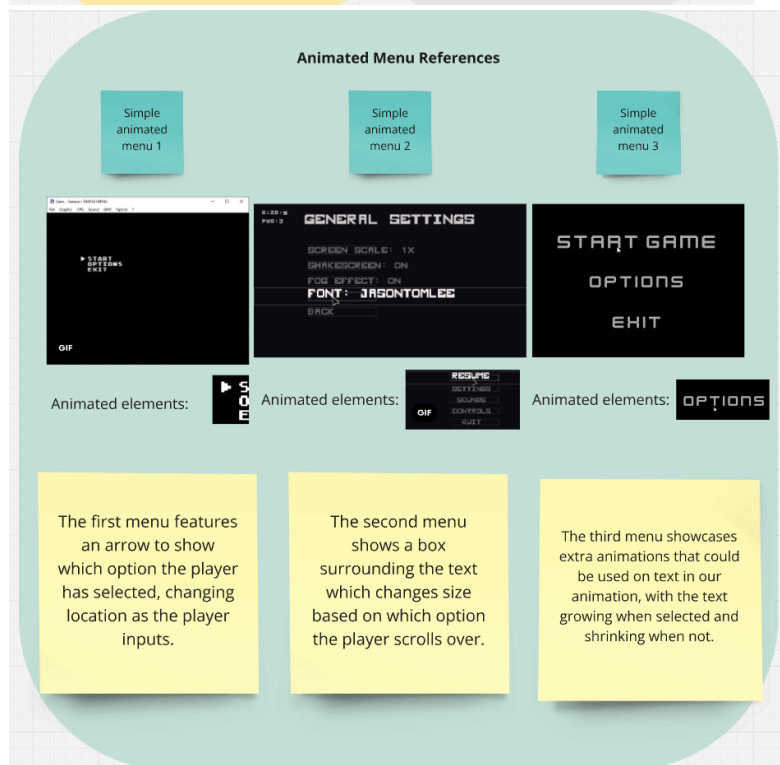
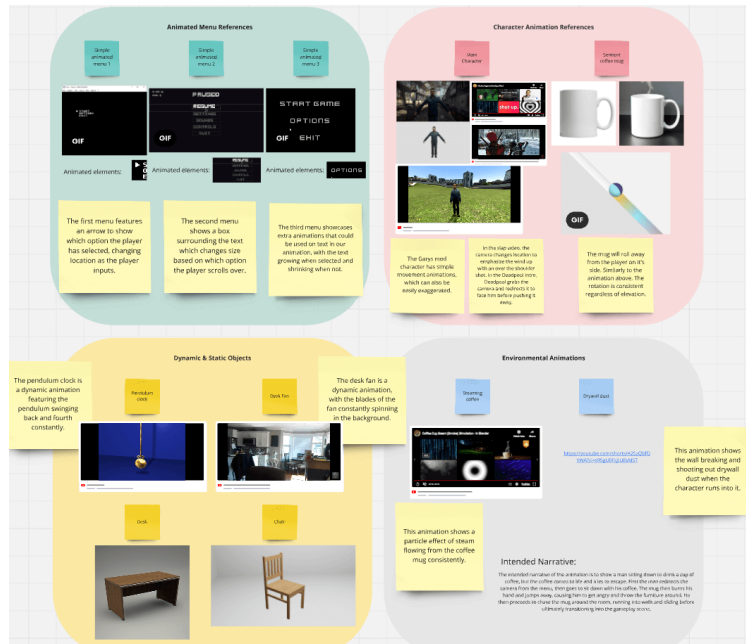


# Final Analysis

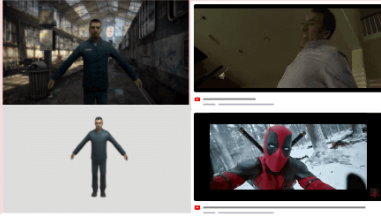
Chris Black - 100698241

Erik Anderson - 100753323



## Character Animation References

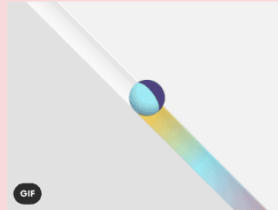
Main Character



The Garys mod character has simple movement animations, which can also be easily exaggerated.

In the slap video, the camera changes location to emphasize the wind up with an over the shoulder shot. In the Deadpool intro, Deadpool grabs the camera and redirects it to face him before pushing it away.

Sentient coffee mug

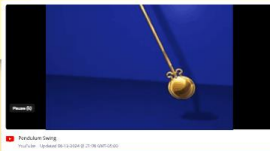


The mug will roll away from the player on it's side. Similarly to the animation above. The rotation is consistent regardless of elevation.

## Dynamic & Static Objects

The pendulum clock is a dynamic animation featuring the pendulum swinging back and fourth constantly.

Pendulum clock



Desk Fan



The desk fan is a dynamic animation, with the blades of the fan constantly spinning in the background.

Desk



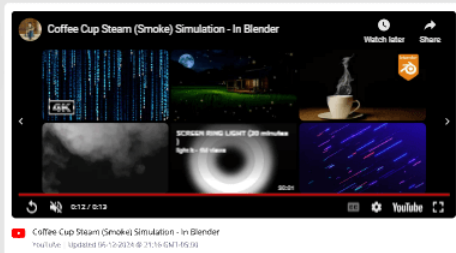
Chair



## Environmental Animations

Steaming  
coffee

Drywall dust



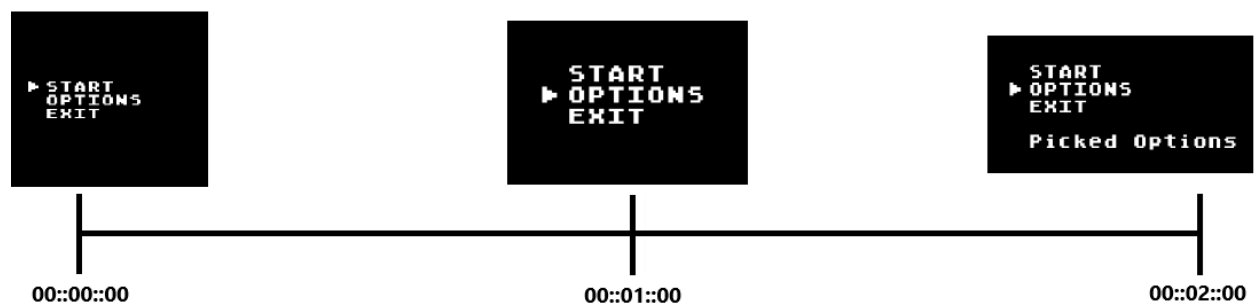
<https://youtube.com/shorts/A2SzObfOYWA?si=s95gU0FsjtU8sMST>

This animation shows the wall breaking and shooting out drywall dust when the character runs into it.

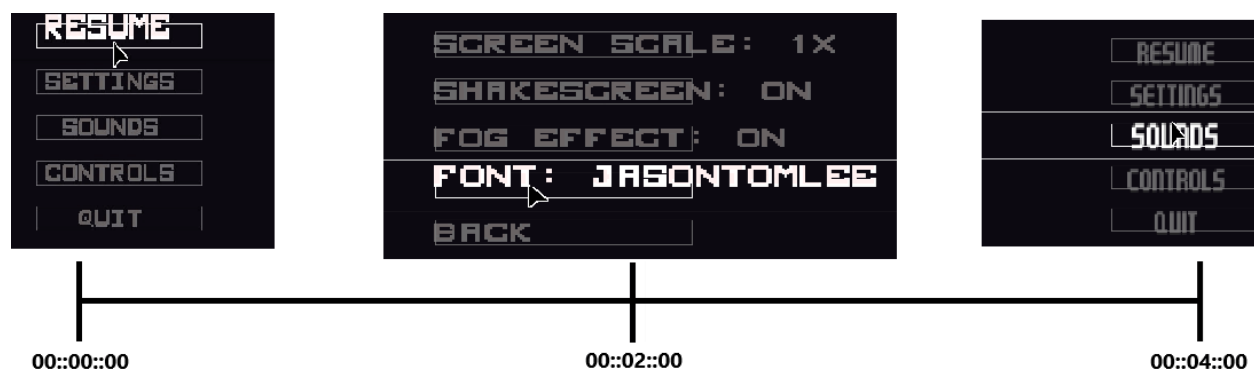
This animation shows a particle effect of steam flowing from the coffee mug consistently.

### Intended Narrative:

The intended narrative of the animation is to show a man sitting down to drink a cup of coffee, but the coffee comes to life and tries to escape. First the man redirects the camera from the menu, then goes to sit down with his coffee. The mug then burns his hand and jumps away, causing him to get angry and throw the furniture around. He then proceeds to chase the mug around the room, running into walls and sliding before ultimately transitioning into the gameplay scene.



Additional Information: The pointer arrow could be animated to disappear and reappear quickly when moving for extra effect.



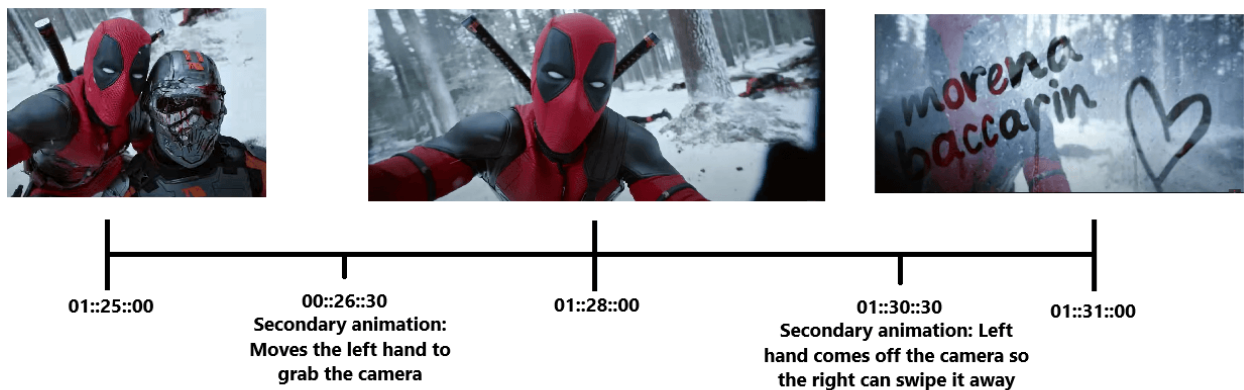
To aid with easing between different text box animations, the animations need to be fast enough so that when the player scrolls there is now overlap between highlighted options.



Additional information: When an option is highlighted by the player, it will ease in and out of its animation smoothly. When selecting an option, the player will get a visual indicator.



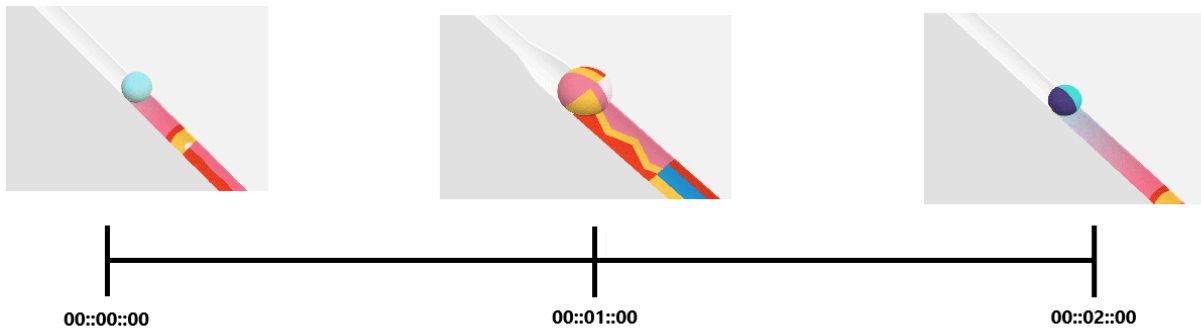
**Additional information:** The camera will change location at different parts of the animation. First behind the shoulder when winding up, then from below when he swings and finally to a view of the target getting hit. The camera transitions should be quick and snappy without any easing, whereas the wind up could use easing in to make it seem more drawn out and dramatic.



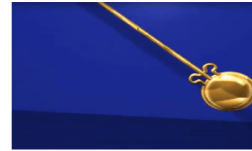
**Additional information:** Easing can be used at the start and end of the animation when the character grabs the camera and redirects it. Camera movement keys need to be timed up with the players arm movement keys to make it feel as if the camera is really being grabbed.



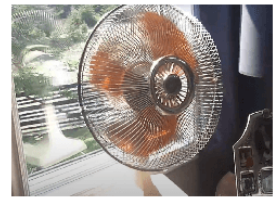
Additional information: Thanks to the simple nature of the character model, animations can be easily exaggerated using easing to drag them out. With the right timing between keys, a more looney toons effect can be achieved.



Additional information: The mug should roll smoothly with a consistent rotation similar to the ball in this animation. There also shouldn't be much easing for the animation as the mug should seem unnaturally fast.



**Additional information:** Easing should be used when the pendulum hits either side to accentuate the weight shifting to swing back the other way.



**Additional information:** The fan will already be active when the scene starts, so there should be no easing and the fan blades should rotate consistently throughout the entire animation.



**Additional information:** In order to get a realistic animation for the steam, a particle effect should be used which would emit from the mug in a consistent stream which would move based on which way the fan is blowing. Keys should be lined up with the fan and other movements to achieve this effect.

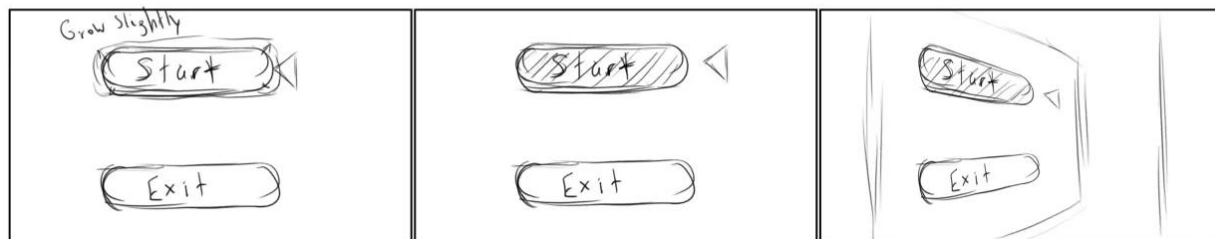
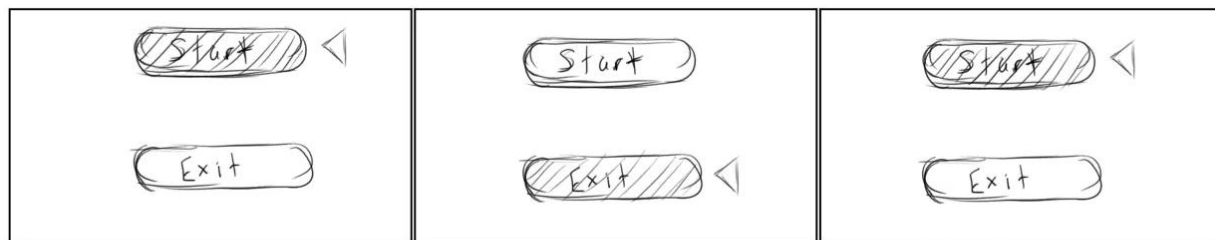


00:00:00

00:02:00

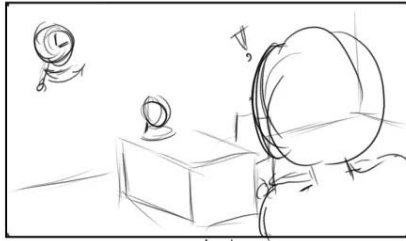
00:04:00

**Additional information:** When the wall is impacted, the wall should cave and drywall dust should shoot out with a particle effect in a quick blast. The player would quickly get up and run away, and the dust could change because of that if keyed with the characters movements.

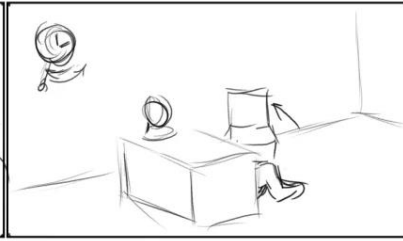


Camera pulls away as animation starts

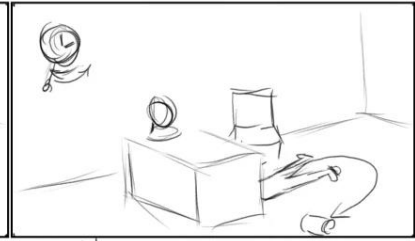




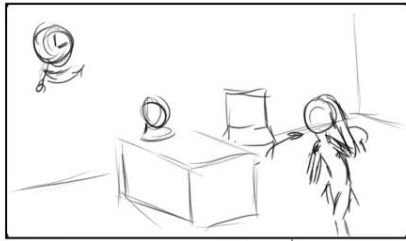
Mug rolls under desk



Pushes chair and rummages around



Gets hit and dazed. Mug rolls over and off-screen.



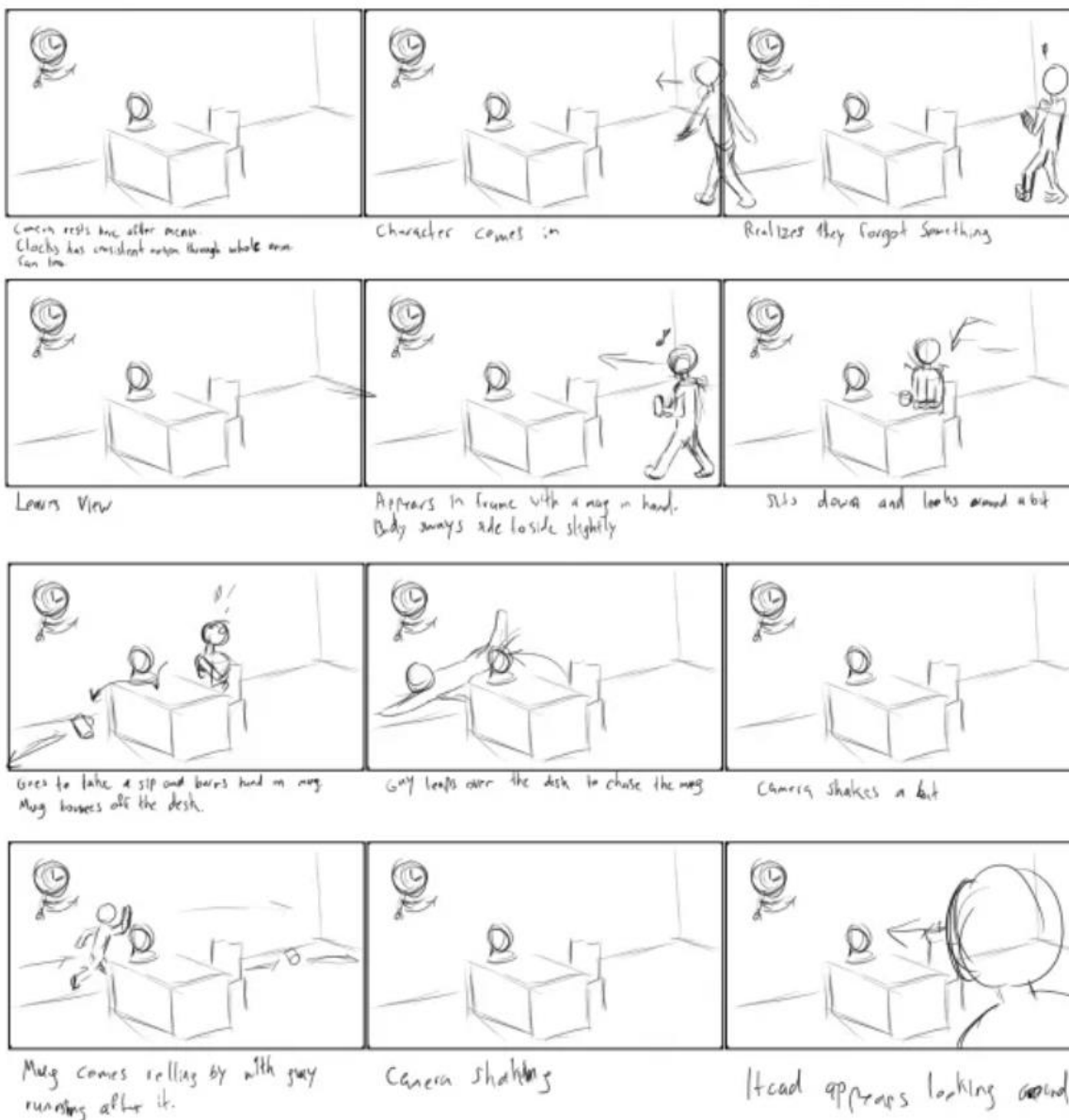
Gets up and looks dazed



Spots the mug and runs



Camera Pans to runner



References on the next page

Reference links:

Link to the Miro Board

[https://miro.com/app/board/uXjVLUU\\_ZvM=/?share\\_link\\_id=631707641743](https://miro.com/app/board/uXjVLUU_ZvM=/?share_link_id=631707641743)

Gmod movement

<https://www.youtube.com/watch?v=FvQmZByx9c4>

Slap animation

[https://www.youtube.com/embed/ZOnQohTePwo?si=JYnOXxBU13VA\\_dbQ](https://www.youtube.com/embed/ZOnQohTePwo?si=JYnOXxBU13VA_dbQ)

Deadpool camera animation

<https://youtu.be/GuL7dyPuuHU?si=R-n52y8MlasmkDi8&t=85>

Clock

<https://www.youtube.com/embed/fwyvF67qDVU?si=dCKDcz8WeRgJm8Mh>

Desk fan

<https://www.youtube.com/embed/XjkrGC5a1dM?si=p1nUQaPbOoByHLmr>

Coffee steam

<https://www.youtube.com/embed/KEN6S2beTc0?si=7psP-2eM3Kjog9fR>

Drywall breaking

<https://www.youtube.com/shorts/A2SzQbfOYWA>

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"Desk Fan" (<https://skfb.ly/oKYOR>) by vaulted.dev is licensed under Creative Commons Attribution (<http://creativecommons.org/licenses/by/4.0/>).

"Antique Wall Clock" (<https://skfb.ly/6C7UN>) by 3DGunsmith is licensed under Creative Commons Attribution (<http://creativecommons.org/licenses/by/4.0/>).

"Half-Life 2: Male 07 (IK Rig)" (<https://skfb.ly/oBZ9J>) by ThatJamGuy is licensed under Creative Commons Attribution (<http://creativecommons.org/licenses/by/4.0/>).