THOMAS EDISON SPEECH
TEAMWORK ANIMATION.
INDIVIDUAL ASSIGNMENT

TITLE: THOMAS EDISON SPEECH

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0.1   ABSTRACT:

The purpose of this report is to explain the procedure involved in developing an animation with a frame by frame approach. The topic chosen for this study is Thomas Edison. By using appropriate research techniques based on websites, video tutorials, articles and relevant examples, I was able to retrieve the information illustrated in the report below. The coverage of the study will be based on the introduction of the main topic in mind, the storyboard and descriptions of each screen in it and references.

1.0   INTRODUCTION:

The following animation that will be explained in the storyboard of this report, later, was derived from one of the topics as outlined in the assignment question. The topic in mind was about Thomas Edison who was the inventor of the first ever practical and commercially available incandescent light bulb that we use today. Thomas Edison was not the inventor of the light bulb, though he was the first to create the first practical and commercially available light bulb. In the 1800's, Thomas Edison bought a patent of what was believed to be the first invented light bulb. He later came across a man named Joseph Wilson Swan who had developed and patented a working light bulb, who he made a partner and eventually bought him out as well which gave him full ownership of the patent.

With the help and collaboration of his new partner, Joseph Wilson, together they managed to develop the first practical and commercially available light bulb. After having successfully created a working light bulb, he had to give a speech of presentation about the light bulb, how he came to develop it and what would be the importance of using it. In the speech that Thomas Edison gave, he spoke of the help and collaboration that he received from his partner Joseph Wilson and that with his help since he had already created and patented a working light bulb, together they developed the practical and commercially available light bulb. He provided a moral code in the speech that said, "*We can do more and better together that when we are alone*". With the help of this speech, I derived a similar and simple moral code that portrayed the same meaning. The moral code is, "*Together we can, Together we will*"

The animation in question was derived from the speech that Thomas Edison gave, in which he spoke of *Teamwork*. The characters used in the animation in order to portray the message are not Thomas Edison, Joseph Wilson or people in general, instead, they are ants who play the part.

2.0   TARGET USER'S BACKGROUND AND REQUIREMENTS:

The following are the user background information and user requirements. See below;

2.1   TARGET USERS' BACKGROUND:

The user's background are as follows;

The animation developed has no boundaries to limit the age group of target users who are allowed to view it. Since the animation id about *teamwork*, all age groups are targeted together since the limitations of who can or cannot view this animation are not limited.

2.2   TARGET USERS'S REQUIREMENTS:

The following are the requirements of the users according to their age groups. See below;

i.   **Children:** Since children are more attracted to colorful shapes and figures or imaginative characters, the animation developed was created with ants as imaginary characters to play the parts of people and they were colored in very bright colors so that they can easily attract the children to watch it. This would make it easier for the children to pay attention to the animation and at the end of the day understand it as they were meant to.

ii.   **Adults:** Since adults require to see a good flow of the animation and an understandable storyline, the animation was carefully designed to have a good flow of ideas is order to portray a good storyline. The advantages of adding such ideas to the animation is to be able to target the adult age group.

iii. **Elderly:** They elderly usually require an animation or any story to have a purpose and reason to develop it and it should also include a moral code. So due to this reason, the animation was given a moral code about the advantages of teamwork so that we can be able to target the elderly age group.

3.0   MEDIA ELEMENTS:

The following are the media elements that were used or added into the animation. See below;

3.1   GRAPHICS:

1. **Graphics:** The animation was developed with graphics as one of the media elements. The graphics in the animation are all that include things that you can see such as the characters, backgrounds, objects in the animation and color in general. With the help of these graphics elements, the animation is able to portray a message to the audience even if the author or developer did not add other media elements such as audio (background music or conversations).The graphics elements in the animation were all drawn and colored in *Paint*.

3.2   AUDIO:

2. **Audio:** As one of the media elements, audio was added in the animation in two main forms. One of the forms is as background music which covers the whole animation. The other audio type media element added was sound effects, specifically typing sounds. With the typing sound effect, users are able to imagine an animator typing out the animated words they see on screen which gives more interest to the audiences and eventually adding enticing years to the audience.

3.3   TEXT:

3. **Text:** The text media elements that were added in the animation are both dynamic and static. The static text includes the title of the animation itself and the author's credentials. The dynamic text however, include the only the moral code at the end of the animation in which the typing audio media element effect was added.

4.0   APPLICATION STRUCTURE:

The application structure of this animation is the layout of and flow of how it looks like. The following below is the application structure of this animation. See below;

APPLICATION STRUCTURE

Start / Play / Main Page
(Frame 01 - 65)

Ant Home / House
(Frame 66 - 113)

The Victory
(Frame 1031 - 1082)

The Success
(Frame 819 - 1030)

The Appearance
(Frame 114 - 126)

The Cheer and Sheer Joy
(Frame 1083 - 1176)

The Success
(Frame 819 -)

The Cruise
(Frame 127 - 303)

The Moral Code
(Frame 1177 - 1274)

The Cry out for Help
(Frame 601 - 818)

The Idea
(Frame 304 - 411)

The Fail
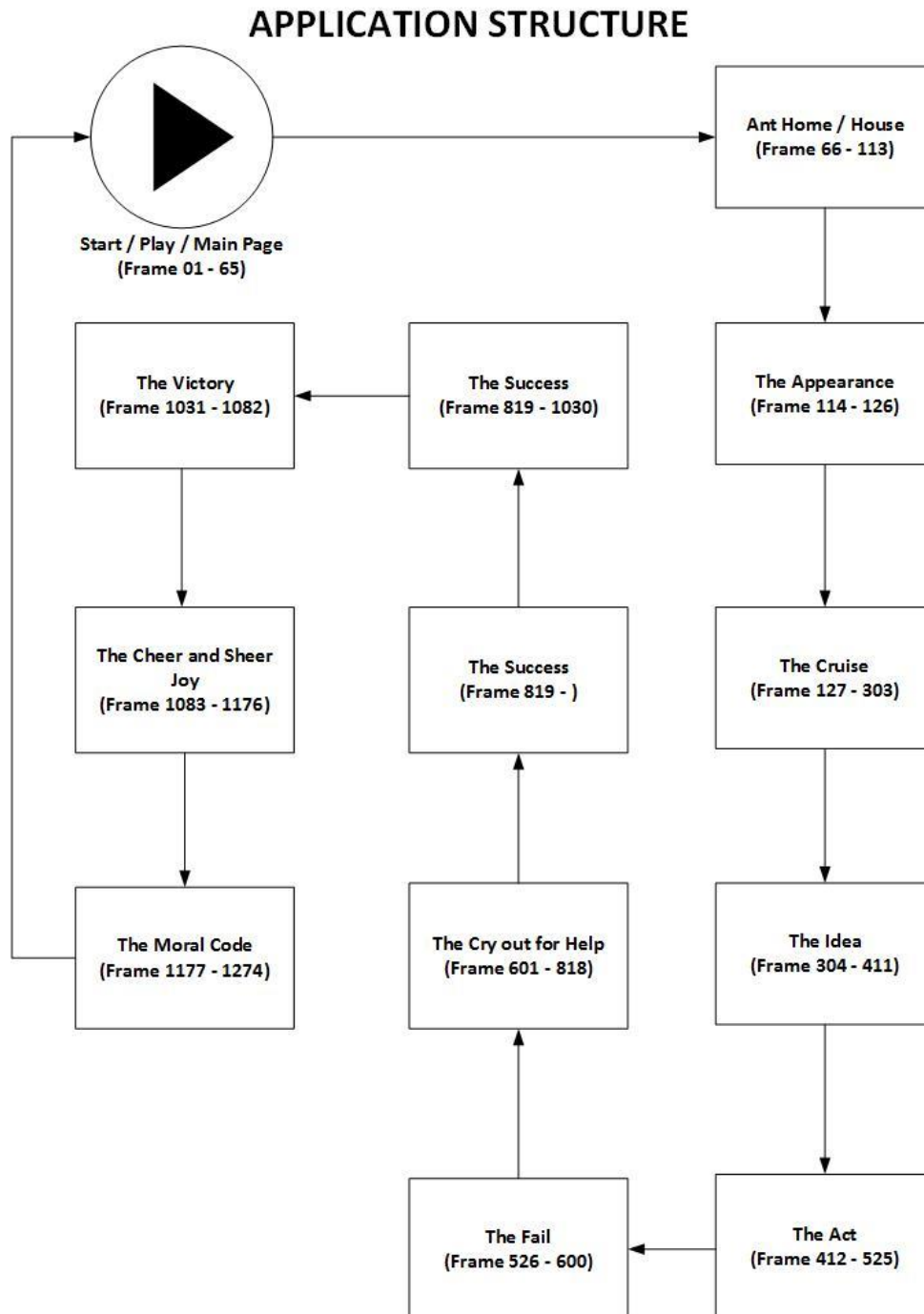(Frame 526 - 600)

The Act
(Frame 412 - 525)

FIGURE 1: APPLICATION STRUCTURE

5.0   STORYBOARD:

The following is the storyboard showing the frames/scenes of the animation together with their descriptions. See below;

FIGURE 2: SCREEN 01

Screen: 01 – 65 of 1274

Scene Name: Main Scene / Cover Scene

Scene Description: This scene displays the title of the overall animation, the characters involved in the animation, the author or developer and it also contains the play button of the animation where the users or audiences can control the animation by playing it and not the animation playing on its own.
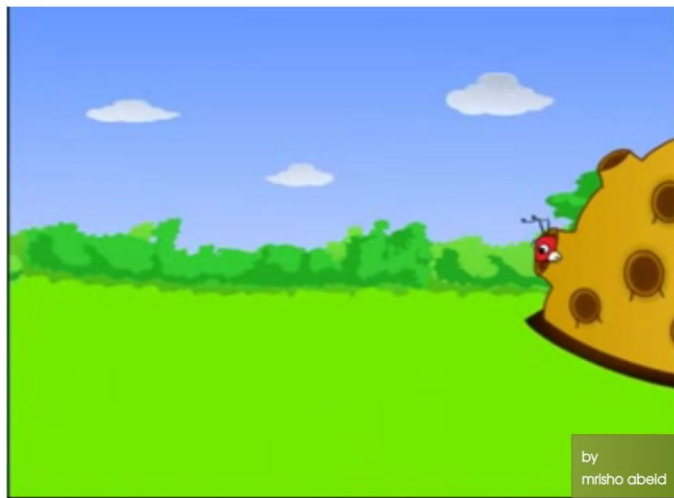
Screen: 66 – 113 of 1274

Scene Name: Ant Home or House

Scene Description: These Screens show the home or habitat of where the ants live. They also includes the author's name. After these frames, the main character will be seen coming out of the house. There is a zoom out effect added from the 66th frame to the 113th frame which all show the house.

FIGURE 3: SCREEN 02

Screen: 114 - 126 of 1274

Scene Name: The Appearance

Scene Description: In these screens, the main character can be seen emerging from the house to the field outside. The actions when the character shows its hand out of the opening of the house then later pulling itself outside on the field.

FIGURE 4: SCREEN 03

Screen: 127 - 303 of 1274

Scene Name: The Cruise

Scene Description: In these screens, the character can be seen outside the house. He is the seen walking towards an opening gap between two fields which he cannot cross.

FIGURE 5: SCREEN 04

Screen: 304 - 411 of 1274

Scene Name: The Idea

Scene Description: In these screens, the character is seen surprised with the thought that he cannot cross to the other field because of the gap. There was no means to cross to the other side so he stood there for a few seconds trying to think of a solution until he got the idea which he used later in the story.
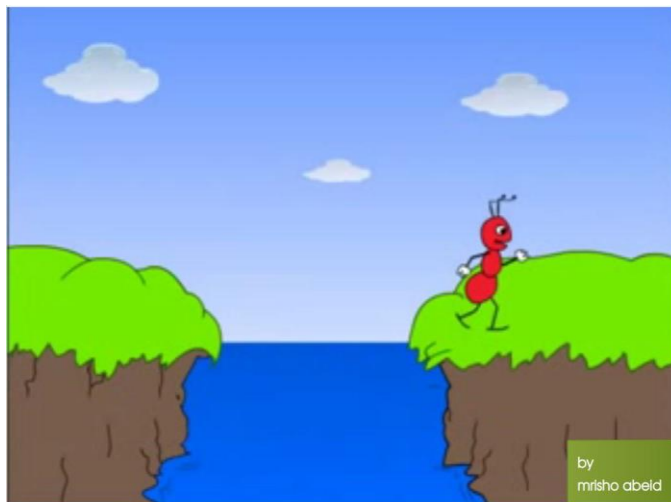
FIGURE 6: SCREEN 05

Screen: 412 - 525 of 1274

Scene Name: The Act

Scene Description: After he got the idea, the character can be see going to act on it in order to try and solve the problem so that he can cross to the other side on to the other field.
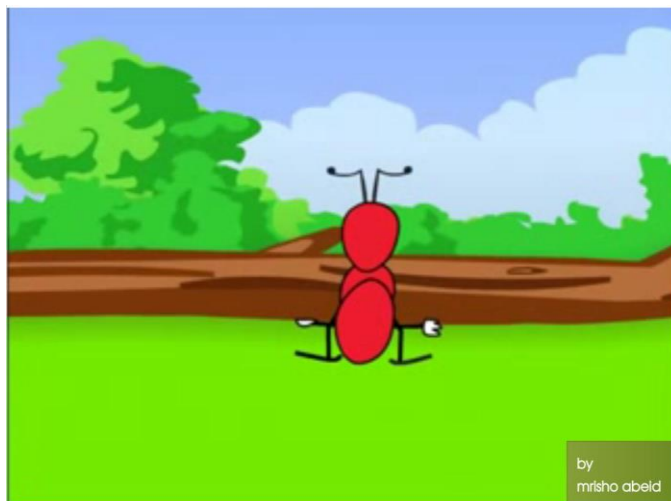
FIGURE 7: SCREEN 06

Screen: 526 – 600 of 1274

Scene Name: The Fail

Scene Description: The character can be seen trying to implement his idea which was to pick up a log that he passed by the field in order to use it to close the gap and make a bridge to cross over to the other side on to the other field.

FIGURE 8: SCREEN 07

Screen: 601 – 818 of 1274

Scene Name: The Cry Out For Help

Scene Description: In the following screens, the character can be seen failing miserably to carry the large log since it was too big and too heavy for him. After noticing this, he then cries out for help from his friends so that they could give him a hand with moving the log.
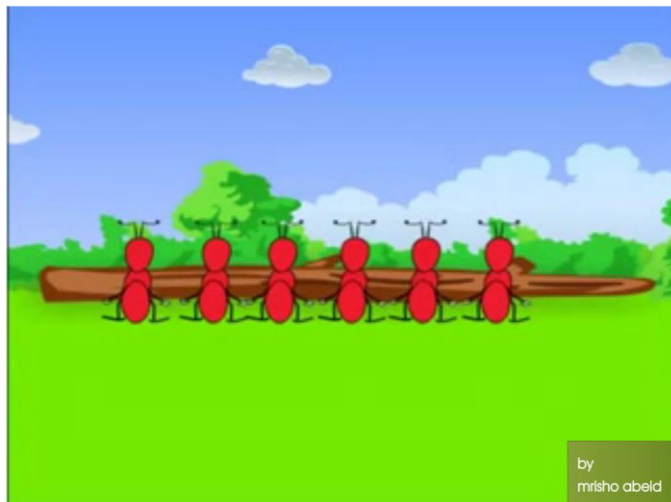
FIGURE 9: SCREEN 08

Screen: 819 - 1030 of 1274

Scene Name: The Success

Scene Description: In these screens, the friends on the main character come to give him a hand after he called them for help. They successfully managed to carry the log to the gap between the two fields, ready to position it over it.
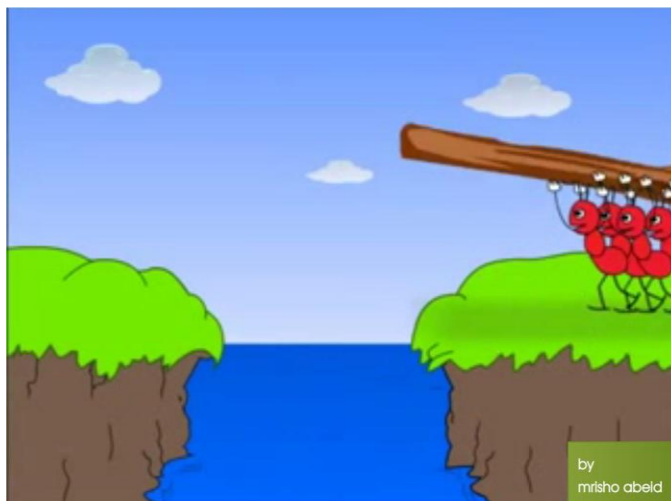
FIGURE 10: SCREEN 09

Screen: 1031 - 1082 of 1274

Scene Name: The Victory

Scene Description: After they successfully managed to carry the log to the gap between the two fields, they threw it over the gap so that one side could touch the other field and the other side could touch the field where they were standing. By doing this, they successfully created a bridge for their friend to cross over
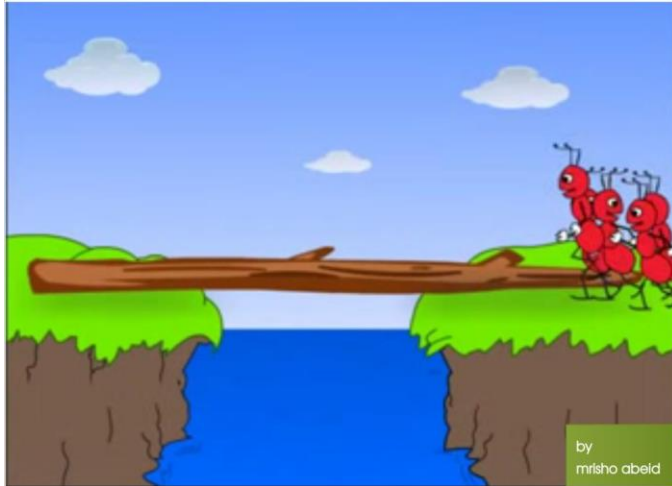
FIGURE 11: SCREEN 10

Screen: <u>1083 - 1176</u> of <u>1274</u>

Scene Name: <u>The Cheer and Sheer Joy</u>

Scene Description: <u>The main character is seen crossing over the bridge that he and his friends made with the log that they placed in order to close the gap between the two fields. The friends are seen happy and cheering with sheer joy and waving to their friends after he had successfully crossed over the bridge.</u>

FIGURE 12: SCREEN 11

Screen: <u>1177 - 1274</u> of <u>1274</u>

Scene Name: <u>The Moral Code</u>

Scene Description: <u>After the character safely crossed over the log bridge and thanked his friends while they cheer him on, an empty yellow note comes flying in onto the middle of the screen and with a typing effect, it writes the moral code of the whole story in a few meaningful and simple words.</u>

FIGURE 13: SCREEN 12

6.0   CHARACTER DESIGN:

This section has not been added in this documentation due to some issue. Please refer to the documentation section of character design. All art work is added in that section.

7.0   CREATIVE FEATURES:

The main and only creative feature that was added in this animation is a play button. The play button was provided with both codes for playing and stopping the animation. When a user opens the .swf file in order to play the animation, it will not start until they press the play button in order to run the script to play, and when it ends, it will automatically stop due to the added script to stop.

The following below are the scripts added in the animation and the steps to add them.

PLAY:

1. Create a new layer and from the very first frame, continue with the steps below
2. Add a button by either designing one from scratch or adding an image and use it as the button.
3. Chan the nature of the image or designed structure to *movie clip*.
4. While the image or structure is selected, open the *actions*, panel by clicking F9 button.
5. The type in the scrip below;

```
on(release) {
        _root.gotoAndPlay(2);
}
```

STOP:

1. Click on the same image or structure for your button and then open the *actions* panel.
2. The type in the scrip below;

```
stop();
```


FIGURE 14: PLAY BUTTON

8.0   REFERENCES:

Draw with Jazza. (2012). *How To Animate - Walk Cycle (Tweened).*Available at: https://www.youtube.com/watch?v=OdhuDGOyAXc2. Last Accessed: 15th March 2015.

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