

E2240258 - Dulanjana PGH

Mini Project Documentation

1. Software used for animation:

- **Adobe After Effects 2020**

used Adobe After Effects to create the animation, with some help from Adobe Photoshop.

- **Adobe Illustrator 2020**

For designing characters and backgrounds.

2. Technical details:

Device name: LAPTOP-GM64PIJ7

Processor: Intel(R) Core (TM) i5-10210U CPU 1.60GHz 2.11 GHz

RAM: 8GB

Frame rate: 24 frames

Resolution: 720×576 pixels

Animation style: Motion graphics-based 2D animation, with vector assets created in Illustrator and imported into After Effects for animation.

Duration: 5 minutes total, including credits and student name/ID displayed in the last 5 seconds.

3. Software Features and Effects Used

Adobe Illustrator Features:

Vector Asset Creation: All characters, backgrounds, and graphical elements were designed using Illustrator's vector tools for scalability and clarity.

Layer Organization: Multiple layers were used to separate objects for easy import into After Effects and to animate each layer independently.

Effects Features:

Motion Graphics Animation: Utilized for animating characters, graphs, and transitions between scenes.

Keyframing: Applied to control the movement, rotation, and scaling of assets across frames.

Text Animation: Used to introduce sections and display key statistics related to skill migration.

3D Camera Movement: Added depth to certain scenes by moving the camera around vector elements, creating a dynamic viewing experience.

Parallax Effect: Simulated depth by animating background layers at different speeds.

Transitions and Effects: Used fade-ins, fade-outs, and zoom effects to maintain a smooth flow between scenes.

Audio Synchronization: Voiceover, sound effects, and background music were aligned with visual elements for a cohesive output.

4. Materials and Assets Used

- **Custom Vector Graphics:** Created in Adobe Illustrator.

- o Characters: Designed in a minimalistic style to represent Sri Lankan professionals.

- o Backgrounds: Simple yet effective, showing workplaces, cities, and homes to reflect various aspects of skill migration.
 - o Graphs: Visual representations of data, such as employment rates, to illustrate key points in the animation.

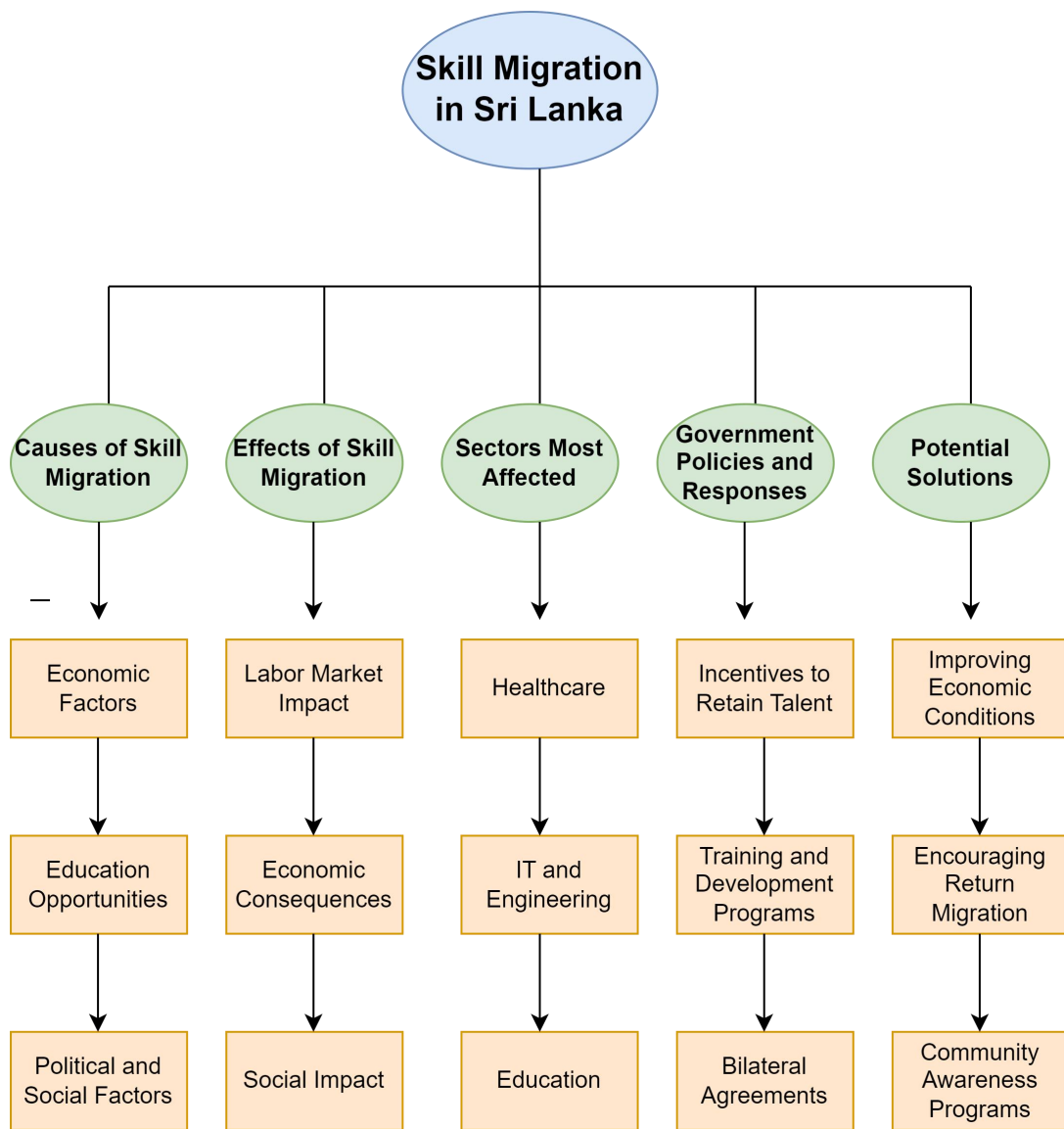
- **Textures and Effects:** Applied in After Effects to enhance the visual quality of the animation.

- **Sound Effects, voice and Music:** Royalty-free sound effects and background music sourced from an online library to complement the animation. And I input my voice to explain the content.

5. Personal Reflection

This project was a great opportunity to improve my skills in animation and storytelling. I learned how to apply key animation principles in a way that effectively communicates a message. The biggest challenge was ensuring that the animation flowed smoothly and that the sound matched the visual elements. However, I enjoyed the creative process and learned a lot about how multimedia can be used to communicate important social issues.

Concept Map



Story Board

