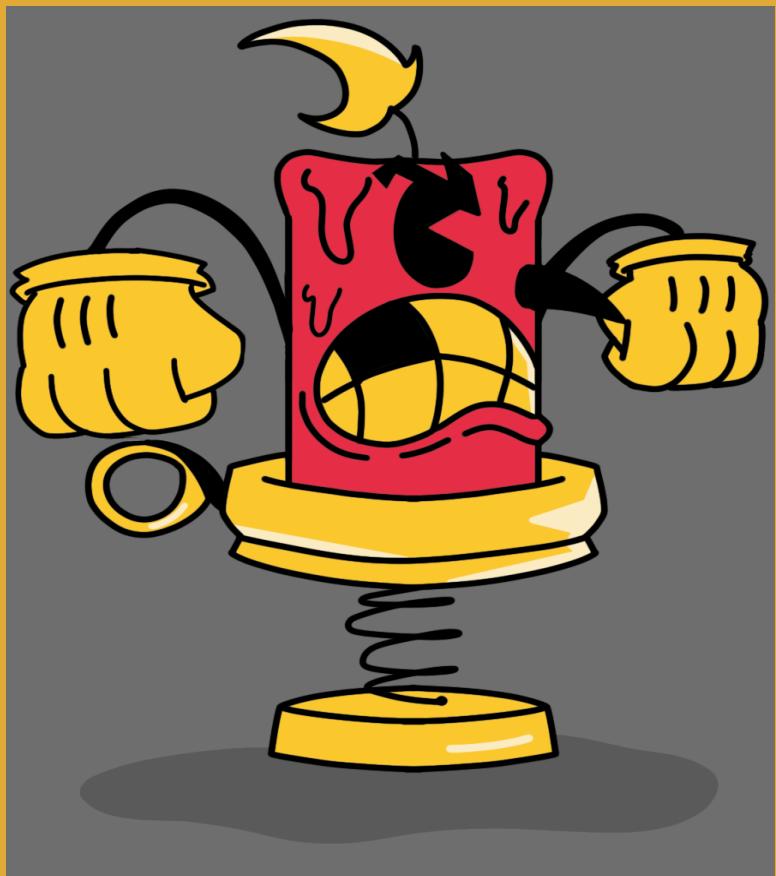
I settled on the Candle idea, and drew up some more concepts.





These are some of the designs for an enemy character, based around 'candle snuffers'.

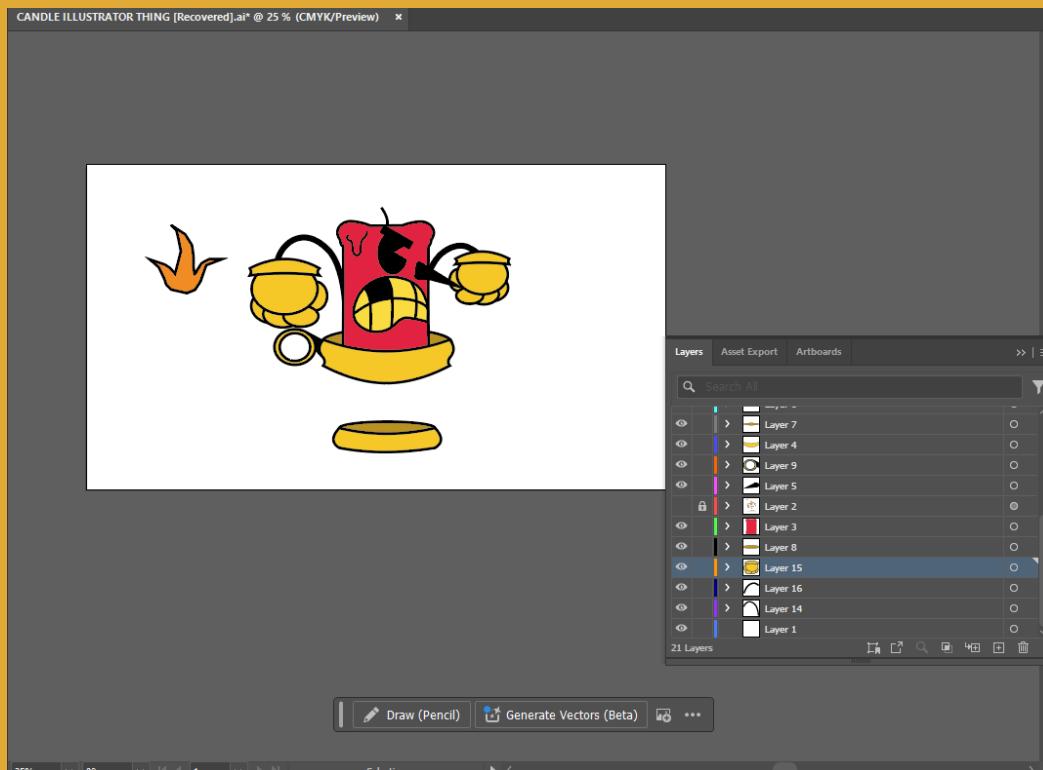




(Key art character Silhouette.)

## Production process

### PUPPET:



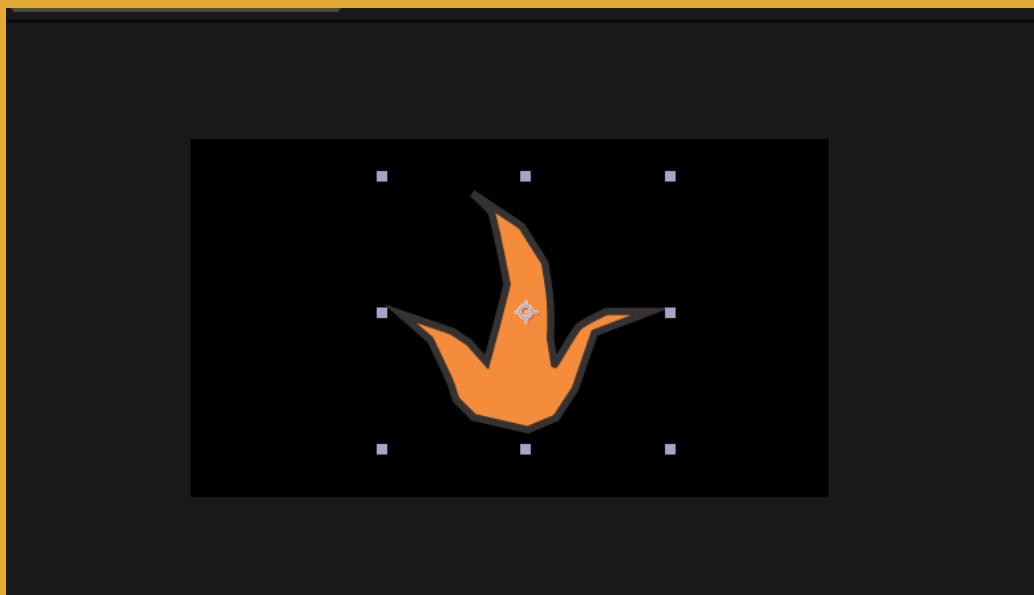
In Adobe Illustrator, I created a simple puppet sheet of the character William, using simple shapes. I omitted the spring purposefully, since making one in After Effects looks to be a better alternative than trying to replicate spring physics with layers.

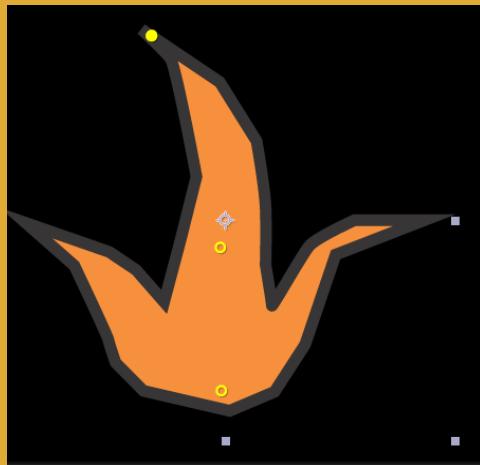
### SIMPLE FLAME TEST:

For this, I created a test flame for Wick before implementation.



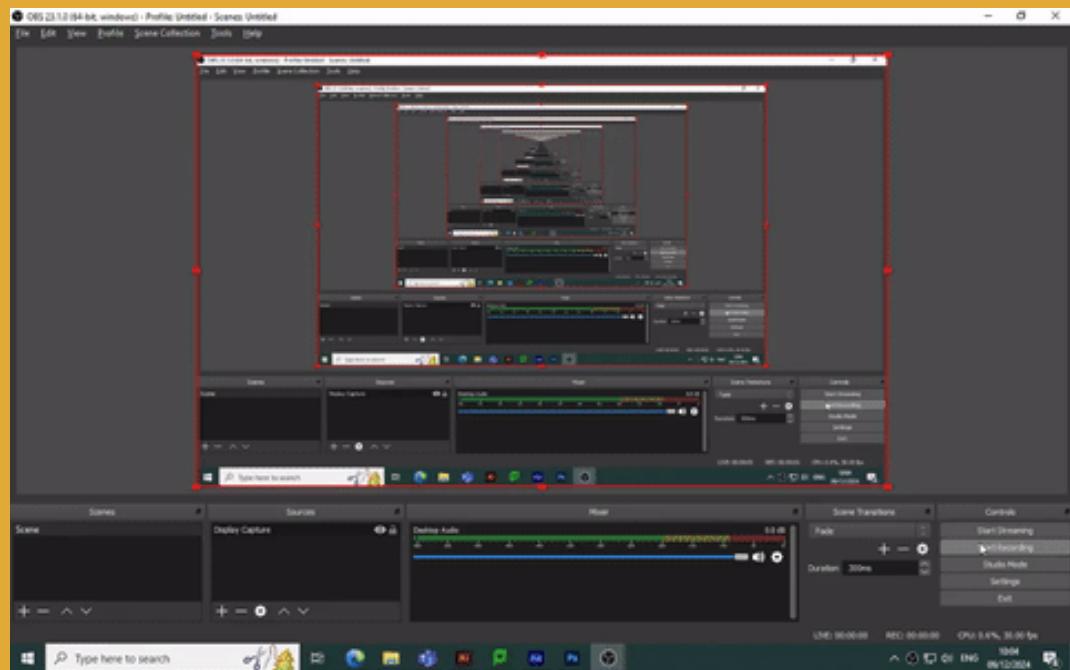
I made a quick flame in Adobe Illustrate, and took it to After Effects to test how well it'd move as a puppet.





(The pins that control the puppet, in Adobe After Effects.)

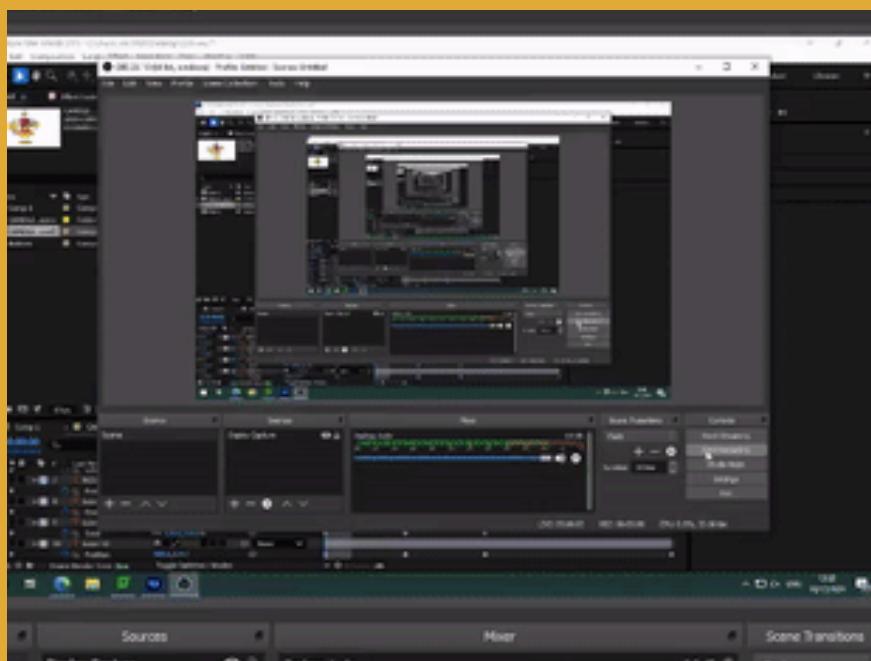
[https://www.youtube.com/watch?v=RKuH\\_lkGlcc](https://www.youtube.com/watch?v=RKuH_lkGlcc)



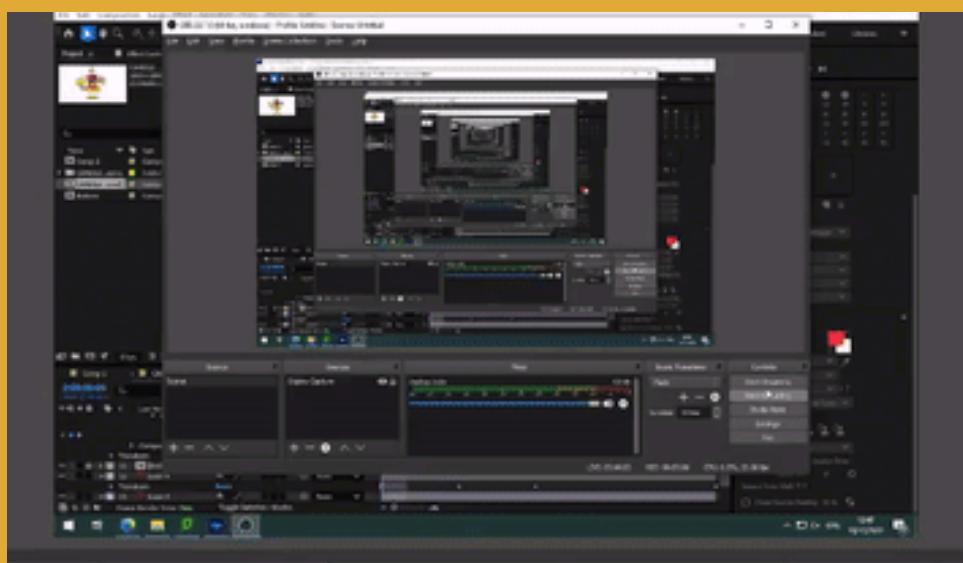
I made a simple flame flickering animation to see if it would work. With a bit of refinement on the rig and the movements, I can definitely see the flame working on the real thing.

## IDLE TESTING:

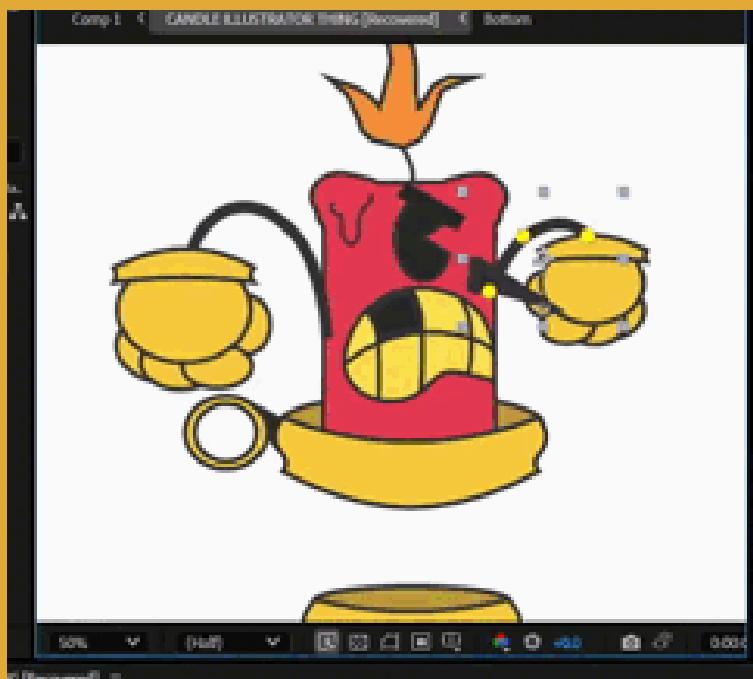
With the Idle animation, I played around with some possibilities.



I made his mouth go smaller, and his eyebrow go bigger in scale.



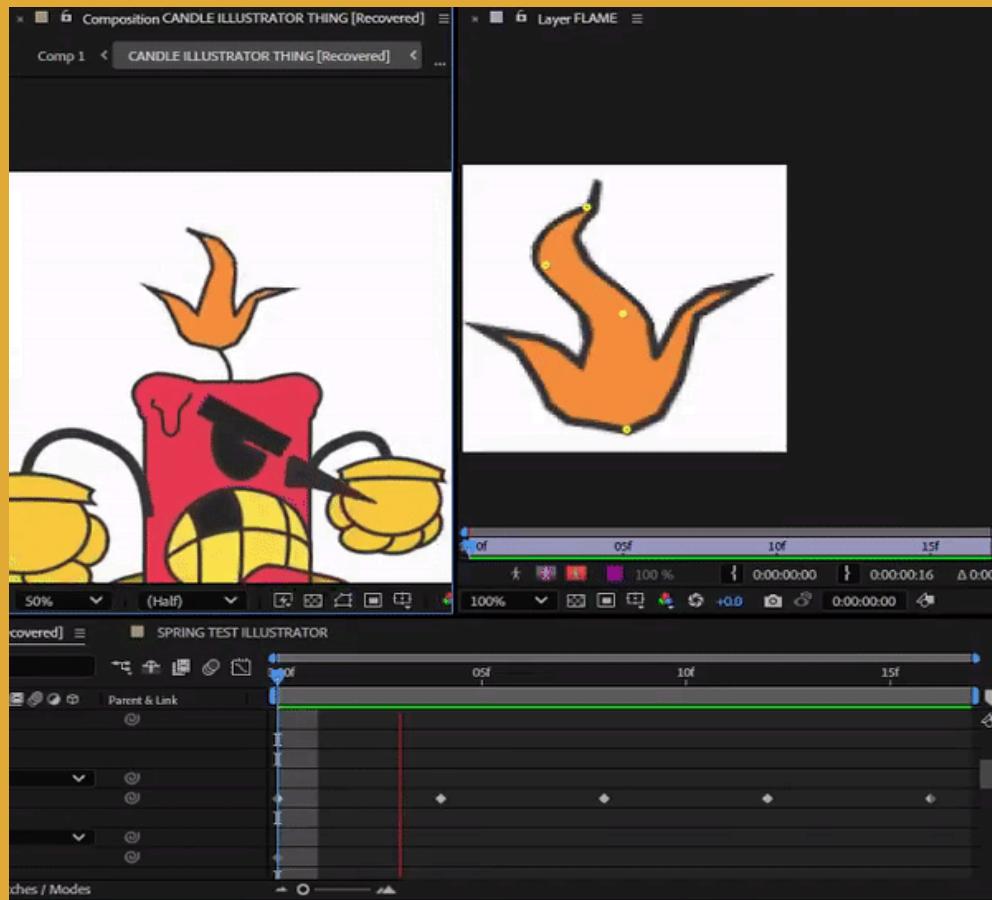
I removed the mouth and eyebrows changing scale, instead making the eye half-close when he bounces down.



I moved the arms along with the body, to make it feel more bouncy.

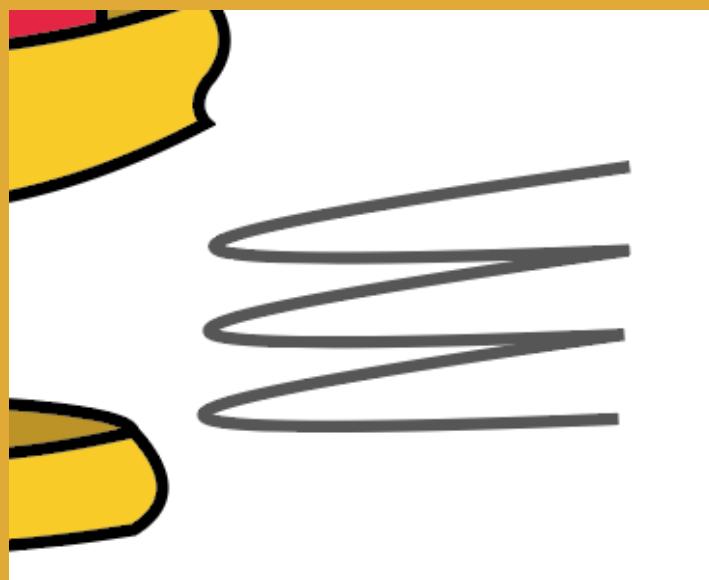


Here is the current animation state without the spring.

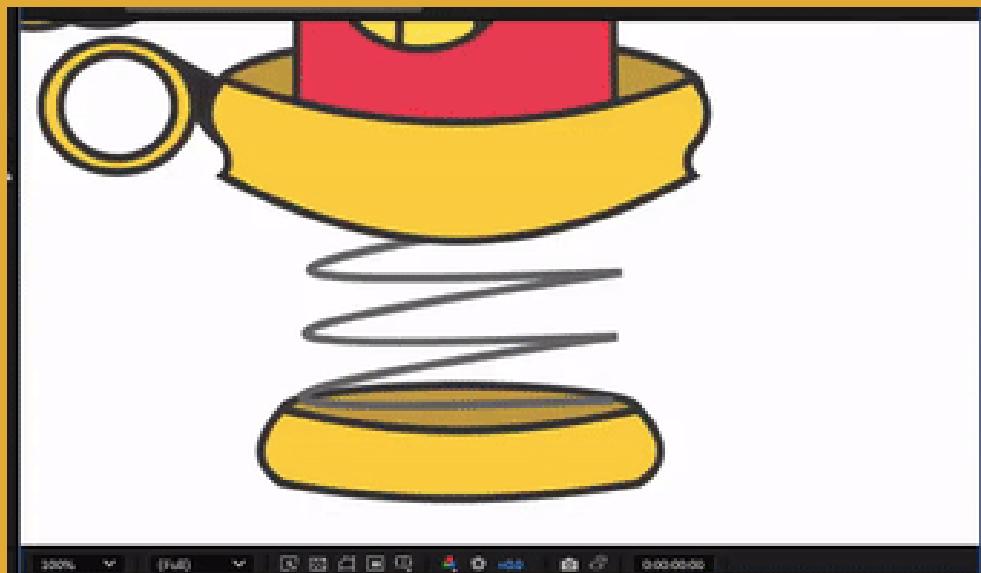


With the flame, I made it wiggle side to side. However, I didn't like the initial design and shape of the flame, so opted to change it to look more like a real life candle.

### SPRING TEST:



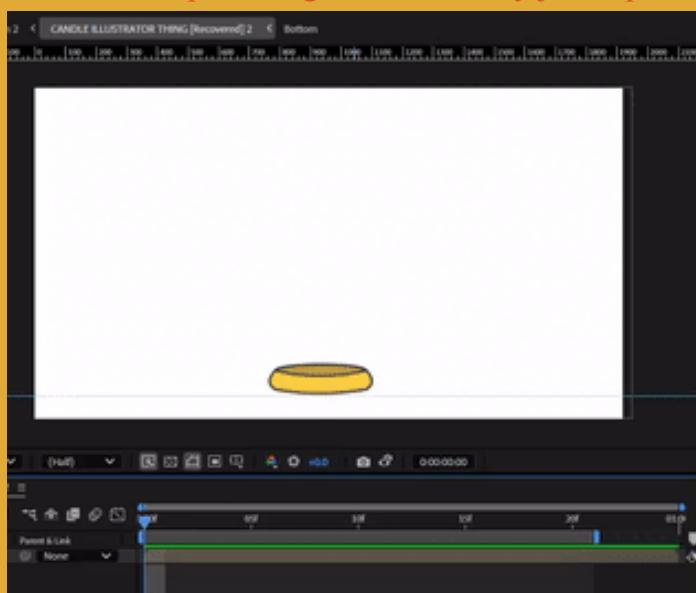
I made a simple spring in illustrator, creating three curved lines with the pen tool.



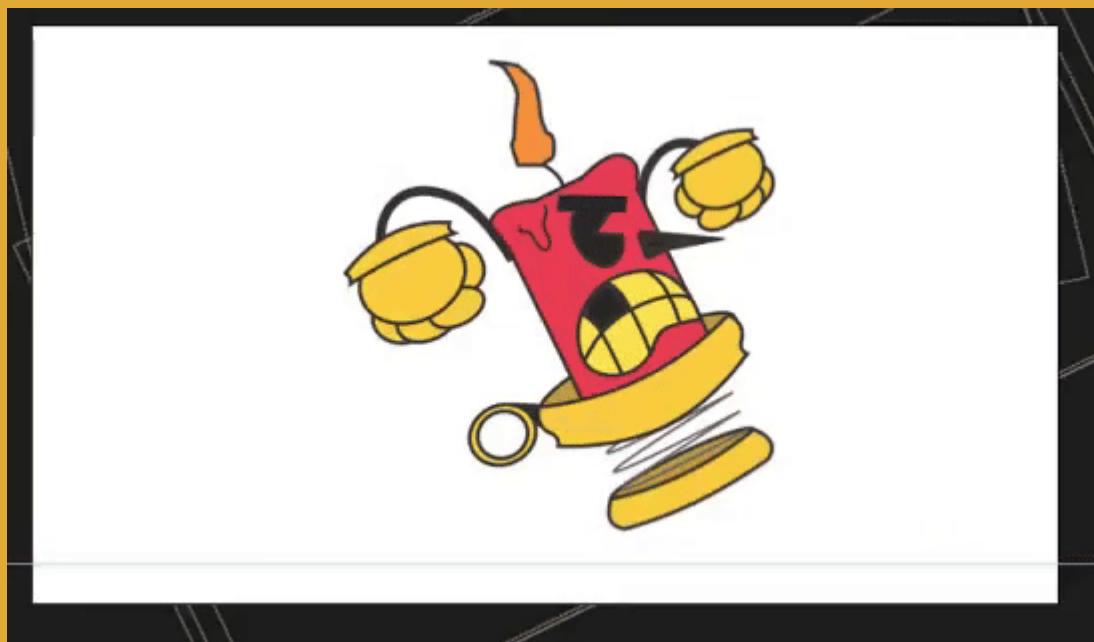
Here is the spring in action, it moves very linear and simple.

## RUN TEST

While making the run, I couldn't figure out how he would move. I used a reference of the Pixar lamp moving, and started by just replicating the base animation.



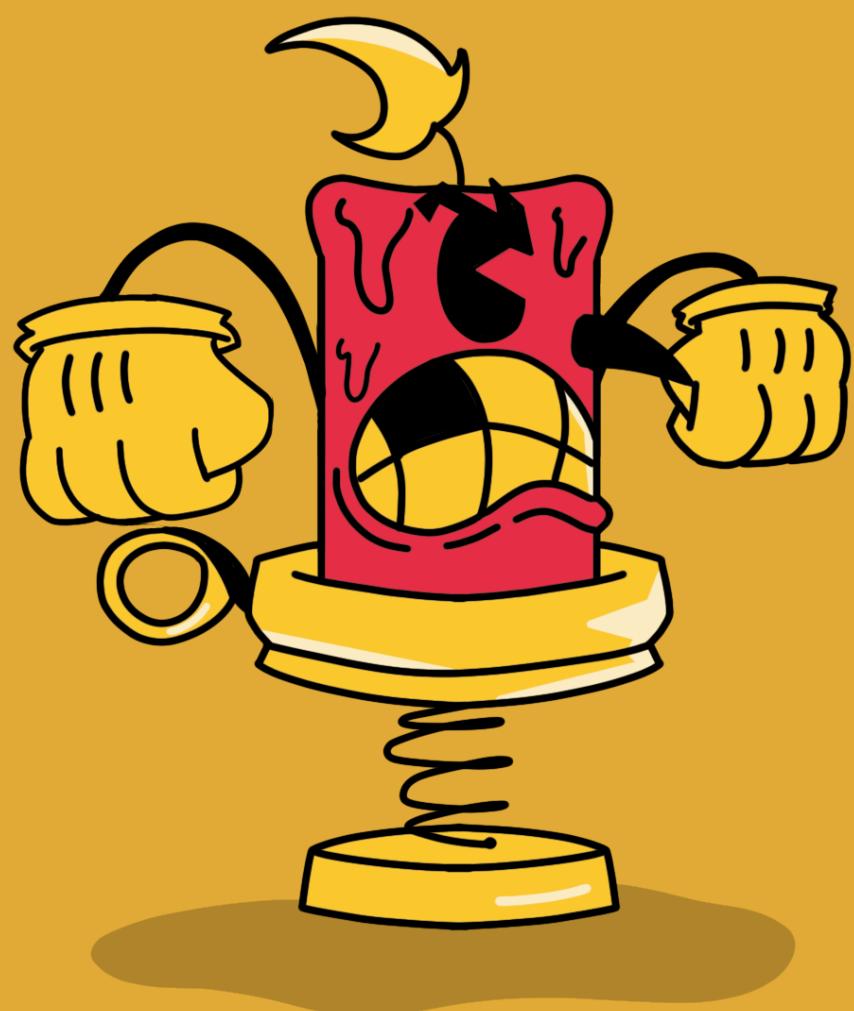
When I was satisfied, I placed the rest of him on top of the base.



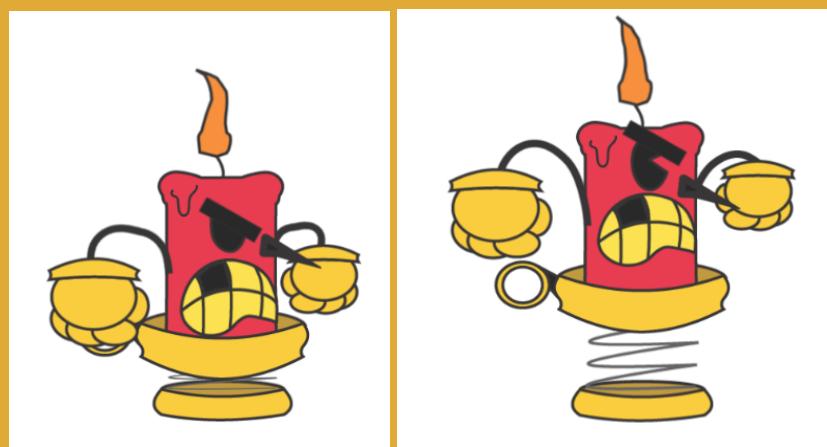
This was simpler than the idle, since I already had the animations premade so I could easily implement them in.

**Outcomes:**

**WILLIAM WICK KEY ART:**



## Idle animation



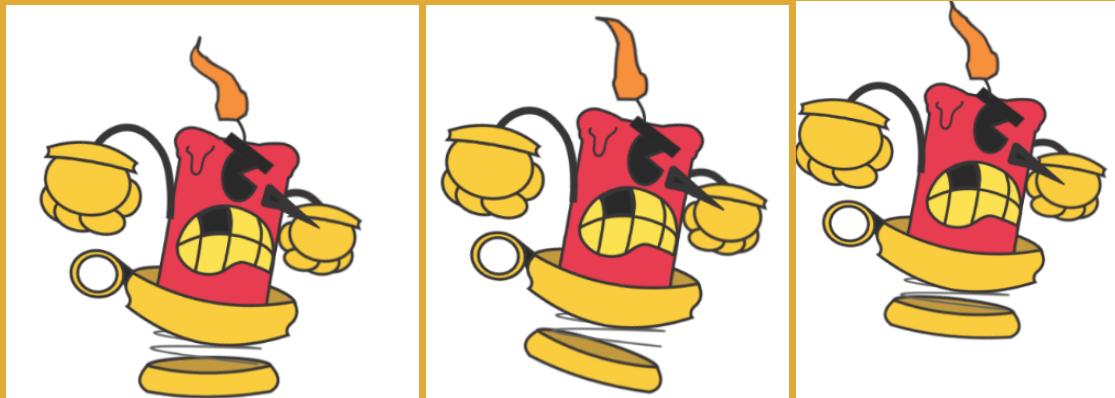
## Run animation



With the run cycle, I took inspiration for how he'd move from the Pixar lamp. They both had similar shapes at the bottom, so it was the perfect piece of inspiration.

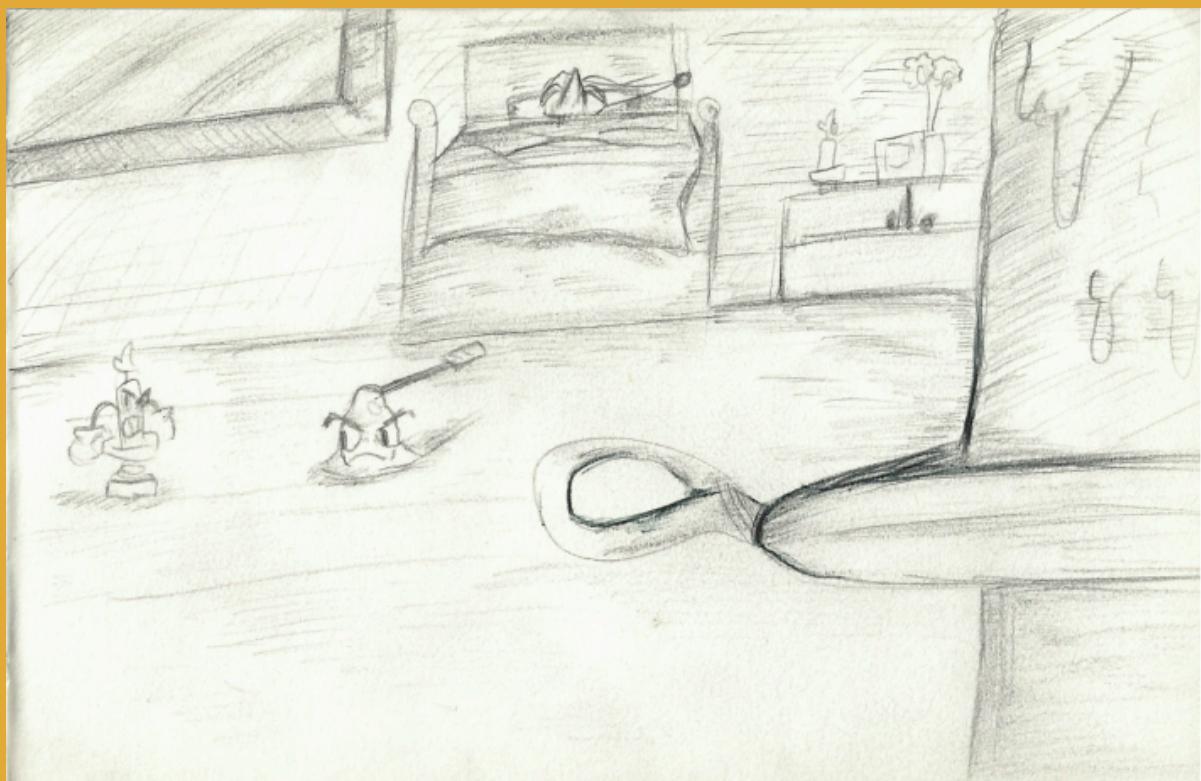
Include your work on your run animation as a gif, plus good quality images of each of the frames. Show any development work, such as sketches.







## Environment



## Section 1: Description

In this project, I was tasked to analyse Cuphead, and create an original character based on its core themes and stylistic decisions to emulate it.

My goals for the project was to create satisfactory key art and animations that properly emulate the style of Cuphead to make it seem as if it could be in the game itself.

The theme of my designs was the rubber hose animation style, characterised by its easily distinguished shapes, disproportionate bodies and bubbly movements. I developed my ideas by, not just analysing the cuphead characters, but also the cartoons that Cuphead was influenced by (like Mickey mouse, Oswald the rabbit and Popeye.) I made this design decision to properly dissect the recurring themes of the rubber hose style.

## Section 2: Feeling

Overall, I feel extremely proud of the word I created, though there were some areas that I found difficult. Especially learning brand new programmes like Adobe After Effects. This process was a great hurdle, because animation is something that I am completely foreign to, having no prior experience in the field. But although it was difficult, I did enjoy learning new ways to animate, using the puppet pin creation tool.

Creating the character thumbnails was a highlight of the project, since I could really let my creativity shine through onto the pages, and explore different avenues.

## Section3 : Evaluation

The outcomes of the character, being the thumbnails and key art, is something that came out well. I feel that I came up with a dynamic character that perfectly emulates the rubber hose and Cuphead aesthetics.

Something that could've gone better was the animation phase. I spent a long time trying to make animations that I knew were above my level, which consumed a lot of time, and in the end came out okay. This compromised some other parts of the project, like creating enemy designs and perfecting the background art. However, my outcomes did reach the requirements of the brief.

Another part that I could've done better was updating my portfolio regularly. I'd go days between pieces without ever adding them to my portfolio, and at some points I wouldn't notice any missing pieces until weeks after I'd have done them. This needs

to be improved, as if I do make a slip up like forgetting a vital piece of work, it could mean I don't meet the brief's requirements, leading to a worse score.

#### Section 4: Analysis

From this project I've learned a good deal of things. I've learned the core characteristics of the rubber hose style; the defined shapes, flat colours, bubbly movements. I've learned how to use a foreign programme, Adobe after effects, and was able to apply it effectively to my work in a relatively short amount of time.

I've learned more about creating and developing characters from thumbnails, and evolving them into fully fledged designs. This process was extremely satisfying, and transferring the concepted character to key art only heightened the satisfaction. This skill is definitely useful in the fields of character designing, and further developing these skills is necessary.

Adapting to programmes was another skill I learned, in specific After Effects. These skills will help in developing for my career, since being able to adapt to programmes is a great skill that employers would be considerate about.

Some skills I need to develop in the future are my planning. A Lot of the times in the project, I'd get caught up in one section that eventually I'd almost run out of time to do another, e.g when I was working on my thumbnails, I neglected to add in my cuphead character deconstruction which was required.

I've developed an understanding of how dynamic creating games can be. Studio MDHR who made Cuphead showed an array of mediums, such as hand drawn animation, hand painted backgrounds, clay-model backgrounds - all unconventional methods in today's world, but they showed me an understanding of applying those methods.

#### Section 5: Action Plan

If I were to redo this project, I'd make sure to complete it in the proper order of events so as not to neglect areas accidentally. If I ever found myself in a situation where I was getting caught up in one area for a long time, I'd remove myself from it, and focus on a new part.

I'd take steps to create realistic goals for completion, allocation time for thumbnails, writing, deconstruction etc. By breaking these steps down into manageable sections, It'll save more time in the long run by ensuring no distractions are in place.

To do this, I could use a website like clockify, that allows me to document my timings on a schedule, and measure how long I spent on each different section.

# Bibliography

Include all sources of information used, correctly referenced in the **Harvard style**.  
Remember your bibliography sources are the longer

Effects, E.A. (2020) *Spring animation After Effects tutorial, YouTube*. Available at: <https://www.youtube.com/watch?v=hK9rsFLDzR0> (Accessed: 11 December 2024).

West, J. *The making of cuphead: It was passion and papercuts that helped studio MDHR learn that the Devil is always in the details*, gamesradar (2020). Available at: <https://www.gamesradar.com/the-making-of-cuphead/> (Accessed: 13 November 2024).

Studio MDHR (no date) *About us* -: Studio MDHR, | Available at: <https://studiomdhr.com/about-us/> (Accessed: 13 November 2024).

Jason Gardner, *Gaming FAQ*(2024) . Available at: <https://www.ncesc.com/gaming-faq/what-inspired-cuphead/> (Accessed: 13 November 2024).

Greenmangaming (no date) *Cuphead's influences - two years on*. Available at: <https://www.greenmangaming.com/intel-feature/cuphead-hub/cupheads-influences/> (Accessed: 13 November 2024).