PROJECT NAME: From Pencils to Pixels
FROM: Lhorenz Sermonia, Justine Bumagat, Kristel Ordoño
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"Utilize cutting-edge technology to unleash the imagination of budding animators! Imagine a world where characters come to life with each click of a digital pen. This project proposal intends to revolutionize how animation students study, produce, and succeed in the digital world by addressing the increased need for drawing tablets among them."

This project proposal bridges the gap between traditional pencil-and-paper art and digital art output by outlining the essential needs for designing and producing a high-quality drawing tablet. This drawing tablet will enable artists to transition from traditional art tools to digital tools, giving them a flexible instrument for their artistic expression. The project's proposed name is "Pencils to Pixels."

In today's age, traditional means of animating are being quickly replaced by digital drawing tablets. These tablets offer a range of benefits for animation students, including the ability to undo a mistake with just one to two clicks, increased accuracy, and a wide range of free drawing tools digitally. However, despite the immense capabilities of drawing tablets, many animation students do not have access to these tools due to budget constraints.

Without access to these tools, Animation students would have a hard time adapting to the industry-standard, limiting their growth in the professional field, and they will miss out on valuable opportunities in the competitive animation job market.

Project Plan
The group will conduct market research to identify existing drawing tablets, their features, and their limitations. Collect feedback from students, teachers, and educational institutions regarding their requirements and preferences for a drawing tablet. The group will identify critical features, such as pressure sensitivity, screen size, connectivity options, and compatibility with various operating systems.

The project timeline will depend on various factors, such as resource availability and development complexity. The general timeline for the project is two months.

We have the necessary knowledge and skills as Animation Strand students at Makati High School to confidently and competently lead this project. We were trained as

animators, therefore we are aware of the nuances of the animation process and are certain of the direction this project will take. In addition to the technical aspects of animation, Animation Strand has taught us the creative and artistic elements that genuinely set a project apart. We've discovered how to employ pixels and pencils to create compelling stories, bring characters to life, and emote.

Cost & Benefits

No.	Product	Cost	Amount
1	One by Wacom Ctl-472	₱3050	40
2	Adobe Cloud All Apps Subscription	₱2645	40
3	HP Pen Drive 512GB	₱200	40
4	**TOTAL**	₱235,800	

With these, students will be up to date with the industry relevant products such as Wacom and the Adobe Suite, and will be able to do their creative works much more efficiently compared to the traditional means of animating.