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INDIVIDUAL STATEMENT OF INTENT

In my FMP, my teammates and me are planning to produce 2D animation work that talk about a mouse who wanted to be famous and how he achieve his dreams by several tries.

The theme is around self identity where it will be highlighted on the mouse actions during the whole story, starting by dressing up like others and ending in accepting himself.

The genre is a comedy basing on some aspects of the reality as I mention in the theme, self identity. We will develop an animation in cartoon style where the simple and characteristics designs could let the audience remember our characters. There will be some exchanges between dark and bright tones to create the anxiety and the happiness along the animation scenes progress.

In my team, we are Yunli, David, Tiger and me. We are still looking for a sound designer for creating our animation more vivid. Yunli, Tiger and me will working on this project mainly while David will support us in case we need After Effects or add any effects in some frames. Except Tiger who is in animation arts pathway, we three are from visual effect pathway.

For the project, I will be working on some character designs, also I will be helping colouring the frames of some shots. Furthermore, I will doing any other tasks in future cases, such as adding effects or other particular necessities.

The challenges that I am facing on this project is mainly the 2D animation making as I was working on Visual Effects and I just have a few moments learning 2D. Thus, I will deal with it by watching tutorials or asking my teammates to get the work done. Furthermore, it is challenging to keep the animation style since we are working in group and everyone have their own drawing style, so we will deal it with communicating well such us visual images (screenshots of what brushes we need to choose for lineart, colouring, shading) with explanations added.

CONCEPT

Self-identity, be yourself without envying others, without taking measures to change our own.

DURATION

3-4 minutes

LOGLINE

A mouse earning everyone's attention.

STYLE

2D animation

SYNOPSIS

In a small city, there was a lonely mouse living in a bridge hole wanting to make friends. He tried to imitate others animals, like zebras and rabbits, to catch their attentions. However, all those trials did not work at all.

Therefore, he thought that if he dresses up like the most popular creature, Kirin, everyone would talk to him. Thus, he collected several items to make a Kirin costume and impress anyone who pass by. In the end, he discovered that being himself was the best way to build friendship with others.

ROLES

⇒ Tiger: 2D animation (sketch, linework, colour)

⇒ Yunli: Director, storyboard, character and background designs, animation (sketch, linework, colour), sound design

⇒ Ruili: character designs, 2D animation (colouring)

STORY

1. The mouse want to make friends.

(Background setting: (long shot) a train, having a Kylin's portrait printed on it, passed through down the bridge. There was a tiny mouse walking around inside a bridge hole, and outside, there were animals and cars coming and going along the sunlight.

2. The mouse imitated zebras, rabbits, but no one cared

(Background setting: (inside bridge hole, there is traces of paint (maybe it was drawing a Kirin), the mouse look outside, (sunlight exposure) there is a zebra passing by. The mouse (come back inside the hole, dark lighting) using white paint that other people left and painted itself like a zebra with its patterns. Then he ran in front of the zebra to bring him greetings, however mouse was too small to be noticed. He sadly went back to the hole and observed outside again.

From a far distance, he found a rabbit was coming near to him. Suddenly, he (back to the hole) took a pair of seed shells from the garbage, stuck them on his head with saliva and jumped into a white paint bucket, dying in white. He moved on trying to say hello to the rabbit. When they met, the seed shells fell down from the mouse head which that accident scared the rabbit, thus she covered her eyes with her ears. The frustrated mouse returned into the tunnel. He swung out the paint and laid down tiredly on his bed preparing for sleep.

3. The mouse recollected items to make a Kirin costume

The time was passing and passing, becoming afternoon, the mouse woke up by the bright sunlight from the outside. He opened his eyes, and he was attracted to the mural, there was a Kirin drawn on it. He envied how everyone loved Kirin, then decided to imitate it. He took the branches as antlers, flower petals as scales and cut the lion fur when lion was sleeping at night. Afterward, he returned to the hole and made a Kirin costume.

4. Everyone dress up like the mouse

The following day, the mouse wore the costume and ride on elephant to show it, but he fly out when the elephant sneezed strongly, then his costume went off and people around left the place. The mouse feeling sad about his fail went back at his house. Suddenly, someone tapped his back, he turned around and realized that everyone was imitating him wearing a pair of big ears. At this moment, the mouse became popular.

Our animation is based in a 2D animation cartoon style, making it simple and innocent, able to catch up with the idea as it is showing.

For our moodboard, we are tending to bright pastel colour, simple landscapes, and different character designs to develop our animation childish and cartoon, easy to visualized every plot of the scene with iconic characters portraying the story.
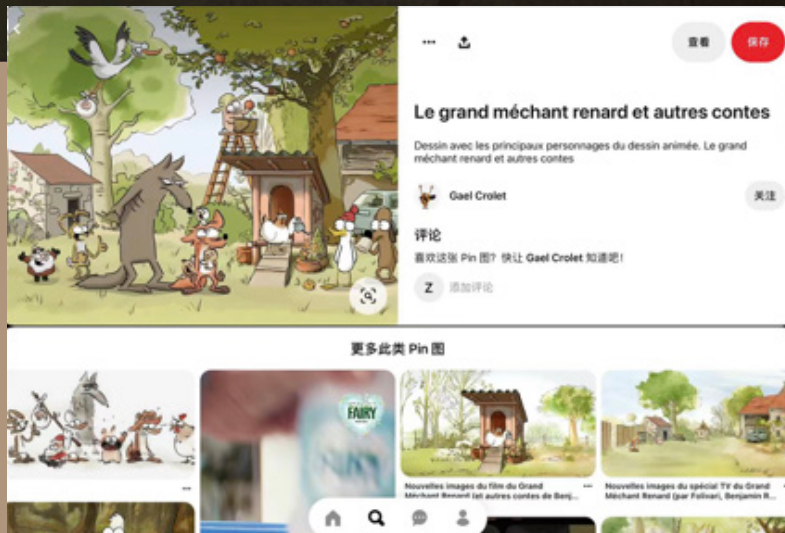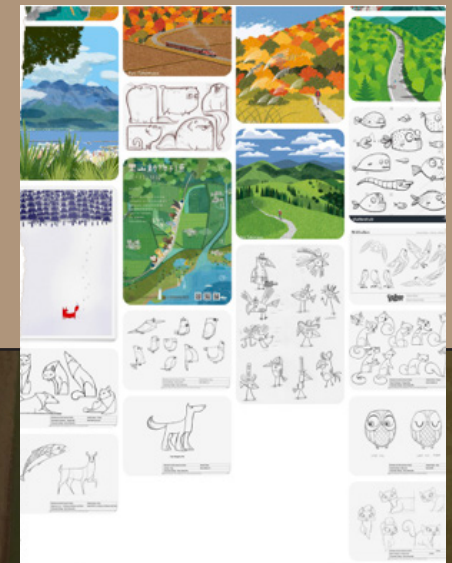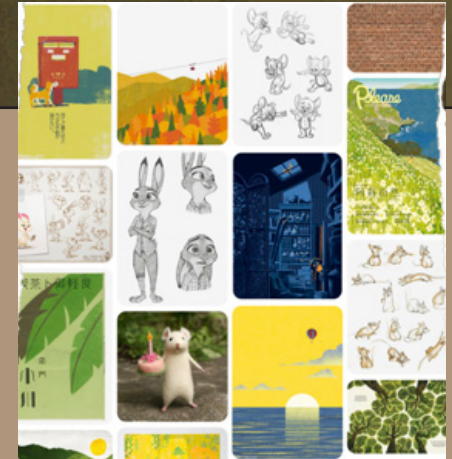
We looked for inspiration from several 2D animation films, for example, *Le grand méchant renard et autres contes* talking about story tales between animals inside and outside of the farm and another animation work called *Burrow* where a shy rabbit trying to build its own home underground.

BACKGROUND DESIGN

These two illustrations are the background designs created by Yunli. She created them based on the group of images selected on the moodboard to fit with the cartoon animation style and to fill the back of the scene. Furthermore, they portray the location and atmosphere of the moment in the animation.

CHARACTER DESIGN

MOUSE

The protagonist of the animation.
Tiny with big ears and grey flurry hair.
He has not confidence about himself and try his best to catch people's attetions by dressing up like others.

BUTTERFLY

Orange round ribbon wing shapes, the colour is decided to highlight the season of the animation which is autumn. The butterfly is not a relevant character of our animatic. It just leads us to the mouse leaving by flying freely around the plot to create a dynamic start of our film.

ZEBRA

The first character that the mouse tried to imitate.

Black and white patterns, wearing a shirt, giving an impression of a mature personality.

He is really tall that did not realized the mouse.
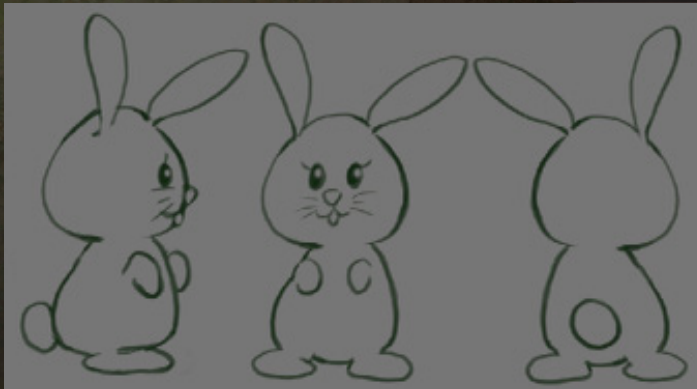
RABBIT

The second character that the mouse met.

Cute, kind a friendly female rabbit covered with white flurry hair

KIRIN

Myth creature and it is recognized as the most famous animal in the town, it appeared as a mural paint that the mouse get inspired for imitating.

Reference for Kyrin's part: From the external shape, it combines dragon head, antlers, lion eyes, tiger back, bear waist, snake scales, horseshoes and oxtail. Legendary creature of fortune and luck.
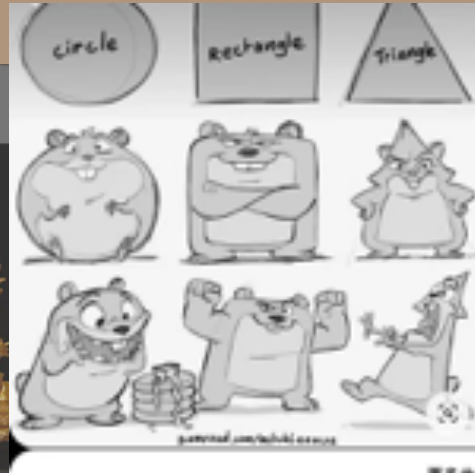
For our characters' designs, we searched for animals photos, simples shapes that are used for cartoon animation characters, making them easy to remember.

We are still developing other character designs as long as we are working on our future shots.

These three illustrations at the left of the page were the first character designs of the zebra, rabbit, and butterfly, however, we consider that they were too elaborate for this animation, thus we renewed them with more simple shapes to be more iconic and innocent during the story.
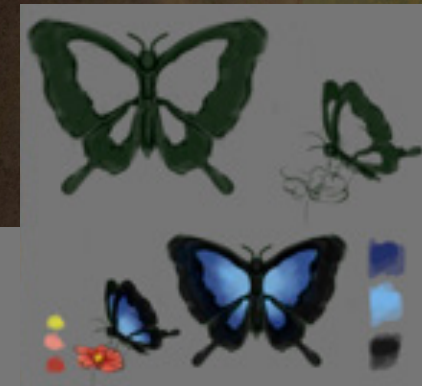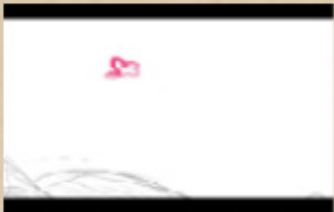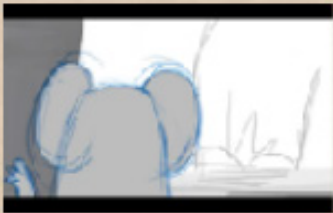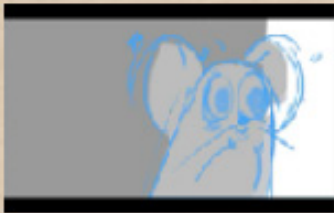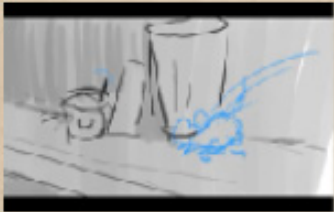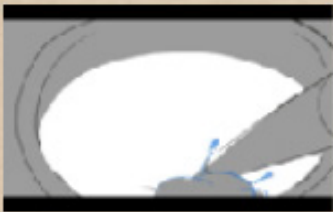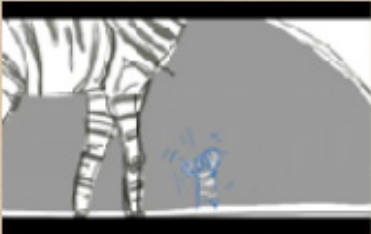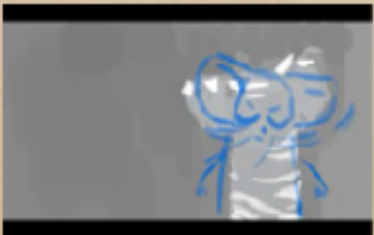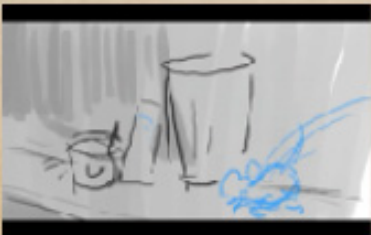
STORYBOARD

Our storyboard is around 57 shots. They are followed by frames sketches of the animatic plus description where it specifies the actions, the locations, the lightings, and the camera angles that were planned for our future outcome.

Almost all the shots are around the mouse since he is leading the story and it will have two main lightings, one is the daylight and the other one is the dark lighting when it is under the bridge.

1-3		Camera following the butterfly fly around. It stop on a tree branch for a bit and continues flying to below the bridge which lead to the protagonist living place Light: Daylight
4-6		Close up to the botton right where the mouse is looking to others animals passing through. Focusing on the mouse amazed expression meaning that he found a cool animal (to dress up in the next shot). Light: daylight on the other animals, and a darken lighting as the bridge's shadow
7-9		Far angle to focus where the mouse is running to and then a near shot to watch the steps that the mouse is trying to paint himself with white paint in zebra. (one shot for the paint and another shot when the mouse is painting) Light: dark lighting due to the mouse is below a bridge
10,11		Landscape shot of the mouse leaving the place (tools, paint and waste bin) and transition to the mouse meeting with the zebra (which he just passing through, not including his head to portray how tall he is that did not notice the mouse). Light: daylight where it is outside the bridge and dark light at the back (bridge)
12,13		Focusing on the mouse shaking the paint away and looking for the next target (rabbit) Light: daylight outside and dark light below the bridge
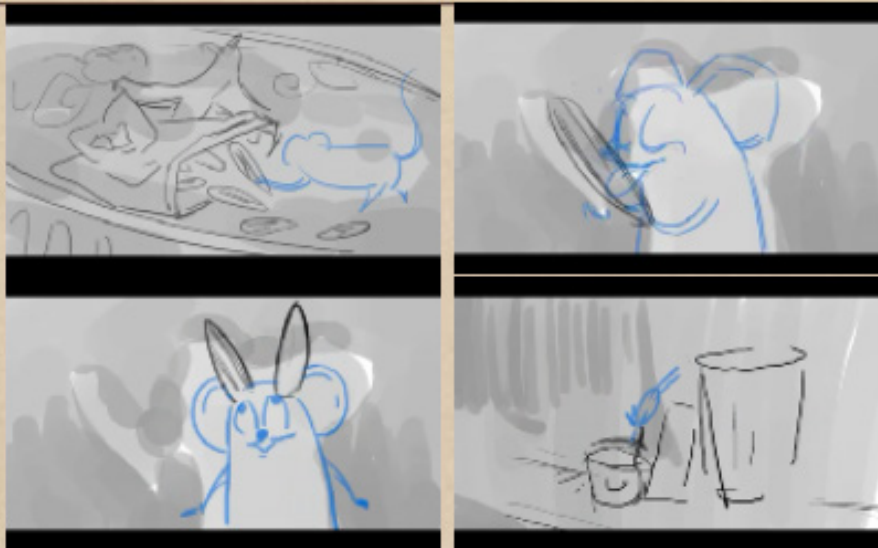
14~17		Zoom in focusing the mouse searching items such as sunflower seed shells (sticking them over his head as rabbit ears) and far angle to shoot the mouse jumping into the white paint. Light: dark lighting
18~20		The mouse waiting to the rabbit coming near, transition to the rabbit walking and then another shot where they meet. Light: daylight and darken light
21~23		Close shot to the two characters with a camera angle from the back of the rabbit, then when the wind blow out the seashells, the rabbit shocked, run away. Light: daylight
24,25		Far angle shooting the mouse going back to his leaving place and close shot to the mouse expression, preparing to have a nap Light: daylight outside, dark lighting inside
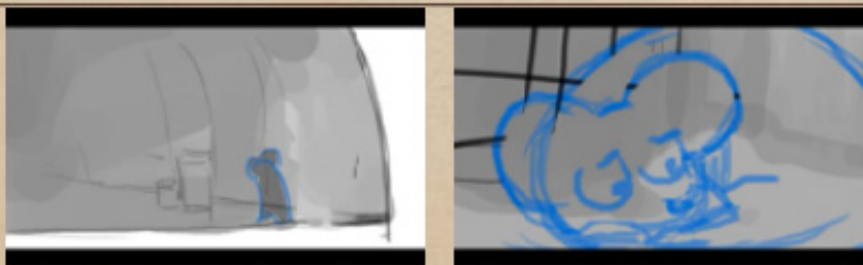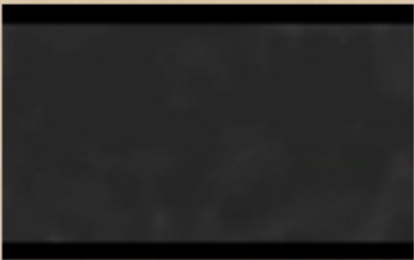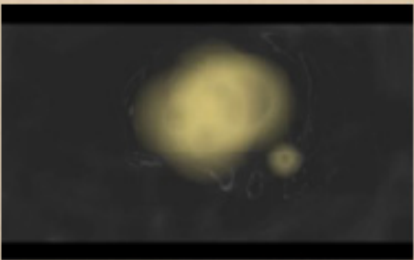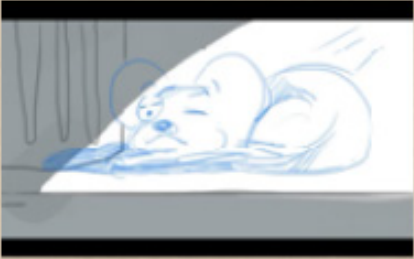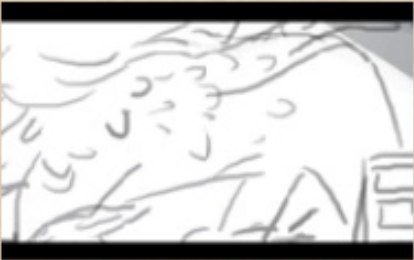
26,27		View point of the mouse having his eyes closed and then flashlights when he is vaguely opening his eyes. Light: black background and flashlights
28,29		View point of the mouse seeing the Kirin painted on the wall, another shot focusing the mouse blinking while his lying. Light: angled daylight coming from outside and the bridge shadow
30,31		Close up to different parts of the wall painting that impressed the mouse. Light: angled daylight
32-34		Shot to the mouse wearing his scarf and walk away to the right side to search several items. Light: angled daylight
35-37		Three squares frames coming up one after one connected in the transitions, different places where the mouse went to get the materials for his Kirin costume. Light: daylight

38-40		Mouse making the costume and the a full body shot moving vertically from the feet to the face. Then close up to the proud expression of the mouse Light: daylight, dark lighting behind the character
41-43		A shot for the mouse climbing on a elephant and large shot where the mouse showing his costume like a parade, and then the audience expressions Light: daylight
44,45		Shot from the front where the elephant sneezes and the mouse jump out on the floor with the costume destroyed. Light: daylight
46,47		Far shot to include de mouse surrounded by lots of animals and a close shot to the mouse embarrassed. Light: animals shadows, daylight
48,49		Shots of the audience leaving the place. Light: daylight

50,51		Close up to the mouse crying and large shot to the mouse about going back to his living place under the bridge. Light: daylight, dark lighting of the bridge shadow
52,53		Close up to the mouse with someone's hand tapping on his shoulder. Then an angle from the back of the mouse to discover the rabbit wearing mouse ears. Light: daylight
54,55		View point of the mouse seeing everyone wearing mouse ears. Detailed shot to the giraffe for the mouse to climb on his head. Light: daylight
56,57		Zoom out to include everyone. End Light: daylight

PROJECT TIMELINE & SCHEDULE

We discussed our tasks and dates to build our schedule. The project timeline and the schedule planned are guides to have an idea of what stage we have to be at the moment, finishing sooner than the dates indicated would be our ideal thus we could have more time to improve our outcome or to focus on other works.

PROJECT TIMELINE

DATE	12-2021					01-2022				02-2022				03-2022				04-2022					05-2022			
TASKS/ WEEKS	W1	W2	W3	W4	W5	W1	W2	W3	W4	W1	W2	W3	W4	W1	W2	W3	W4	W1	W2	W3	W4	W5	W1	W2	W3	W4
E 2 (10.03.22		Proposal						Interim 1				Interim 2			SUBMISSION	Presentation										
Research	■	■	■			■	■																			
Storyboard	■	■				■	■																			
Animatic							■	■	■	■	■	■	■													
Blueprint								■	■	■	■	■	■	■	■											
E 3 (26.05.22																										SUBMISSION
Character designs	■	■	■			■	■																			
Background design	■	■	■			■	■	■																		
2d animation							■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■				
Effects (ae)											■	■	■	■	■	■	■	■	■	■	■	■				
Sound																					■	■	■			
Final editing																						■	■	■	■	■

Tasks	Dates		Tasks	Dates
Shots 1-3	16/02/2022	**ELEMENT 2**		
Element 2 PPT	17/02/2022			
Element 2 PDF	09/03/2022			Sketch: 26/02/2022
Element 2 Submission	10/03/2022		Shots 4-23	12/03/2022
		ELEMENT 3	Shots 24-43	26/03/2022
			Shots 44-57	Lineart: 13/03/2022
Audio	26/04/2022			27/03/2022
Audio Feedback	27/04/2022			10/04/2022
				Colour: 03/04/2022
				24/04/2022
				15/05/2022
Final edit	22/05/2022			
PDF	25/05/2022			
Element 3 Submission	26/05/2022			

EVALUATION

During the making of the animation, we changed several times some settings of the story due to the lack of fluency and logic of the interaction between characters linking with our concept, for example, in our first version, the ending was the mouse was chased by the police because he stole items for the Kirin costume, however, it defined more like "every action has its consequences" instead of "self-identity". Then, after several discussions, we decided to end up with everyone dressing like the mouse to help our protagonist accept himself. Moreover, in the older versions, the mystic creature was the Chinese dragon instead of Kirin, but it was changed to make the imitation easy.

On the other hand, we started with the first shots and I was in charge of colour the animation. I realized that there were many changes from the animatic in our shots, for example, the appearance of the characters, thus we will make sure to maintain our fixings. When I was completing the colouring of shot 1 for the first time, I was having a problem with the software as the linework disappeared in some frames, or the tone of the screen was fading darker when I moved forward. There were still some issues, however, my teammates helped me to deal with them teaching me its functions and sending the files in other formats such as PSD.

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ANIMATIC

LINK: https://vimeo.com/686075571