



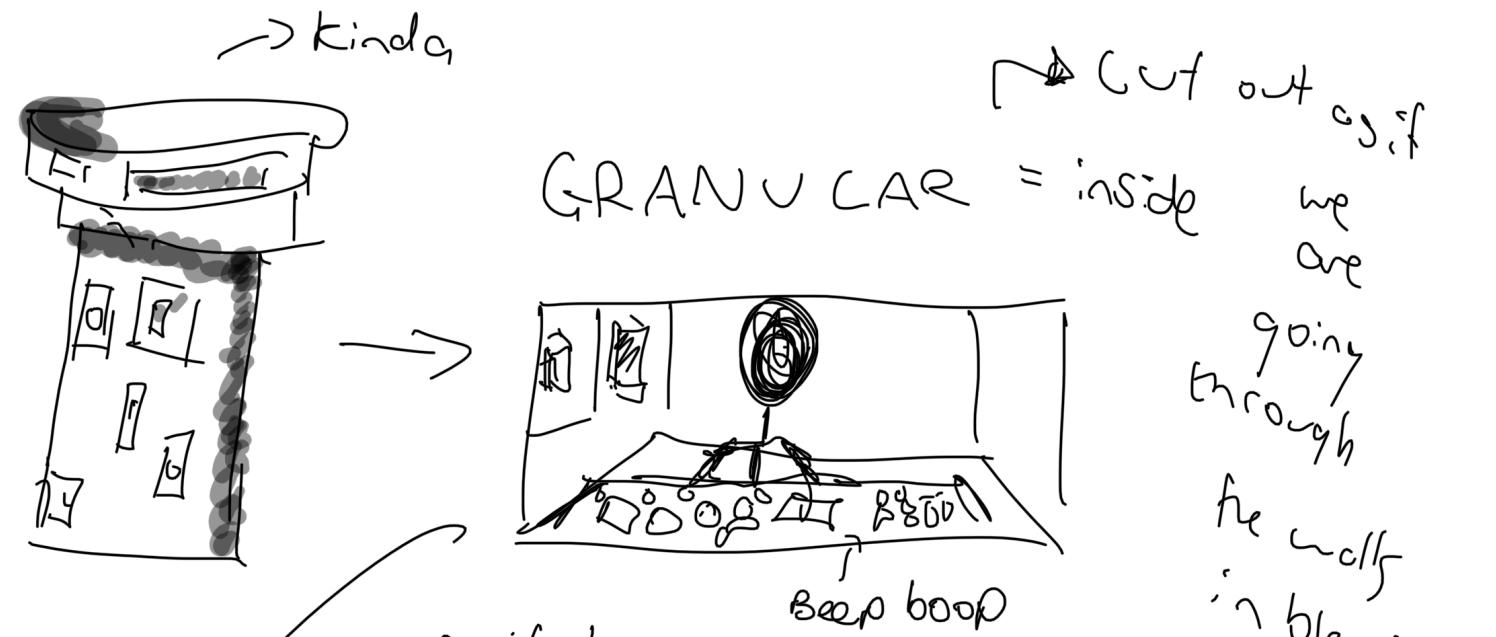
In my second animation design assignment, I aim to build upon the themes of underbelly and decay that I explored in my first assignment. My goal is to take the C.P.O.T from my 3D-modeled world and question why and how it might work within the context of these themes. To do this, I have chosen to focus on three specific verbs: **flop**, **sling**, and **spread**. These verbs will help to convey the sense of deterioration and decay that I am trying to convey in my animation.

To bring these themes to life, I will utilize several vital principles of animation. First, I will focus on **Secondary Action**, which refers to the subtle movements that occur in animation and the main action. This will create a sense of realism and believability in my animation. Additionally, I will be incorporating the principles of **Squash and Stretch**, and **exaggeration**, which will help to convey the sense of movement and energy in my animation.

These principles will create a sense of underbelly and decay in my animation. For example, the flop verb will convey the sense of something falling apart, while the sling verb will convey the meaning of something being thrown around haphazardly. On the other hand, the spread verb will convey the feeling of something spreading out and becoming more diffuse. Together, these verbs will help create a sense of chaos and deterioration central to the underbelly and decay themes that I am exploring in my animation.

Overall, my goal in this animation design class is to create an evocative and thought-provoking animation, exploring themes often overlooked or ignored in mainstream media. By utilizing the principles of animation and focusing on specific verbs, I aim to create an animation that is both visually stunning and emotionally impactful. I am excited to see how my animation will turn out, and I am eager to continue exploring these themes in future assignments.

C.P.O.T



Cut out

as if

we are

going

through

the wall

in blender

little me  
Controlling  
Everything  
could actually be viewed in my original see

What would a Cool Pipe Oxygen Thing

who designed the C.P.O.T

what now

↑

be called?

what are the designs like?

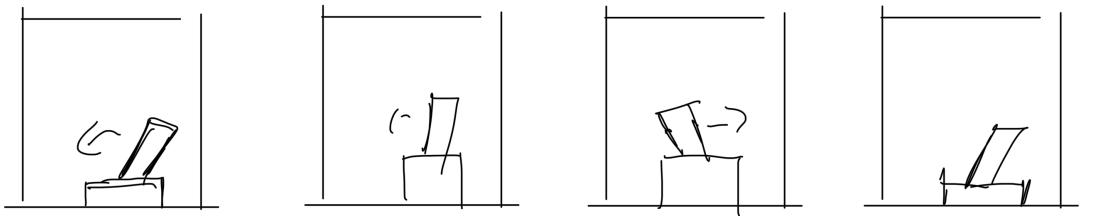
↳ what are key mode(s)

Is the on  
overlord

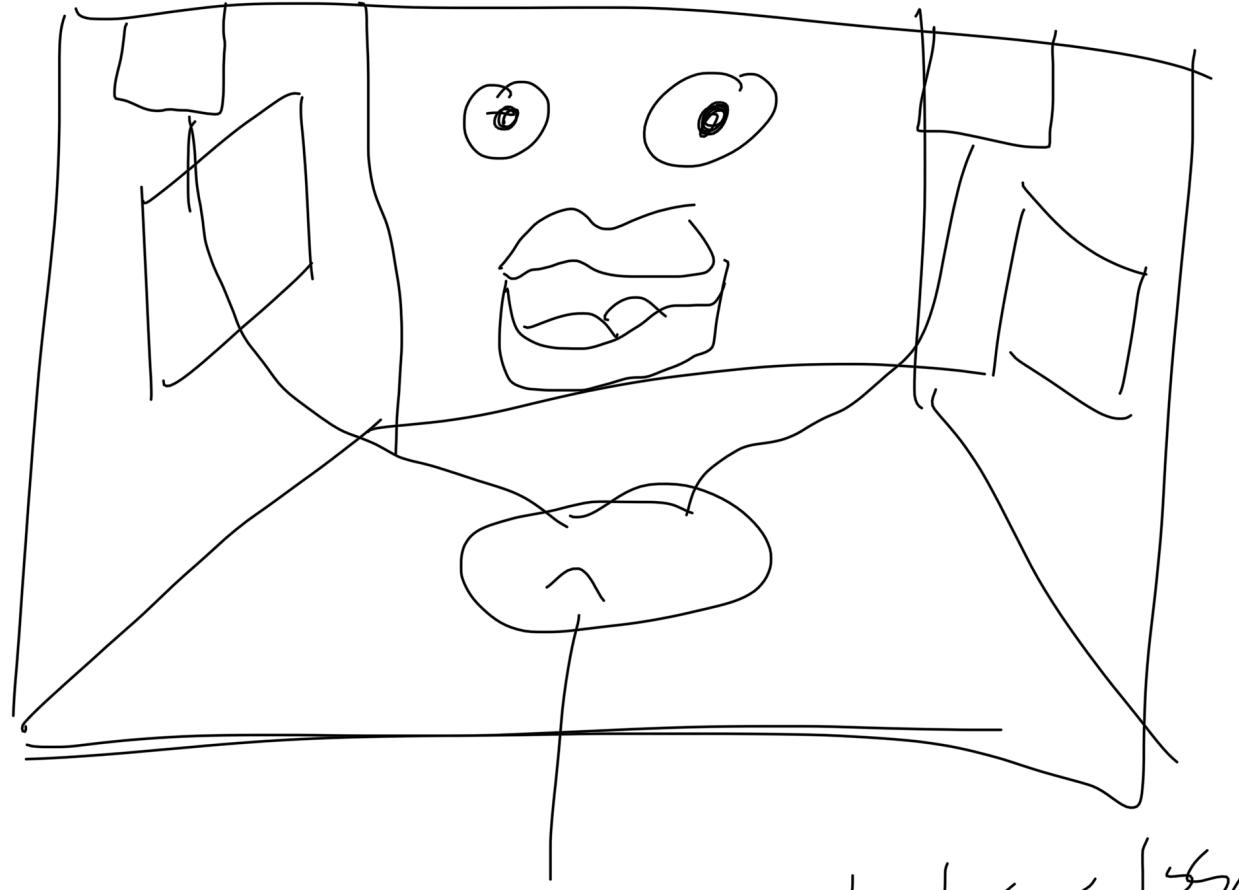
**Evolution of Concept**

What would a Cool Pipe Oxygen Thing do? ↗ how hard  
 who designed the C.P.O.T ↗ what would the individual parts act like?  
 ↗ what are the designs like?  
 ↗ what are they made of?  
 Is this on our board  
 ↗ Built into the church concept  
 ↗ maybe the C.P.O.T's are part of the morphology!  
 servant?

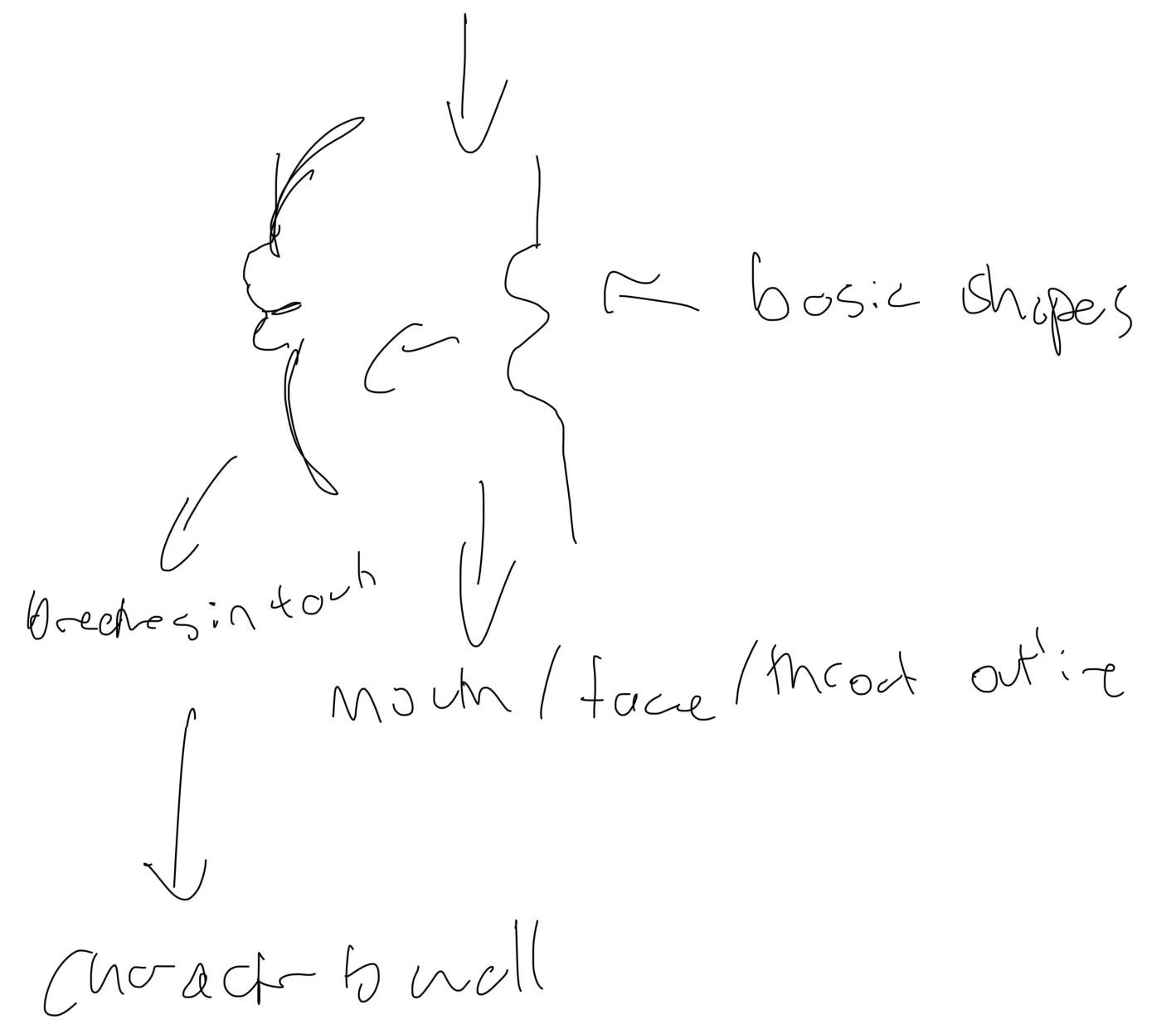
LOOP IDEA



**Evolution of Concept**



Opens and shuts closer



**Evolution of Concept**

## Exaggeration + Concept Influence



3 little morph men escape + ending credits death (Rick & Morty S3 ep5)

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0:22 / 1:05

The scene in Rick and Morty where the tiny customer service reps escape from inside the machine that Beth is trying to fix, is a great example of how animation can be used to create a unique and memorable scene.

1. Squash and Stretch: The tiny customer service reps are animated with squash and stretch to give them a sense of weight and elasticity as they wiggle and squirm through the machine's tight spaces. This is achieved by distorting their bodies and limbs as they move, making them appear more pliable and flexible. For example, as they move through a tight space, their body would stretch and compress, giving them a sense of weight and elasticity.
2. Secondary Action: The customer service reps' escape is accompanied by secondary actions, such as gears and machinery moving, adding depth to the animation and making it more believable. This is achieved by animating the background and surrounding elements to move and react to the customer service reps movements, such as gears turning and machines shaking as they move through them. This helps to create a sense of realism and believability in the animation, as it makes the customer service reps appear as if they are interacting with a real environment.
3. Exaggeration: The scene uses exaggeration to create a sense of comedy and absurdity as the tiny customer service reps escape from the machine, making it more entertaining. This is achieved by having the customer service reps perform actions that are exaggerated and comical, such as them being able to fit into small spaces and move quickly through the machine. This helps to create a sense of humor and absurdity in the animation, making it more entertaining for the audience.

## Character Design + Squash & Stretch



WALL-E's "Day At Work"

WallEMovie 10.2K subscribers [Subscribe](#)

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0:23 / 1:18

One of the scenes in the movie shows WALL-E compacting trash into small, cube-shaped blocks. This is a common activity for WALL-E as it is one of his primary tasks, to clean up the garbage and compress it into manageable cubes. The scene is meant to show the monotony and isolation of WALL-E's existence, as well as the overwhelming amount of waste that has been left behind on Earth.

1. Squash and Stretch: As WALL-E compacts the trash in his stomach, his body stretches and compresses as he pushes the trash down. This gives the impression of the trash being compacted and also gives weight to WALL-E's movement.
2. Secondary Action: WALL-E's facial expressions and the movement of his eyes add to the scene and enhance the main action of him compacting the trash. WALL-E's eyes follow the trash as he compacts it, and his facial expressions convey the effort he is putting into the action.
3. Exaggeration: WALL-E's body stretches and compresses more than it would in reality, adding a sense of humor and playfulness to the scene.

## Secondary Action + Ode to the OG



Pixar Short: Luxo Jr. HD

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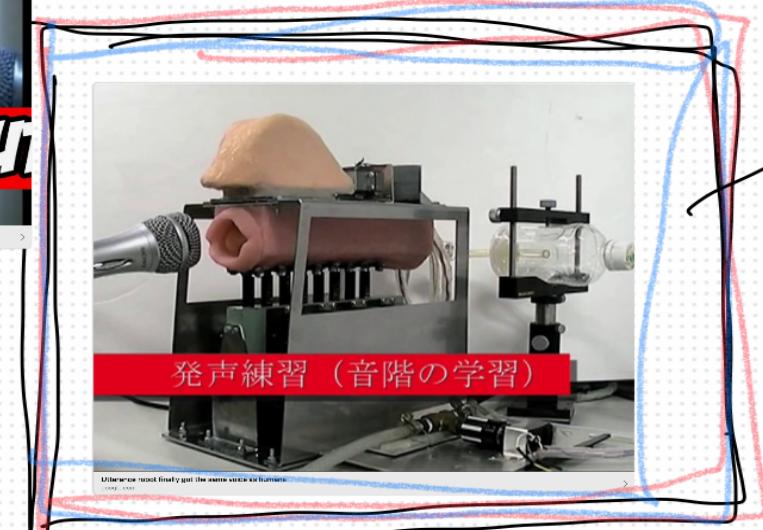
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0:55 / 2:11

Pixar's short film "Luxo Jr." is a masterclass in animation, effectively utilizing the 12 principles of animation to create a compelling and engaging narrative.

1. Squash and Stretch: The lamp characters are animated with squash and stretch, as they move and interact with the ball, giving them a sense of weight and elasticity. This is achieved by distorting the lamp's body and limbs as they move, making them appear more pliable and flexible. Additionally, the ball is also animated to stretch and squash as it bounces and interacts with the lamps, giving it a sense of weight and movement.
2. Secondary Action: The lamps' movements as they play with the ball is accompanied by secondary actions, such as the ball's shadow moving, adding depth to the animation and making it more believable. This is achieved by animating the background and surrounding elements to move and react to the lamps' movements, such as the ball's shadow moving as it bounces.
3. Exaggeration: The scene uses exaggeration to create a sense of playfulness and fun, as the lamps interact with the ball. This is achieved by having the lamps perform actions that are exaggerated and comical, such as jumping and playing with the ball in an exuberant manner. This helps to create a sense of humor and playfulness in the animation, making it more entertaining for the audience.

Overall, "Luxo Jr." is a perfect example of how animation principles can be used to create a compelling and engaging narrative. The film's use of the 12 principles of animation has resulted in a short film that is both entertaining and emotionally impactful.



→ The mouth opening / shutting  
will be based on this

## Design

Robot mouth → I love  
it

DSDN 132 animation precedents

APPEAL

- SQUASH + STRETCH
- PRADA
- ZIMING BLUE = appealing/charismatic.
- Style, proportion, movement
- Grocery
- How Hae Ney achieved this!
- ARC
- Timing
- Anticipation → we are waiting to see what happens to Zima

AESTHETICS

- ROTOSCOPY K-POP CHOREO
- GHIBLI STYLE
- Cool use of Grunge + 2D animation to create sense of scope + style

STAGING

- Capturing an interior space for the animation
- Leading lines guide viewer's eye in composition

CHARACTER DESIGN

- Despite the story boarding and hand in I am still playing around with the idea of a small basic character that I can model and use to create a narrative (maybe have him cover his ears to have a sense of characterization and emphasize the pig noise scream) -> using camera shake as well
- CHARACTER DESIGN
- Keywords: CHUNKY/ MODULAR/ CUTE/ GEOMETRIC/ METAL/ ROBOTIC
- means movement
- doesn't have to be smooth
- can be less realistic & resourceful AF

Tutori Serie

still refining the design of the character off this subject to change

want b reference

R/M scene where inspiration comes from

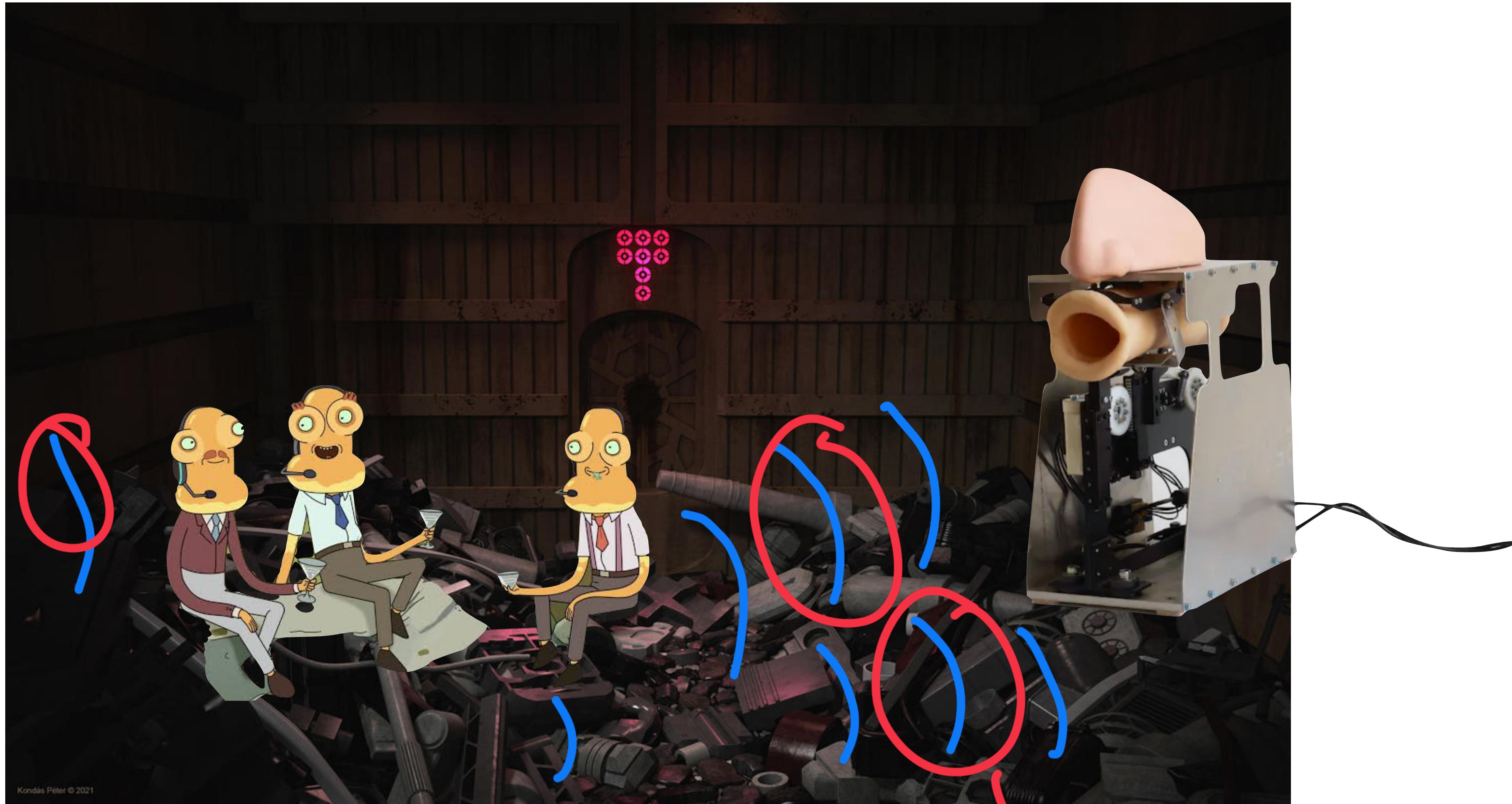


Initial Moodboard ->  
cultivates mind map

Star Wars Trash Compactor scene = precedent interior C.P.O.T Feel



# ROUGH SCENE DESIGN VISUALISED



Kondás Péter © 2021

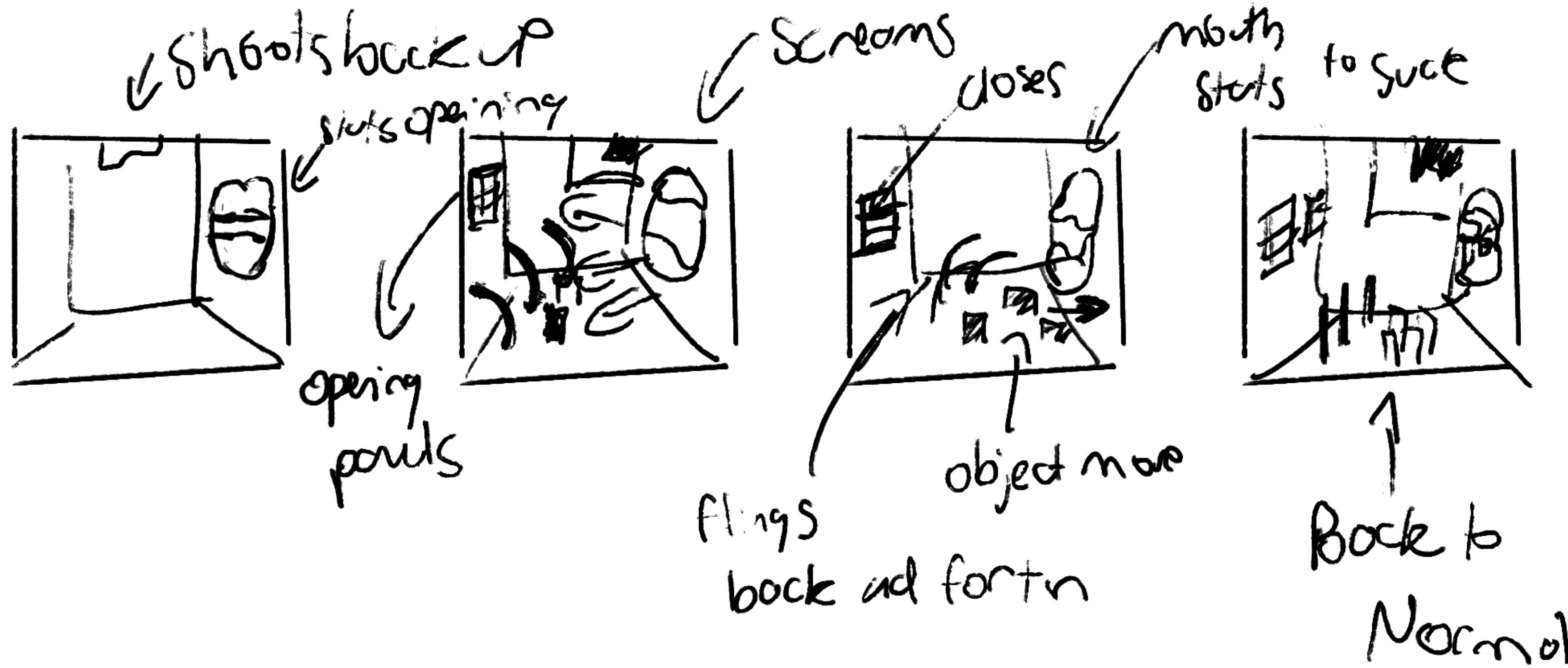
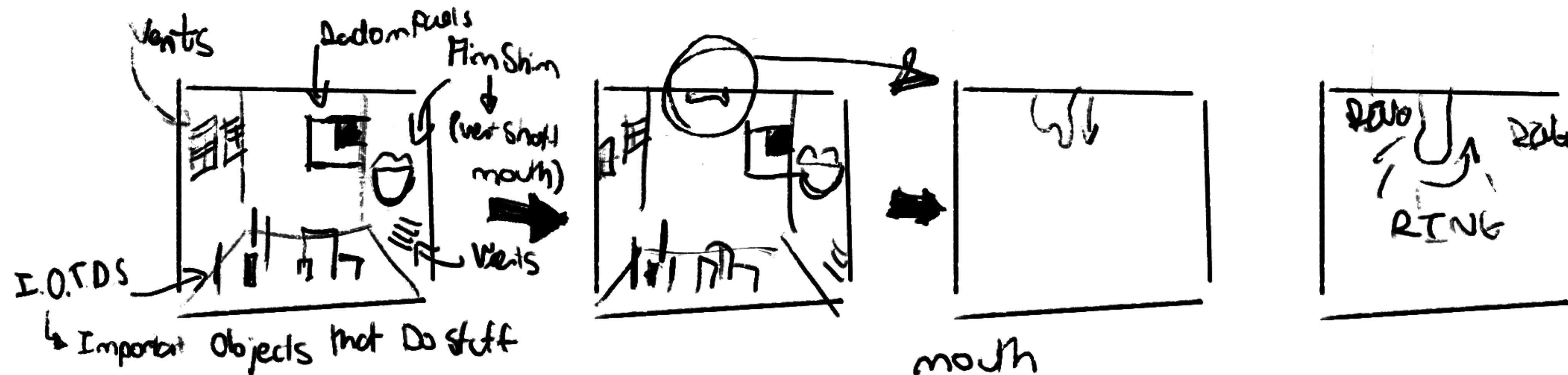
Long / bendy Robotic  
things to add texture  
+ character to space

<https://www.deviantart.com/kondaspeter1/art/Death-Star-s-trash-compactor-923454925>

<https://www.hackster.io/news/this-terrifying-robotic-mouth-chants-ai-generated-prayers-9719ad6f0900>

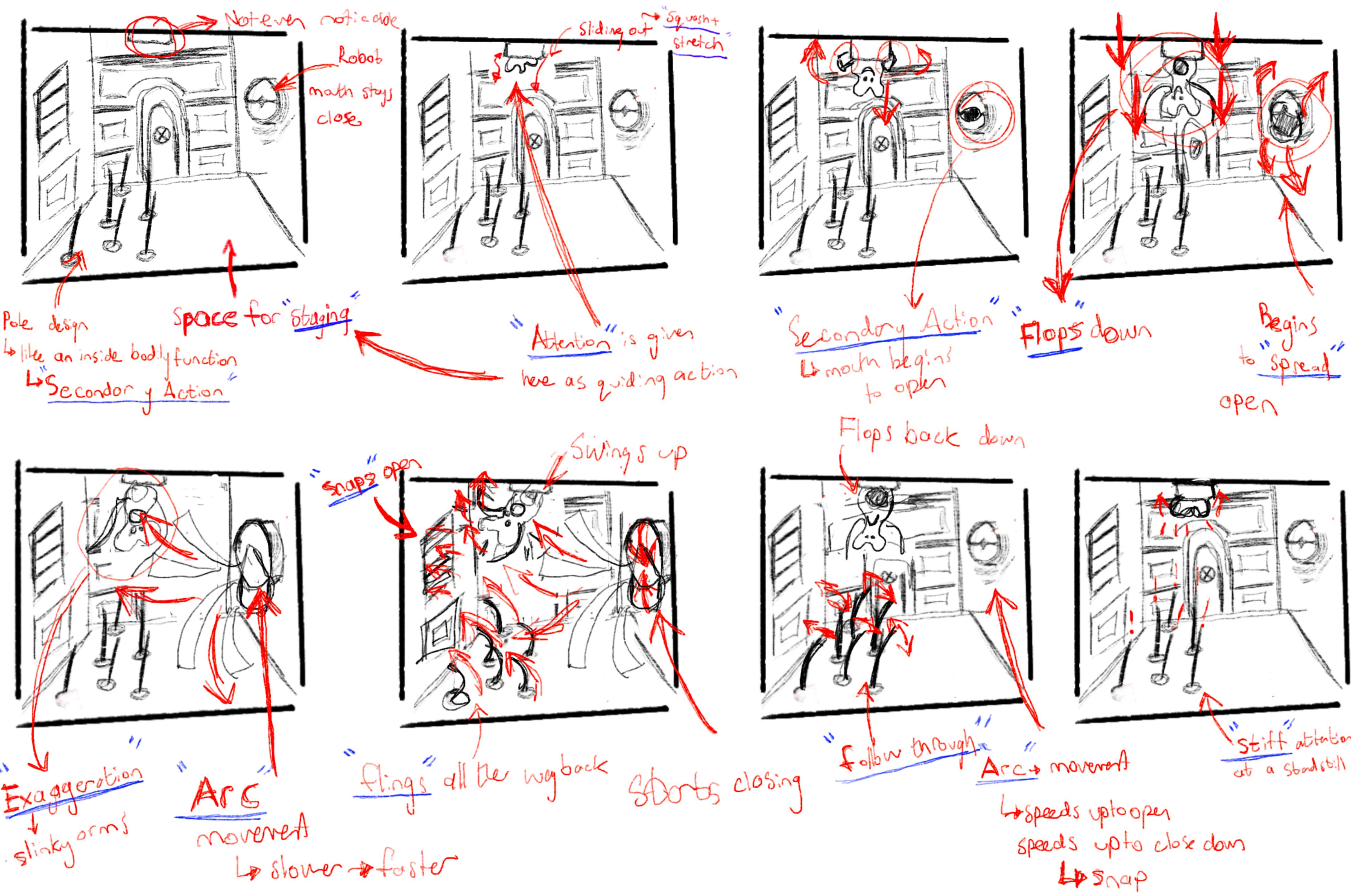
[https://rickandmorty.fandom.com/wiki/Tiny\\_Customer\\_Service\\_Reps](https://rickandmorty.fandom.com/wiki/Tiny_Customer_Service_Reps)

# Initial Storyboard



# **Final Annotated Story Board**

Kept palette to a minimal to focus on sequencing



<https://www.youtube.com/watch?v=OMzzPKqb6cA>

<https://www.youtube.com/watch?v=TlJVxUYhy1o>

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

<https://www.youtube.com/watch?v=uHb5KomjQb4>

<https://www.youtube.com/watch?v=ns1SGo3WCF4&list=PL5zoz6hE90YQFhc1T40lLziya23Ak31IX&index=53>

<https://www.youtube.com/watch?v=M3iORQuTuMA>

<https://www.youtube.com/watch?v=X72xDpv898Y&list=PL5zoz6hE90YQFhc1T40lLziya23Ak31IX&index=28>

<https://www.youtube.com/watch?v=9EiinQ1QNXU&list=PL5zoz6hE90YQFhc1T40lLziya23Ak31IX>

<https://www.youtube.com/watch?v=6gYBXRwsDjY&list=PL5zoz6hE90YQFhc1T40lLziya23Ak31IX&index=27>

<https://www.youtube.com/watch?v=FHiwiwdECNjU&list=PL5zoz6hE90YQFhc1T40lLziya23Ak31IX&index=36>

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

<https://www.youtube.com/watch?v=vN6z7-EChlw&t=198s>

<https://www.youtube.com/watch?v=VzPJ76eETnk>

<https://www.youtube.com/watch?v=zmhZm5FRV4s>

<https://www.youtube.com/watch?v=7WyR4AqRweY>

## References for others

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- Steeze, B. (2017, August 21). *3 little morph men escape + ending credits death (Rick & Morty S3 ep5)*. [Www.youtube.com](https://www.youtube.com/watch?v=LoXQBuIpjIY). <https://www.youtube.com/watch?v=LoXQBuIpjIY>
- WallEMovie. (2008). WALL·E’s “Day At Work.” In *YouTube*. <https://www.youtube.com/watch?v=QHH3iSeDBLo>