I Dream a Dream

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Contents

Introduction

In this project, we want to create an animation which is a little girl and her dream. About our dream world, there are many movies and art works about this topic. And now we want to use 3D animation to express these theme. In our opinion, 3D animation is suitable for our theme, because dream world is different from real world, we can use modeling method to create many imaginary creatures, and using the sense of space in the 3d animation world to describe the depth of the dream world.

Inspiration

1. The Persistence of Memory

This animation is inspired from a famous painter, **Salvador Dalí** (11 May 1904 – 23 January 1989). Salvador Dali's painting including many element about dream and subconscious. And Dali learn these idea from another famous psychologist, Sigmund Freud.

In our animation, we try to use dessert to express the scenes of desolation in the dream, the idea is learned from Dali's work, The Persistence of Memory. The painting use a dessert like place to show the mystery of human's subconscious. In our animation, we use same skill, the first scene after the little girl fall into her dream is a dessert, we choose dessert to let our audiences feel the loneliness of dream.


The Persistence of Memory, 1931, Salvador Dali

2. Nightmare

Nightmare painting is another inspiration of our animation. The painter use a little monster to describe the nightmare in their work. Nightmare should be a abstract idea, but painter use the monster, which is ugly, dangerous, and a little devious to imply nightmare. The monster in the painting sitting on an innocent young girl, this scene create a great conflict, which emphasize the evil and dangerous situation in the nightmare.

In our animation, we learnt from these painters, we use a totally black man to describe nightmare, the nightmare try to catch the fragile little girl. Instead of using little monster, we use another way, using men with no facial expression to describe the horrible and unpredictable of nightmare.
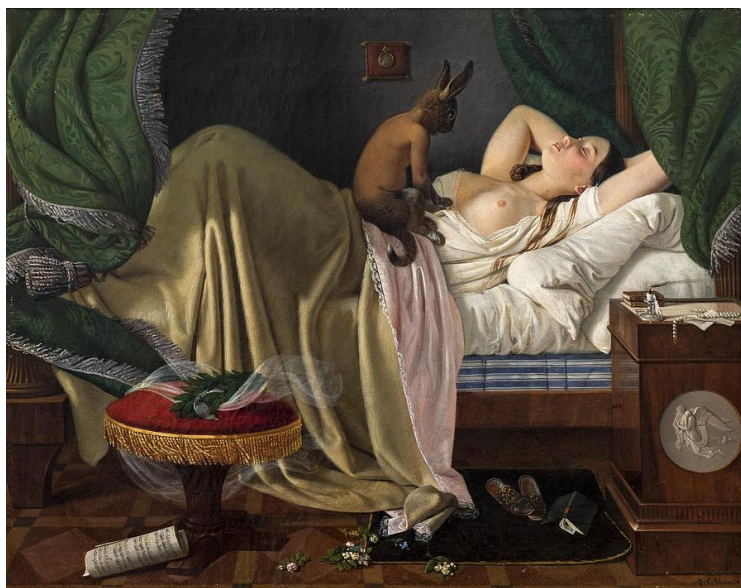
Nightmare, 1846,   Ditlev Blunck

3. Inception

Inception is a movie directed by Christopher Jonathan James Nolan, we haven't borrow many elements in these movie, we use only one idea which is using by these movie too. That is the main character traveled from dream and realistic world in the whole movie. But in the end of this movie, he doesn't know if he is still in the dream or not. We use same idea, when the little girl woke up from her nightmare and slept again, the little robot in the dream appeared, which made our audience get a question, Is the little girl truly wake up? And the bed and the piano in our room is in a strangely large size, which imply maybe the original room is not in the realistic world at all.
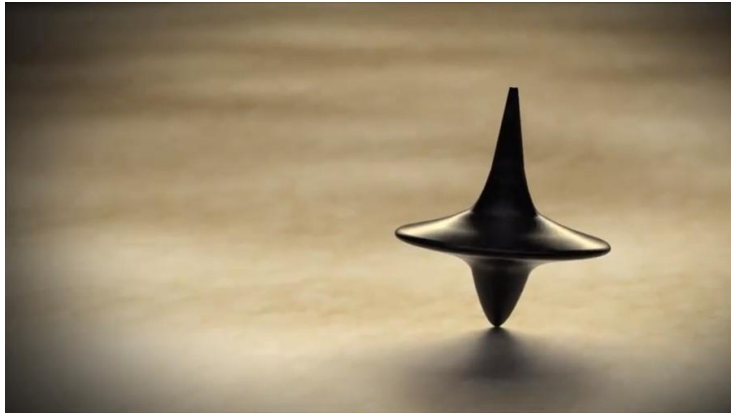
The tool main character use to check if he is in the dream in moive inception

Tools

1. **Pre-Prodution**
- Word 2016 – Used to create the script and story board.
- CLIPStudio – To draw the front image and side image for modeling.

2. **Production**
- Autodesk Maya 2018 -Used to create character models and main animation.

3. **Post-Production**
- Ocam v452.0 - Used to record the animation from screen.
- PowerDirector - Used to edit the movie.
- Voice Spice Recorder – Dubbing

Pre-Prodution

Brianstorming

In the beginning, we want to make an animation about the Taiwan's Night market and walking the catwalk, but this two topic is too difficult to merge together. So we start to think about another possibility, then we think of the movie and the story we watch before. And one of our teammate think maybe we can think about a dream and someone is chasing in the dream. And finally, we come out of the story.

Visual development

It's our first time to use maya modeling tools, we are not good at using texture in maya, but we find an additional art expression way. We use mainly two maya built-in Material, blinn and oceanshader. Blinn gives our object a plastic-like surface, then we can create a toy world. And oceanshader is good for making unstable surface, like water surface of our fountain and dessert.

Storyboard thinking

1.Dessert
In our animation, we try to use dessert to express the scenes of desolation in the dream, the idea is learned from Dali's work, The Persistence of Memory. The painting use a dessert like place to show the mystery of human's subconscious. In our animation, we use same skill, the first scene after the little girl fall into her dream is a dessert, we choose dessert to let our audiences feel the loneliness of dream.

2.Dreamlike Plot
In our animation in the garden, the little girl woke up from her dream (Dancing with the blurred man) and thought that it was a dream. However, upon walking near the wall, various blurred man came to attack the girl. This made our audience get a question. Moreover, when the little girl woke up from her nightmare and slept again, the little robot in the dream appeared, which made our audience get a question, Is the little girl truly wake up? And the bed and the piano in our room is in a strangely large size, which imply maybe the original room is not in the realistic world at all.

Character design

The main character, little girl(紫寧), we designed by ourself. And there is some modeling sketch in appendix. We want to have a thin and quiet little girl as our main character. And we want her to have a cartoon style body, so she has a big head. In

order to emphasize her action. Her hands and legs are longer then the normal people.

Robot, the hero who save the little girl, it's setting is the little girl's old toy. But the little girl has already forgotten it. So it lived in the little girl's dream and subconscious. In our story, Robot finally saved the girl from the attack of blurred people. However, the girl still thinks that the robot is only a character in her dream. In fact, the Robot is real in life, always standing beside her but she did not realize it. We create the character to tribute to all unsung hero in the world.

The Nightmare, is a man with no facial expression, is the original maya human body, often used for modeling something more complex but we choose to use it immediately because of his horrible out-looking.
In our animation, we learnt from these painters, we use a totally black man to describe nightmare. They tried to catch the fragile girl. Instead of using little monster like in painting --- Nightmare, 1846,   Ditlev Blunck, we use another way to stand for nightmare --- using men with no facial expression to describe the horrible and unpredictable of nightmare.
        The toy man and Nightmare are download from following website:
http://www.cgmeetup.net/home/ultimate-rigs-maya-rigs-maya-character-rigs-free-maya-rigs/

Scene Layout

The scene in the room is formed by furniture. We choose some old western furniture image for modeling. And we add chess into the room. The chess and piano are special parts in our animation. Both of them is existed in the girl's room and dream world, and the chess is changed into the big size. These are metaphors that
There are some things exist in the girl's dream world and realistic world .Maybe these things has the power to crossing between different world, our may be the girl's mind brought them to the another side.

Preparation

MAYA LEARNING

1. Character Modeling

we watch some tutorial videos on youtube to learn modeling.

Tutorial website :

https://www.youtube.com/watch?v=xzmg0grXHyE&t=435s

2.Character Animation --- Key Framing

We learned a lot from various YOUTUBE videos. At first, we follow the video (Maya: Simple Character Part 01 – Modeling) to learn how to make our own character. Next, we watched tutorials such as Character Animation Tutorial and Maya Walk Cycle Tutorial to learn how to simulate a walk cycle in MAYA and get in touch with key framing part of MAYA.

Production

Character

1. Modeling

The little girl's modeling is used the sketch in the appendix to model. We use the skill learnt from youtube to model.

2. Rigging

In the rigging part, we use Maya's Human ik to built the skeleton and control rig of the little girl. And fortunately, Human ik can help us create and bind the skin in an easy way.But because our little girl has the special body proportion. We should use Maya's influence painting tools to paint skin weights in order to avoid the deformation of girl's body.

Props

We use old furniture picture to create the model of furniture in girl's room.
And for the natural object, including tree, sand mountain, grass…… we use the combination of default polygon(cone, cube, sphere……) to build it.

Animating

We use Maya to make the animation. First we adjust the skeleton to let the character make the pose we want. Then we set keyframe to record the pose at certain frame. After setting the keyframe, Maya will produce the animation between keyframes. The same approach can be used to move the camera.
About some tips used in animating:

- Change of wall's color : First attach a material to the wall. Then change the material's color and set keyframe.
- Vibration of the ground : Instead of moving the ground, we move the camera up and down to reach the effect.

Post-Production

After preparing all animation clips recoded by oCam Recorder, we started to find suitable background music through youtube. In order to take visual effects and the plot integration into account and give our viewer the best eargasm, we tried a lot of music in our animation when editing it. After captioning, we used Voice Spice Recorder to dub for our animation. The animation was done in Power Director 16 and uploaded on youtube.

Reflection

0416022 楊旻學

It is my first time to use Maya, so I met many problems. Fortunately, most of them are not very hard to solve. Because I didn't use many complex skills to make the animation, it spent me much time to change the skeleton, move the characters, and set the camera. Although I did not do well at the beginning, after looking some tutorials and trying, I feel that my skills become better. From this project, I learned many about Maya and animation, especially about skeleton and kinematics. I believe this would be a great experience.

0416094 黃兆宇

It's my first time to made an any animation, it's interesting to create an animation starting from brainstorming with the teammate to output the video. And we learned that to made an animation really need many abilities, including modeling, rigging, keyframing……, and we met many problems in the process, but finally we overcame them and produce our animation. It's really encouraging to me, and I hope next time, I would have chance to make some animations again.

0416303 PO KAI YANG

I've made an animation by using Unity and ready-made asset made by other people. However, this is my first time using MAYA to build my own animation. By learning MAYA, kinematic knowledge and key framing, I have a change to learn by myself. On top of that, I have a chance to use my imagination to come up with a brand new story to tribute to the unsung hero in my life.
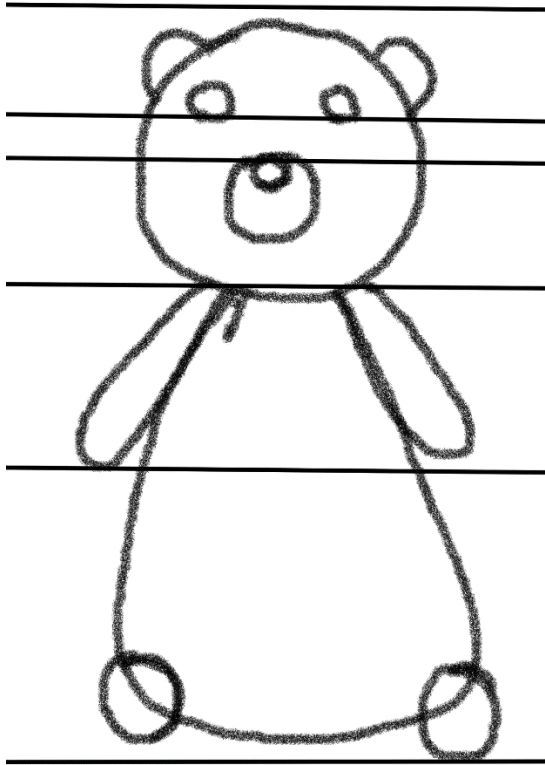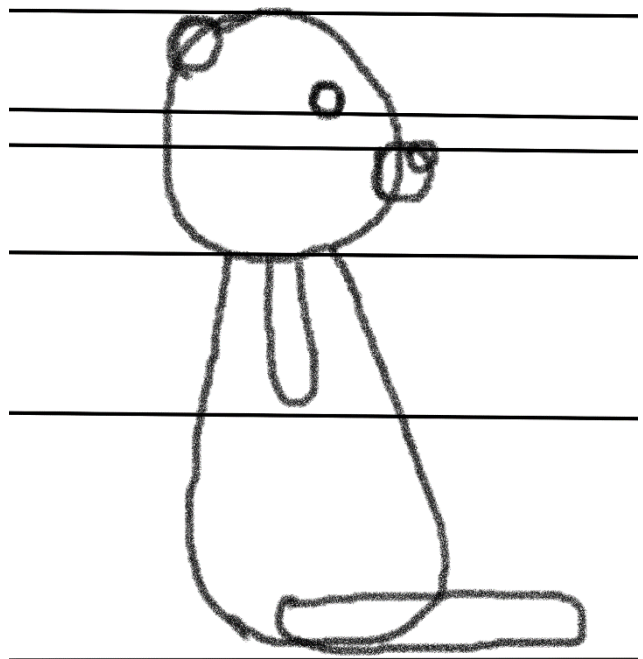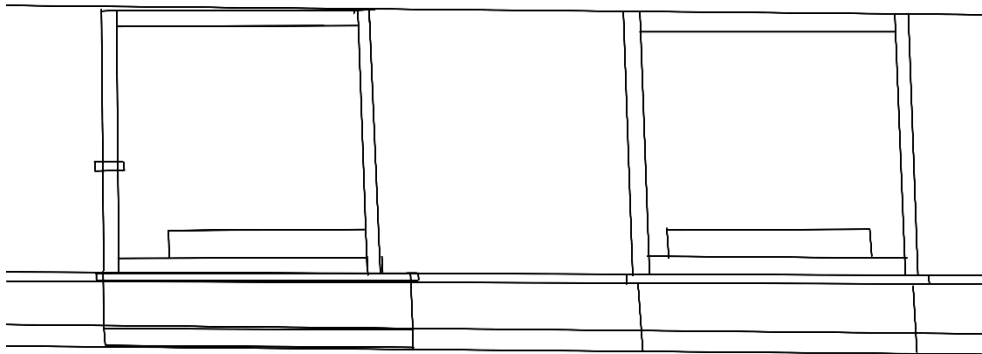
Appendix A
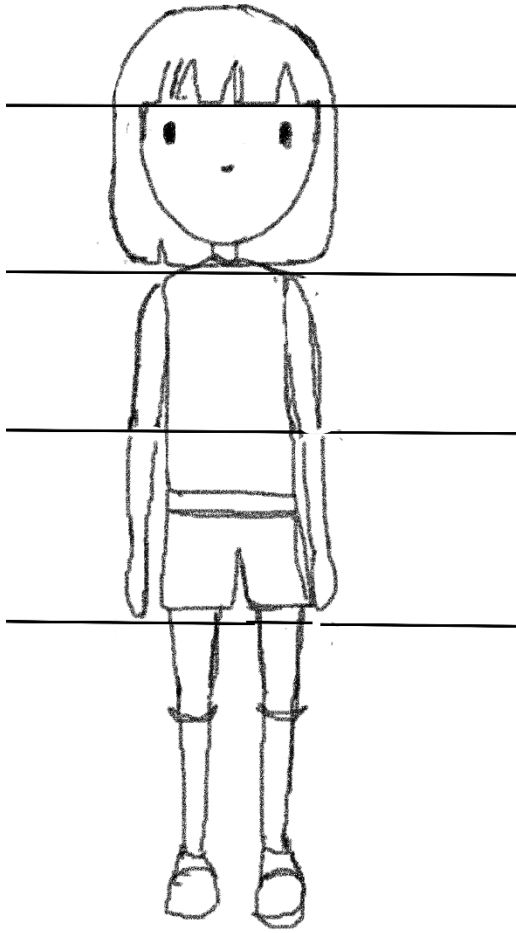
Girl_front
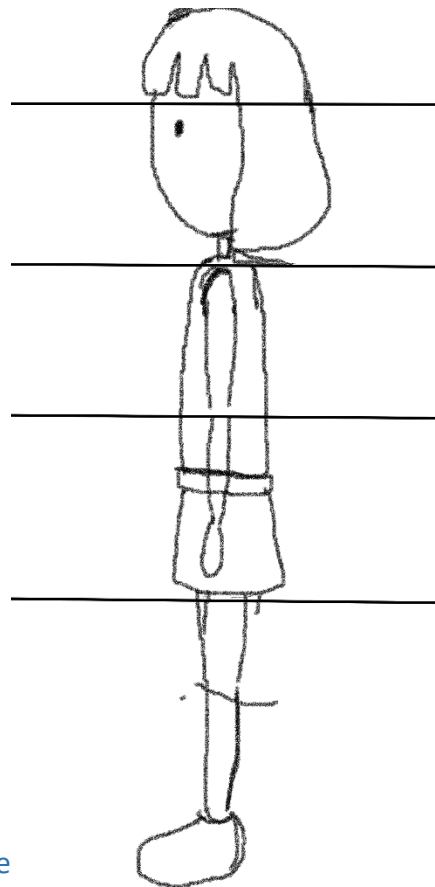
Girl_side

Appendix B

Teddy_front

Teddy_side

Appendix C

room

Appendix D

Outline

Scene1

    Protagonist is reading novel in bed. Suddenly she realizes that the bed is sinking and falling quickly.

Scene2

    Finally, the protagonist falls on a hot desert. She does not know where she is, but discovering footprints of a child. Then she walks along the footprints. While walking, she passes a robot. After that, she notices the robot is following her stealthily, but when she looks behind, she cannot find it. Walking in the dessert for a long time, she is tired and thirsty. At the moment she finds a huge cube appears in front of her. She walks to the cube, noticing that the cubic wall is transparent and can be passed.

Scene3

    After walking through the wall, she arrives at a beautiful garden. There is a circular fountain located at the center of garden. Water in the fountain is clean. The thirsty protagonist start drinking the water in the fountain. In the breeze and quiet atmosphere, the tired protagonist falls asleep quickly.

    When the protagonist wakes up, she notices that there are many people surround her whose contours are blurred. They wave their hands enthusiastically and take many odd fruits to her. Then the blurred people invite her to dance. After that, the protagonist and blurred people fall asleep. Then the protagonist wakes up and becomes anxious. She starts to look for the exit of the garden. Then she finds the cubic wall, but when she touches the wall, the wall becomes nontransparent. She gets into a panic and tries to run away. Then the blurred people run after her and try to catch her. At this very moment, the robot appears and lets the protagonist follow it. Eventually the robot jumps into the fountain. The protagonist has no choice but to jump into the fountain.

Scene4

    The protagonist sinks into the water and loses her consciousness. Suddenly she wakes up again. She notices that she is still on her bed, and there is a novel in her hand.

Script

Scene1

Location : bedroom

Time : night

Characters : girl

Plot :

- Girl is reading novel, then she feels tired.
- She nods because of drowsiness.
- Bed is sinking and swallows up girl.

Scene2

Location : desert

Time : day

Characters : girl, robot

Plot :

- Girl falls down from the sky.
- Girl walks in the desert.
  Girl : "What is this place? It's so hot."
- Girl turns back, and she sees a robot is jumping.
  Girl : "I seem to have seen it before."
- Girl turns back and leaves.
- Girl turns back and she sees the robot is approaching her.
- Girl walks to the blue wall.

Scene3

Location : garden

Time : day

Characters : girl, robot, blurred people

Plot :

- Girl arrives at the garden and walks to the fountain.
  Girl : "I am so thirsty."
- Girl walks over the bridge.
- Girl drinks the water and falls asleep.
- Girl wakes up.
- Blurred people wave their hands to girl.
  Blurred people : "XXXXXXXXXXXX(Unknown language)"
- Girl shakes her head to show that she does not know what they said

- Blurred people pose welcome
- Girl hears dancing music.
- Blurred people start dancing.
- Girl start dancing to the music.
- After dancing, they become tired and fall asleep.
  Girl : " Time to leave."
- Girl walks to the blue wall, but it becomes red and cannot be passed.
- Ground is vibrating.
- Blurred people are chasing girl and girl runs away.
- Robot shows up.
  Robot : "Follow me."
- Robot runs toward the fountain and jump into it.
- Girl follows robot and jumps into the fountain.
- Girl is sinking in the water.

Scene4
Location : bedroom
Time : day
Characters : girl, robot
Plot :
- Girl wakes up and notice that she is in her bedroom.
  Girl : "It was only a dream."
- Girl lies down and falls asleep again.
- Robot shows up and takes a bow.