WHAT'S HERE:

This is the **animation pass** for Idle, to be used when Burnie first is placed by the user.

WHAT'S NOT:

The following notes are already being worked on:

- Reducing head turn to be more subtle. Less of a head turn, and more like a sense of Burnie is looking just slightly off to the left and right, casually waiting.
- Reducing sheen on jersey
- Final lighting

WASSERMAN FEEDBACK:

- Add subtle blinking
- Bring hands in a little so his neutral stance isn't so wide - make his arm positions more casual

IDLE STATE

CLIENT
AT&T

PROJECT
FTX ARENA ACTIVATION PLANNING

DATE
OCTOBER 18, 2021

ROUND
TWO

PAGE
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BURNIE ANIMATION

IDLE STATE

WHAT'S HERE:

This is the **animation pass** for Idle, to be used when Burnie first is placed by the user.
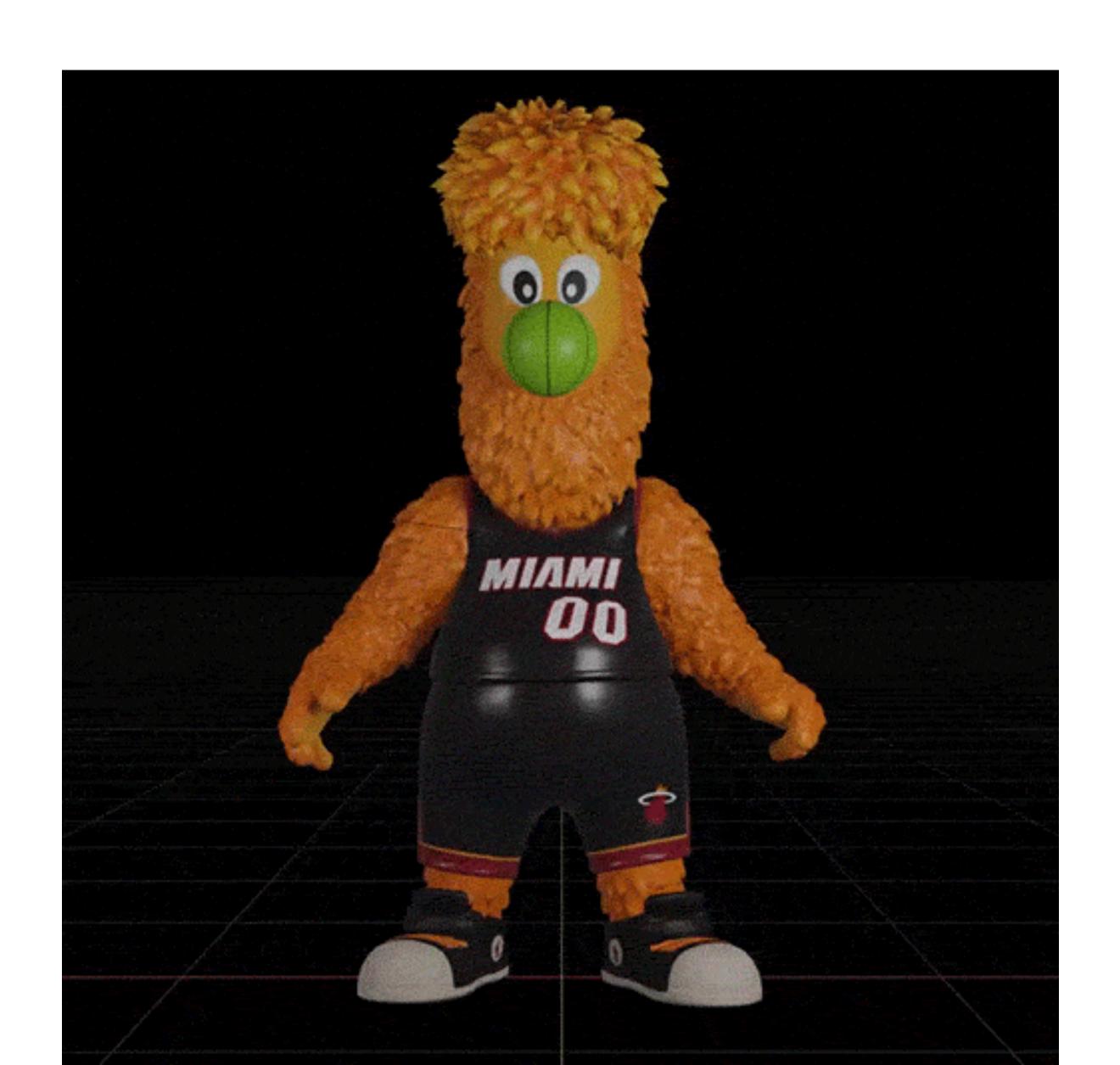
WHAT'S NOT:

The following notes are already being worked on:

- Reducing head turn to be more subtle. Less of a head turn, and more like a sense of Burnie is looking just slightly off to the left and right, casually waiting.
- Reducing sheen on jersey
- Final lighting

WASSERMAN FEEDBACK:

- Add subtle blinking
- Bring hands in a little so his neutral stance isn't so wide - make his arm positions more casual

BURNIE ANIMATION

DANCE MOVE 1

WHAT'S HERE:

This is the **animation pass** for Dance #1 based off the reference footage.

WHAT'S NOT:

The following notes are already being worked on:

- Changing arm gesture to more of a lasso/finger wag arm rotation that is constant
- Reducing sheen on jersey
- Final lighting

WASSERMAN FEEDBACK:

- Hands need to be on his hips during the belly jiggle - no hip thrusting
- Swap order of moves, jiggle first, then hand up
- Reduce speed - quantize to a 95-100bpm range
- Watch where the tongue of his shoe bisects his leg texturing