README

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I. Overview

The animation consists of five scenes, each featuring a different background. Each scene corresponds to one scene from the storyboard. The animation was designed with a camera perspective in mind, ensuring that only the objects from the current scene are visible and the others are translated or scaled.

II. Script & Storyboard

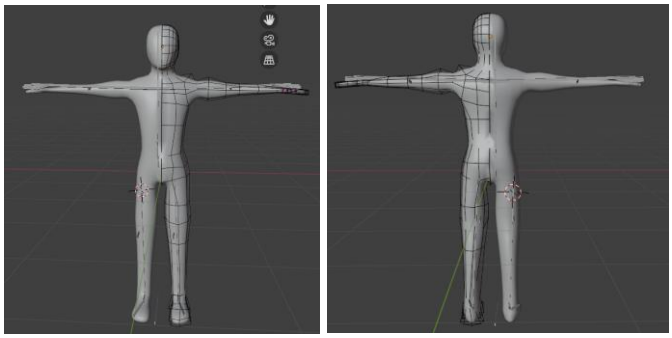
The animation aims to highlight all the key scenes from the original storyboard. One of the scenes (the scene from the restaurant) was omitted due to time limitations. The main ideas of the scenes are as follows:

a) Aquila is on the planet and leaves to go to earth.
b) Aquila lands on earth and starts exploring.
c) He walks through the streets and finds a homeless man.
d) He strolls through a park and meets a couple.
e) He leaves.

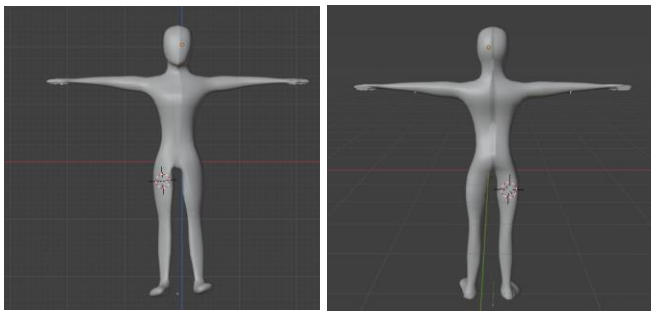
III. Avatars Modeling

The avatars were modeled starting from a UV Sphere (which represents the head), and the body was designed using commands like extrude, scale, rotate, and grab. Only the left half of the avatar was built, and mirroring was used to automatically generate the right half. After the avatars were modeled, their surface was meshed, and the skeleton was added so that movements could be controlled. In the initial version, the skeleton was built from scratch, using bones and control bones. However, because something did not work properly with moving them, I decided to use an already built Armature (Armature -> Rigify Meta-Rigs).

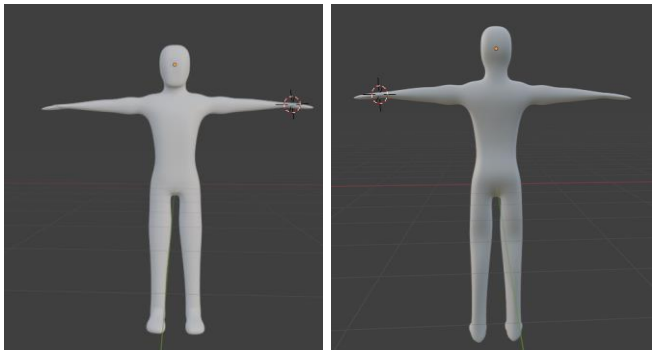
The alien/child:



The woman:



The man:



IV. Lightening

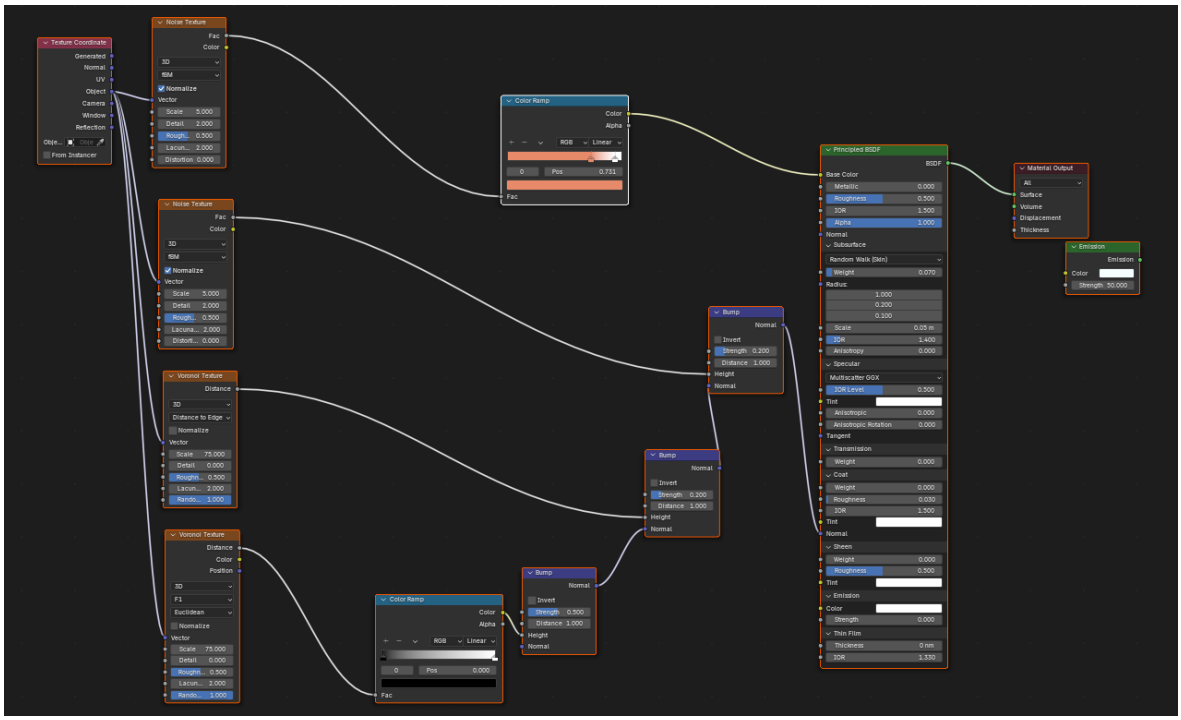
For lightening the scenes, the following were used:

- Point Light ("Light") – This remains fixed while the backgrounds, scenes, and objects move. It is positioned close to the scene to provide more intense lighting on the objects.

- Point Light ("Point") – Similar to the first but placed much higher to illuminate parts of the background that are farther away. However, its intensity is lower compared to the first light source.

V. Texturing

To color the skin and make it appear realistic, the following process was used (based on a tutorial):



VI. Animation

Key aspects:

- Walking simulation - achieved by using inverse kinematics and armatures.
- Capture and interpolate the poses – implemented using keyframing
- Create the effect that the camera is getting closer to a point – the background was scaled or/and rotated.
- Objects not intended to appear in the camera view were moved significantly higher or lower.

VII. References for the models downloaded

Backgrounds:

1. Amphitheater: Canvas
2. The street: https://skfb.ly/oRFKT
3. The park: https://skfb.ly/6vZQK

Objects:

1. Saturn: https://skfb.ly/6yw9I
2. The man from the street: https://skfb.ly/oCXuY

VIII. Add-Ons

- LoopTools
- Rigify
- SketchUp Importer