**DIGITAL MULTIMEDIA**

**CA 1 REPORT**

**CA Name: saveTheWorld**

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Contents

[1. CA Overview 2](#_Toc65849169)

[2. Initial Ideas - Plans 3](#_Toc65849170)

[3. How was it Developed - Photoshop/Animate 4](#_Toc65849171)

[4. Storyboard 6](#_Toc65849172)

# CA Overview

Save the World animation is based on pollution and how we can do small changes to help. It is a simple interactive animation which allows us to move the rubbish into the bin to make the environment clean again. The animation communicates with the user and allows the user some time to finish the task given. In the end, the user is given an option to learn more about pollution by clicking on the garbage bin. It was created with the mindset on hoping to change people’s perspective on pollution.

My animation is a simple way of trying to spread awareness compared to articles on the internet where they have multiple resources and information that is much more in depth, for example National Geographic. National Geographic is known for geography, cartography, and exploration. They provide people with so much information and knowledge that no one would know. They help to spread awareness of global warming, pollution and extinction within articles and television shows.

# Initial Ideas - Plans

This animation got me thinking about what I wanted to do as I tend to lean more towards my interests rather than something that needs attention. At first, I decided to make an animation based on fashion, a cartoon fashion show. As my interest, you would think that I would get excited to do it and have no issues, however, I ended up hating the idea because it is more complex to finish as it is better to draw out the models and attach rigs.

Therefore, I have decided to change my animation into something that I believe needs the most attention now which is pollution. I have named my current idea “Save The World”, a simple animation where it gives you the chance of cleaning an environment while promoting pollution damages. Pollution is a major discussion that many people are not ready to have as they tend to set a blind eye on it. Most people believe if they do not see the damages with their own eyes then it is not true.

Pollution comes in many ways such as air pollution, soil pollution and water pollution. We as people are the reason of damaging the world, we throw rubbish in the water because there is no where else to do so, we drive cars for ten minutes because it is tiring to do so with a bicycle. All these small excuses lead to serious damage to our world that people tend to be so blind about. My animation idea is strongly based on hoping to open the eyes of people to realize what is right or wrong.

This discussion is not based on selling something but simply to make small changes in people’s lives in the way they think and act towards this matter. It does not take money to make a change, it is free so why is no one listening?

# How was it Developed - Photoshop/Animate

Before any planning was made, I decided to collect some stock images needed to complete the animation. It was a long process as most images are copyrighted or bad quality, however, I found the perfect images and did not lean towards drawing it myself as I am not a creative person.

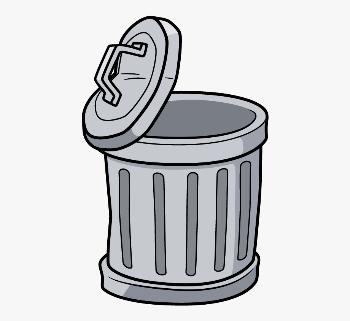
For the main character I was unable to find any free stock images that gave a clear 360 view, therefore lead me to use a lower quality image. I used the quick selection tool to smoothly select what I wanted only, and copy pasted onto a transparent background. From there on, I have made small touches to smooth out edges and noticeable pixels with the smudge tool.

Moving on to the rubbish, I have only used the quick selection tool to transfer them one by one onto a transparent background, as well as the garbage bin and speech bubble. At first, it was challenging as I left extra space surrounding each image which overlapped with the others, therefore, made it difficult for me to click them on stage rather than layer section on Animate and had to redo each image on photoshop once more. The background I choose was perfect for my idea and had no changes to be made.

Animate was where I began to struggle as I personally do not like it. At first, it was a slow process of looking over tutorials on how to do small things such as motion tween, however, I slowly got the hang of it. As a starter I have imported all my images into the library to be ready to use, in the meantime, I began working on the masking as an introduction to my small environment where it reveals with the name of the animation using the classic tween. I have used frame by frame for my character to walk to a specific area as I thought it looked better than motion tween. Before that, I made sure to make everything that moves into a symbol. When the walk character stops it smoothly changes into the stand position.

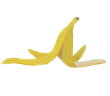
I have inserted multiple speech bubbles filled with text to communicate with the user for them to interact with the ActionScript to drag and drop the rubbish into the bin. As the animation reaches the end, they are being told to click the garbage bin to learn more about pollution which leads them to a website. Lastly, a calming melody was added.

Calendar

Description automatically generated with low confidenceA picture containing text

Description automatically generatedA group of objects on a white background

Description automatically generated with low confidenceA picture containing bowed instrument

Description automatically generatedIcon

Description automatically generated

Rubbish (freepik.com, n.d.)

Girl (freepik.com, n.d.)

Garbage Bin (netclipart.com, n.d.)

Speech Bubble (pinclipart.com, n.d.)

# Storyboard

Diagram

Description automatically generated