

Self-Reflection Report

Initial Reflection

Upon reflection of my complete animation sequence, I am overall very happy with the work I have produced. I believe the best part of my work was the realism I managed to achieve with animating the bouncing ball and the added unique flair of introducing portals, to influence the bounce path and trajectory. The animation of the ball and its interactivity with the impossible staircase was the hardest part of the project for me, as both required many iterations of small adjustments, to get the animation just right. The Animator's Survival Toolkit by Richard Williams (2009) massively helped me achieve the realistic squash and stretch of the ball and helped me better understand how balls react under gravity. More specifically the spacing and timing of each bounce cycle. I hope the investment pays off, as I believe the animation will be a very important element the marker will evaluate. The rest of the project as far as model construction, programming, and lighting of the scene, I found particularly straight forward and very manageable.

Pros

An additional part of the project I am particularly proud of, are the Python scripts I managed to create to partially automate my workflow. Having the ability to generate staircases and rocks to my exact parameters saved me a lot of time and effort. I really wanted the tools to be detailed and bare a lot of functionality, as I knew the effort would pay off in the long run and would allow me to be able to rely on them. Secondly, the illusion I managed to create with the architecture of the environment in conjunction with an isometric camera worked out perfectly. The stairs and walkways surrounding the pools at the centre bottom, really play with your perception and how you see the environment. Finally, the use of subtle environment props such as the small rocks, gems, cacti, and boxes, really help to add more depth to the scene. I wanted to create a remote low-poly environment and without these props the environment lacked the depth and feel it needed.

Improvements

If I were to have more time to improve this project further, my aim would be to apply textures to all my models and move my environment away from a low-poly look, to be more realistic. Although the basic Lambert materials have served their purpose well, in this instance, I do believe that texturing my environment is what is required to really 'level-up' the look and feel.

Final Comments

Creating a detailed Gantt Chart at the start of the project really helped me manage my project deadlines and stay on track throughout the whole process. I cannot stress how much this has served me and I would recommend that all future students do the same. The project has taught me a lot about the process artists go through to create their work. I can only hope this knowledge serves me well in collaborating with artists in the future now that I have a greater understanding of their workflow and pipelines. I'd also like to thank my peers, specifically Ollie and Ed, for their continued ongoing motivation and support.

References

Williams, R. E., 2009. *The Animator's Survival Kit*. Expanded Edition. New York: Farrar, Straus & Giroux.