

# CHASING TALE

Team 6 "Best Team" (~՞~)  
IAT 343 Summer 2021



# Team Member List

## Ryan Heeps | 301290272

*Animator, Post-production & sound*

Opening Shot, & Running Sequences [shot 1, 3]

## Vincent Gao | 301317974

*Animator, Model Maker, Tech Support & Troubleshooting*

Fallen Log Sequences [shot 4 - 6]

Character Model - Fox, Fallen Log, Mallards, Pond

## Emily Li | 301305190

*Animator, Model Maker*

Discover Cave Sequences, & Opening Scenes [shot 2, 8 - 9]

Scene environment, Cave, Rocks, Fox Running Cycle

## Jungwon Paeng | 301208714

*Animator, Model Maker*

Introduce Monster Sequences [shot 9 - 12]

Character Model - Rabbit & Rocks

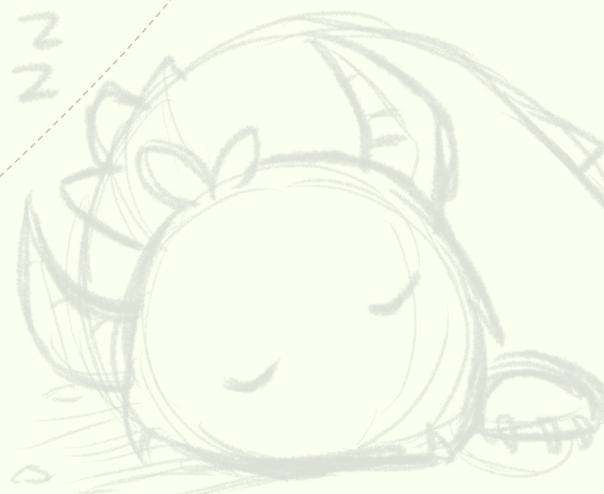
## Kibi Yip | 301385666

*Animator, Model Maker*

Ending Sequences, Storyboard [shot 13 - 16]

Character Model - Monster, Evergreen Tree & Rabbit Running Cycle

The assigned shots numbers are not 100% accurate as we would help each other out with scenes but these were the pre-assigned shots that we initially gave everyone.



# Introduction

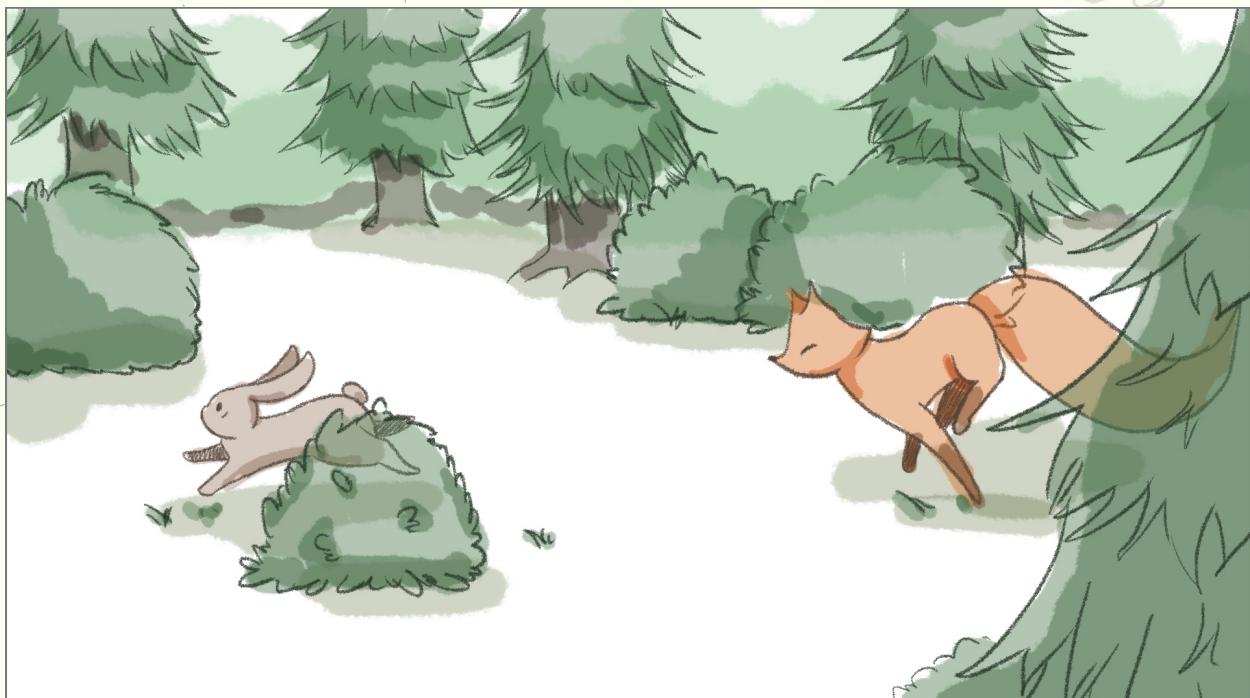
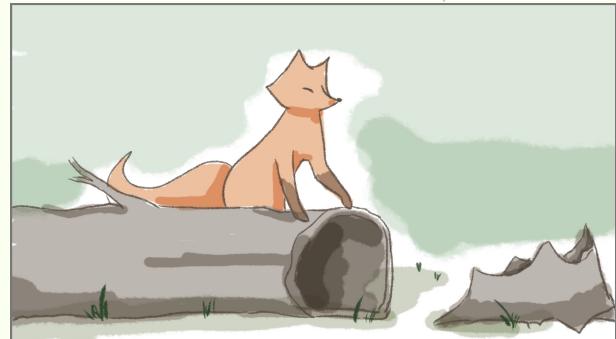
On a sunny day, a young rabbit enters into a clearing in the forest in an attempt to find its next meal. Unbeknownst to the bunny, a fox in a nearby bush has the same idea, spotting its prey and beginning to sneak up on the rabbit while it is distracted, nibbling on a freshly dug-up carrot. An instant before the fox is able to catch the rabbit, the rumbling of its stomach breaks its stealth, startling the rabbit and forcing the two into a chase across the woods.

While the fox is fast, the rabbit's small size allows it to hide in various areas across the woodlands such as a fallen log, a pond, and a series of bushes to escape its pursuer, eventually being chased to the edge of a mountain, deep within the woods. In a last-ditch effort to escape the predator, the rabbit enters into a dark cave near the mountain. The fox, who is somewhat weary of what may inhabit the cave, stops at the opening and slowly begins to move inside it before a pair of brightly lit eyes are revealed and a low growling noise emanates from inside the cave. Abandoning its prey, the fox runs away back into the trees.

With the fox now gone, the rabbit joyfully exits the cave, with the newly revealed monster in tow. The monster has lived in isolation and is happy to have a friend, and the rabbit is glad to finally have some protection. The two share a carrot together before the animation fades to black.

<https://emilyl-here.wixsite.com/iat-343>

<https://www.youtube.com/watch?v=RUyl2e1llps>



# Characters Designs and Models



## The Rabbit

The protagonist of our animation is a rabbit. Initially, the rabbit is calmly exploring and enjoying its home in the woodlands, until the presence of the predatory fox forces it to run for its life. Similar to the fox, the rabbit is quick, both in wits and dexterity, forcing the two into a neck-and-neck battle. Overall, our bunny protagonist could be described as fearful, preferring to run and hide than to face their opponent head-on. The rabbit was one of our initial designs, staying fairly unchanged throughout the ideation process.

## The Fox

The primary antagonist for our animation takes the form of a fox; a natural predator of the rabbit in the woodlands. Cunning, sneaky, and nimble, our fox will do almost anything in its attempts to catch the rabbit. Our first designs of the fox initially imagined it as a small and cute fluffball, but as the fox began to take on more of a villain role, the design shifted towards a darker, more slender reimagining.



## The Monster

Contrary to the naming of this character, the monster is in fact gentle and kind. This mysterious creature lives deep within the woods, spending most of its time in seclusion, only rarely coming out of its cave when bothered. It serves as a secondary character which helps the rabbit by scaring off the pursuing fox and is a sign of safety and security.



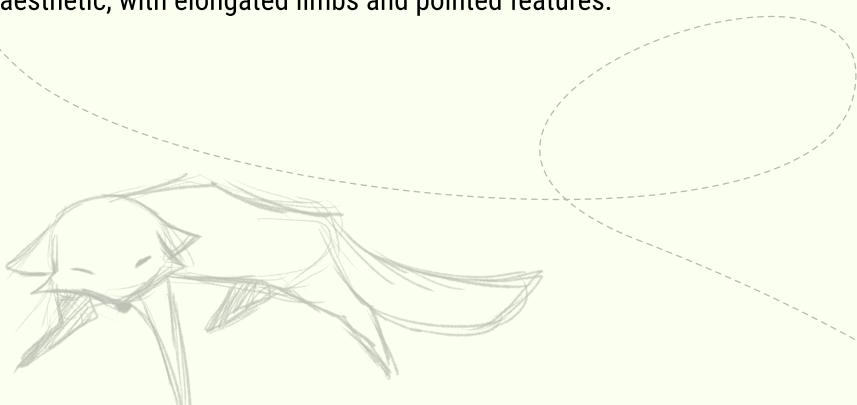
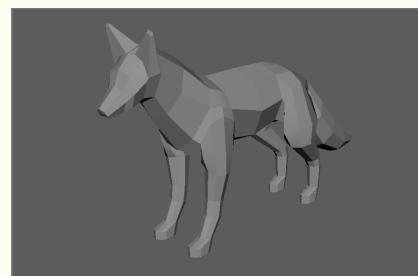
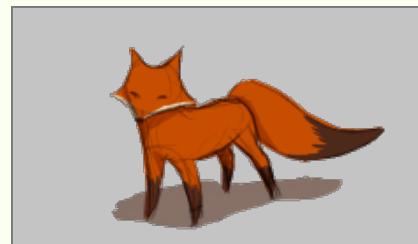
# Process

As novice animators, the greatest difficulty during our initial ideation phase was managing our expectations and keeping everything within a workable scope. While we certainly would have enjoyed being able to have created the next Toy Story or Boss Baby, we had to constantly remind ourselves that we were unaware of many of the technical issues and challenges we would face further down the animation pipeline.

Starting off small, we came together to pitch concepts involving a small number of characters, simple scenes, and short plots. After discussing the possible issues with some of the ideas, and narrowing our possible concepts down, we were left with two options: monsters and animals. Animals were a classic option in which we would have a high number of available references, while monsters would allow us to be creative and try something completely new. With the group uncertain on which option to pursue, we instead started looking into ways in which we would be able to combine the two.

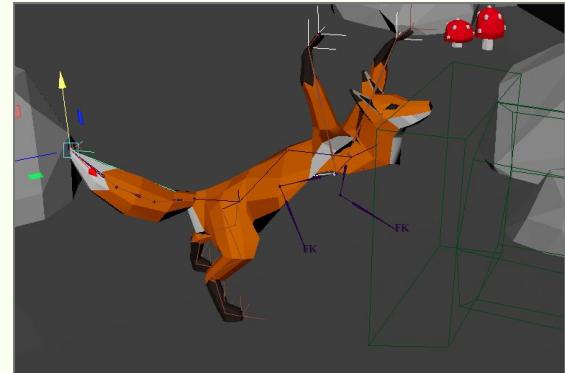
This second, more focused session of brainstorming resulted in the rabbit and fox chase scene you've seen in our final animation, combining our original concept of animals with a monster serving as our tertiary character in the conclusion of the short film. Our collaborative writing process involved finalizing the beginning and ending story beats, and then filling in the middle section of the plot with obstacles for which we would be able to model and have our fox and rabbit interact with. This is another area where managing our expectations went a long way. While having our rabbit be chased through a cave filled with glittering transparent crystals or a giant medieval castle would have been dazzling to look at, a fallen log in the forest was much more within our scope.

Even our character development wasn't always cut and dry. We went through several iterations for the characters seen in the final film, with the fox in particular going through a series of dramatic transformations. The characters were first sketched, and then rough models were created. Based on the feedback of the group at this phase, we then went back to sketching some alternative designs, which were then modeled, textured, and coloured. Our initial fox design felt too rounded and cute to be chasing another animal, so for our second round of iterations, we focused on a more sinister aesthetic, with elongated limbs and pointed features.

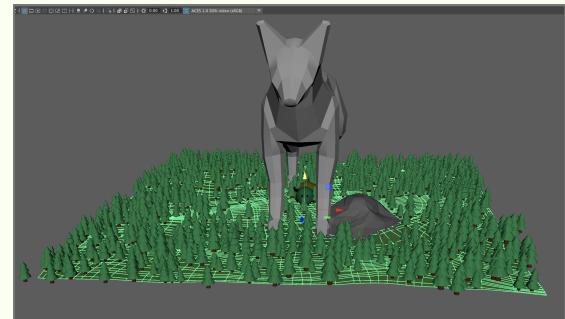


# Issues

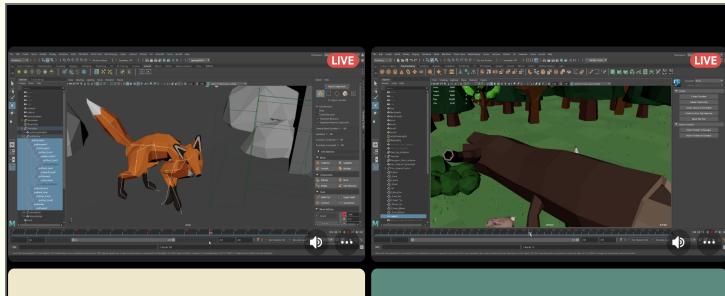
1. Working remotely means we can't see what each person is doing and cannot help them directly
2. With files moving back and forth between members, it was easy to break files and create a mess. (ie files with UVs gave rise to the issue that we had to keep re-linking the file destination)
3. Scaling and keeping the models uniform across all files created some problems, which a small change can mean redoing the animation
4. Splitting up the scenes means that we need to match or have similar animation systems. This proved to be a challenge as we needed to standardize lighting and running speed of each character from the different scenes
5. As we each worked on separate scenes, making sure they transitioned into one another was an unforeseen difficulty.
6. Since different people made different characters, the character rigs were very different from each other. This meant animating each character had a different process.
7. In the last week of the project, we all individually had other projects, final exams, and final papers due at different times of the week, which made it difficult to meet up with everyone at once. Some didn't sleep for days to finish their work. It mentally drained all of us and we were not able to communicate with each other as much as we would like.



Broken Fox



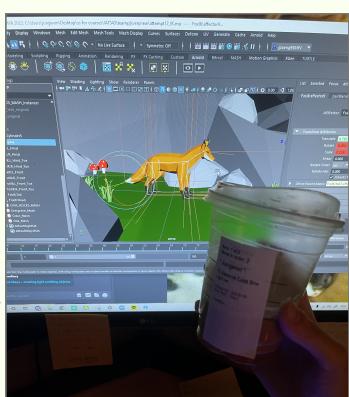
All working remotely, nothing was to scale



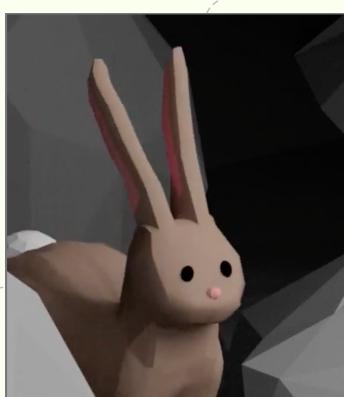
Streaming to the group for feedback



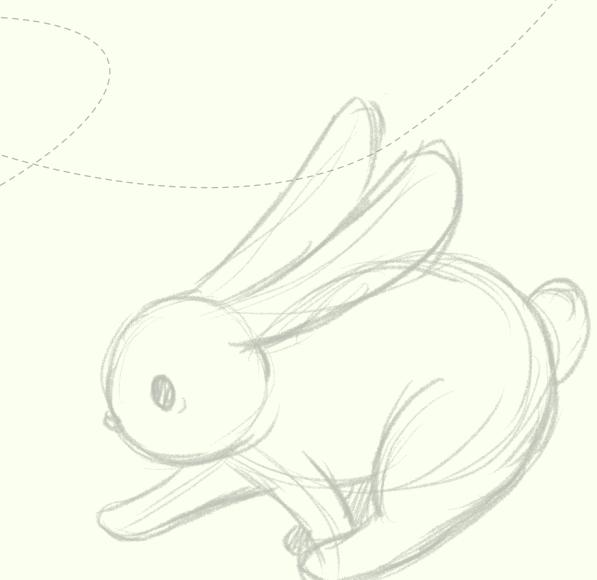
Rendered version and the viewport version slightly alters



Coffee at 10pm



Do you see anything wrong?



- Emily likes to cry too much
- Ryan has an odd sleep schedule
- Kibi was on the opposite side of the planet a week before the project was due
- Vincent refused to contribute anything because he had a disgusting paper due
- Jungwon randomly restarts her computer too many times despite her SUPER COMPUTER

# References

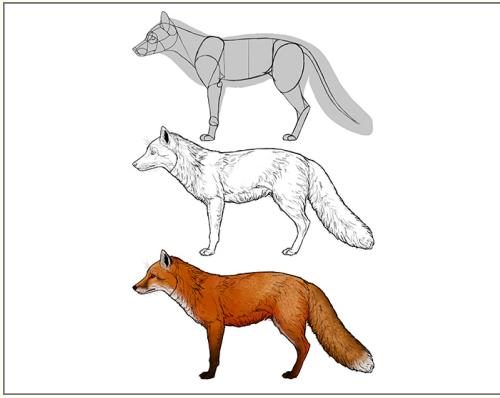
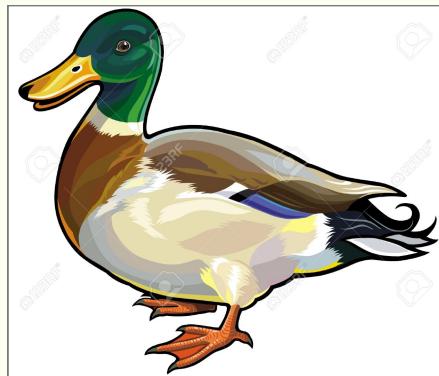
## Music & SFX

Rustling Leaves: <https://freesound.org/people/DSOADigital/sounds/362253/>  
Forest Birds: <https://freesound.org/people/HerbertBoland/sounds/28239/>  
Wind and Trees and Snow: <https://freesound.org/people/tim.kahn/sounds/253899/>  
Eerie Forest: <https://freesound.org/people/gregswinford/sounds/70100/>  
Dog Whine: <https://freesound.org/people/jedg/sounds/505828/>  
Dog Small Whimper: <https://freesound.org/people/kyles/sounds/452202/>  
Dog Sniffing: <https://freesound.org/people/ralph.whitehead/sounds/331449/>  
Dog Breathing: [https://freesound.org/people/15GPanskaBokstefflova\\_Nicola/sounds/461513/](https://freesound.org/people/15GPanskaBokstefflova_Nicola/sounds/461513/)  
Worktop: <https://freesound.org/people/totalcult/sounds/388660/>  
Ambience, Night Wildlife: <https://freesound.org/people/lnspectorJ/sounds/352514/>  
Growl: [https://freesound.org/people/\\_stubb/sounds/389639/](https://freesound.org/people/_stubb/sounds/389639/)  
Rabbit Squeaks: <https://freesound.org/people/kessir/sounds/372075/>  
Running Dirt: <https://freesound.org/people/worthahep88/sounds/319225/>  
Footdrags Dirt: <https://freesound.org/people/worthahep88/sounds/319209/>  
Birdsong: <https://freesound.org/people/squashy555/sounds/573080/>  
Squeaky Toy #3: <https://freesound.org/people/Breviceps/sounds/483921/>  
Squeaky Toy #4: <https://freesound.org/people/Breviceps/sounds/483922/>  
Up OST "Escape": <https://www.youtube.com/watch?v=HH5emSznhPc>  
Ett Stilla Regn: <https://www.youtube.com/watch?v=jGwNIxEKNeA>

## Models

<https://www.turbosquid.com/3d-models/3d-assets-tree-grass-rocks-1498368>

- Based on the feedback, the teaching team suggested we add variations of other trees and elements. The oak tree, grass and mushrooms were added. We did alter the models slightly to fit our already modelled elements.



In early iterations of model, we searched for images as reference for our final models. We had a lot more images saved but didn't save the links. Here are a few examples.

nice duck, Vincent  
need feet tho

(~^~)~