

ANIMATION SAC

Rylie Nauta 2021

SYNOPSIS

- My game trailer is going to follow the same plot and game idea from the previous SAC, which will be about a character called Artemis who lives in a world filled with dinosaurs and other creatures from the Jurassic, Cretaceous and Mesozoic eras. In my trailer I want to begin with a sort of story beginning with a young version of the main character who is living in peace perhaps on a beach enjoying the view, but then using sound effects built up suspense and use different camera cuts to cut between scenes where the young Artemis is scared and the sound of angry dinosaurs are heard. There will be some narrating at the beginning and then at the very end the narration will come back and say something more eerie and suspenseful.

PURPOSE STATEMENT

- The purpose of my game trailer will be to built suspense and have the audience interested in an interesting story and also action in the game. The trailer would be released on YouTube but could also be advertised on social media such as Instagram or Tumblr, basically places where people interested in games would be spending time on. Other advertisements for my game could also come in the form of posters. I want my audience to be drawn to the action that is hinted in the trailer and be intrigued by the main character.

TARGET AUDIENCE

- Name: *Matthew Murphey*
- Age: *16*
- Gender: *Male*
- Occupation: *Doesn't have a job*
- Ideal Profession: *Isn't too sure on future profession, but likes the idea of working with video games or movies behind the scenes*
- Least Ideal Profession: *Lawyer or accountant*
- Favourite colour, film and music: *Navy green, Jurassic Park franchise and the Lord of The Rings franchise (genres: Action, Sci-Fi, History, sometimes Comedy), Imagine Dragons (band)*
- Least favourite colour, film and music: *Red, Mean Girls (doesn't like high school or coming-of-age movies), Nicki Minaj*
- How they spend their free time: *Gaming, watching YouTube (Gaming videos, Sci-Show videos, simple educational videos, conspiracy theory videos), reading books (Sci-Fi, Fantasy, teenage-based novels such as Harry Potter, Percy Jackson)*
- Favourite food: *Roast lamb with vegetables and mashed potatoes*
- Least favourite food: *Chicken-noodle soup*
- Pets: *A few chickens (not really 'pets'?) and a mediterranean spur-thighed tortoise named Chomp*
- Clothes they would wear: *Skinny-jeans, hoodies, plain t-shirts and cheap sneakers*
- Their favourite games: *Skyrim, Breath of The Wild, ARK Survival, Jurassic World Evolution, Journey to the Savage Planet, Legend of Zelda*
- Their least favourite games: *The Sims, Counter-Strike, Clash of Clans*

SOFTWARE/HARDWARE LIST

SOFTWARE	HARDWARE
PowerPoint (for submission + presentation)	HP Elitebook Laptop
Adobe Animate	Intuos Pro Tablet
Adobe After Effects	Konix Mouse
Adobe Photoshop	Headset
Adobe Media Encoder	
Adobe Audition	

ROUGH ASSET LIST

ASSET LIST

Asset	Self Creation (yes or no)	Medium/Tool/Software
Young version of character	yes	Photoshop or illustrator
Older version of character	yes	Photoshop or illustrator
Beach background	yes	Photoshop or illustrator
Forest/tropical background	yes	Photoshop or illustrator
Dinosaurs roaring sound effects	No (need some free audio)	Audio
Narrating audio	yes	Audio
Game logo w/ title	yes	Illustrator
Villager hut	yes	Photoshop or illustrator
Drawing of at least one dinosaur	yes	Photoshop or illustrator

Asset	Self Creation (yes or no)	Medium/Tool/Software
Suspenseful music	No (need free music from online somewhere)	Audio
Running sound effects	No but yes if needed	Audio
Ocean sound effects	No	Audio
People yelling/screaming effect	No	Audio
Subtitles???	Yes	Animate or Photoshop

TIMELINE

TIMELINE

Date	Week	Task
28 th April	Week 2	Gather references and ideas for game trailer -- mood board/s
29 th April	Week 2	Refine ideas/synopsis – synopsis, purpose statement and target audience
3 rd May	Week 3	Finish up synopsis, purpose statement and target audience – software list and timeline
4 th May	Week 3	Storyboarding with CAMELS annotations
6 th May	Week 3	Storyboarding with CAMELS annotations, get started on Adobe Animate tutorials
10 th May	Week 4	Learn Adobe Animate
12 th May	Week 4	Learn Adobe Animate
13 th May	Week 4	Learn Adobe Animate
17 th May	Week 5	Learn about and take notes of 12 Principles

Date	Week	Task
18 th May	Week 5	Learn about and take notes on 12 Principles
20 th May	Week 5	Learn about and take notes on Screen Principles (refine storyboards)
24 th May	Week 6	Official SAC6 Start – gather and create visual assets
26 th May	Week 6	Animating – gather and create visual assets
27 th May	Week 6	Animating – gather and create visual assets
31 st May	Week 7	Animating – gather and create audio assets
1 st June	Week 7	Animating – Set up project in Adobe Animate and import your assets
3 rd June	Week 7	Animating – create your animation
7 th June	Week 8	Animating
9 th June	Week 8	Animating

Date	Week	Task
10 th June	Week 8	Animating
15 th June	Week 9	Animating
17 th June	Week 9	Animating (last session of term)

[SCHOOL HOLIDAYS]

Date	Week	Task
14 th July	Week 1 (Term 3)	Finishing up any animation/adding final touches
15 th June	Week 1 (Term 3)	Post mortem questions + any extra touches. SUBMIT.

REFERENCES

Title	Link	Notes
Adventure Time: Distant Lands Obsidian Official Trailer	https://www.youtube.com/watch?v=QPkwDW7e_k	I like the style of Adventure time and also how the trailer cut between different scenes with a sound effect each time the scene changed, and how the scene changes got faster but the trailer slowed at the end with music and the title.
Frozen 2: The Prologue Deleted Scene Official Storyboard	https://www.youtube.com/watch?v=97k3-BEgA5g	I like the style of the little girl in this and how it is kind of realistic but also not too much so that it is hard to draw. I also like the sound effects of running, the soldiers yelling, and the intense music used in the background.
“Hog Hunt” Dream SMP Animation	https://www.youtube.com/watch?v=MPiILYNStd8	I like the animation style used here as it is simple but not too cartoony; the way that each scene blends into the next with transitions and how there's music and narration that comes in and out to give context to what's happening on the screen.
Hogwarts Legacy Official Reveal Trailer	https://www.youtube.com/watch?v=1O6Qstncpnc	I like how as the music gets louder and more intense the scenes cut faster and more dangerous things are happening on the screen; it also is able to show some enemies that would be faced in the game.
THE LAST OF US 2 Official Trailer	https://www.youtube.com/watch?v=qPNileKMHYg	I like that this game trailer basically shows a cut-scene of the game but also cuts off to other areas to give more of an understanding, and then ends with a clarifying dialogue to make it all seem pretty eerie and intense right at the end.

MOOD BOARDS

MOOD AND TONE

- backgrounds, settings, landscapes, lighting, time of day, past/future/present, typography, characters



^
I like the shading and brightness of the pool of water here and how the lighter colours work together

I like the mountains and how they look spiky and kinda dangerous >

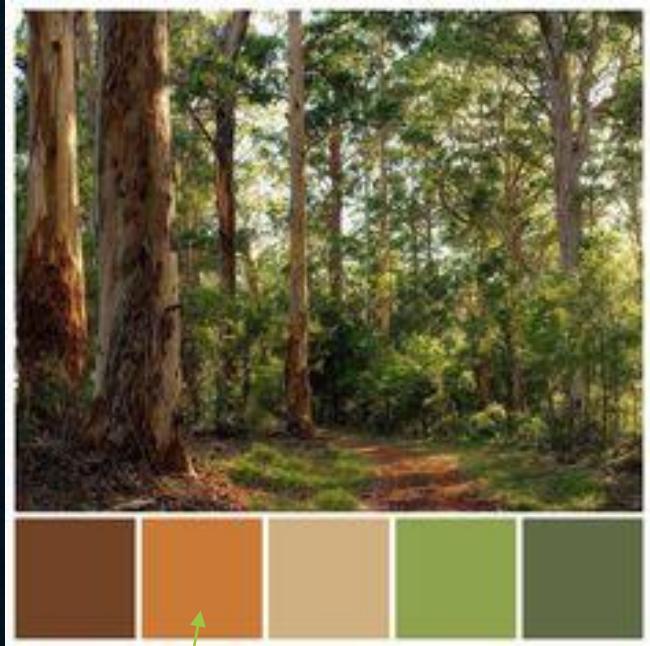


In these photos I really like the light aspects but also the darkness; as well as the way there are open clearings in the trees.
I like the huts below and how they're arranged.



COLOUR PALETTES

- consider colour association, colour wheel, complimentary, analogous, triad, value, saturation, warm, cool, environment, contrast



These colours include a somewhat muddy colour group, and dull colouring of a forest with more dirt.



These colours here really inspired an idea in me to include a faint fog in one of my backgrounds.



The colours of the sand and the tropical looking ocean will do well in my idea for a beach to be in my animation.



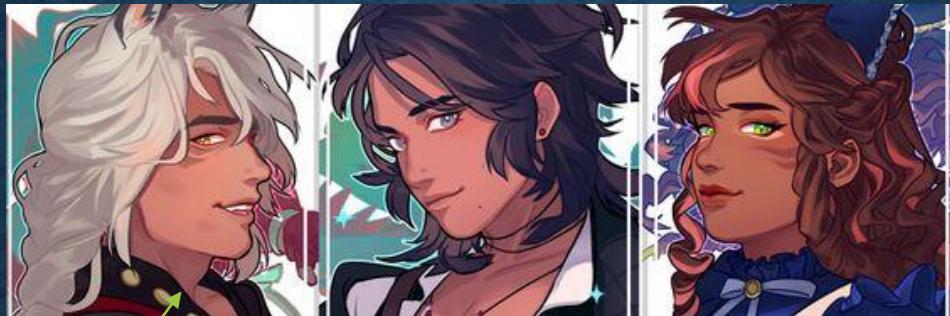
I love the rich green colours, how there are darker green and a very fluorescent, almost yellow, green.

ART TEXTURE

- look for animations and illustrators who you like the style of, then analyse them in terms of elements & principles - colour, line, shape, texture, etc... - why do you like these particular styles?



^
I like the thickness of the lines and the brush tool used to draw the lineart. And how the facial features are illustrated,



^
I really like the angles of the profiles and the face shapes, also how the mouths are drawn and the eyebrows.

I like the anatomy shown in this drawing, and the facial expressions shown by the characters.



I like the comic/cartoon style of the drawing but also how the bodies look realistic at the same time. >

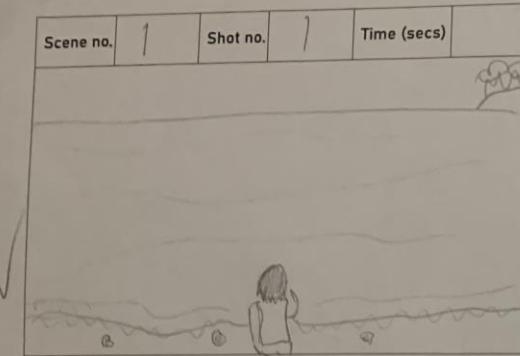


STORYBOARDS

STORYBOARD P 1/3

Project title: Artemis Game Trailer

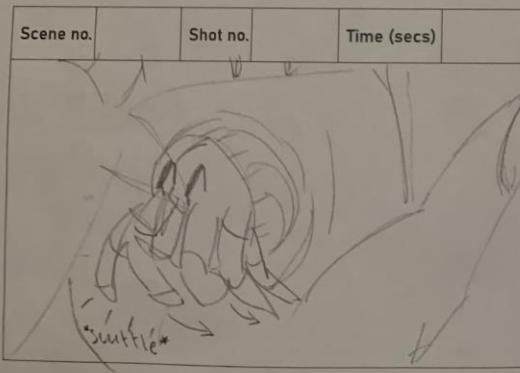
Page: 1 of 3



Shot type: establishing/wide Angle: slight high angle
Movement: slowly zooming in Focus: whole scene focused

Editing/transition:

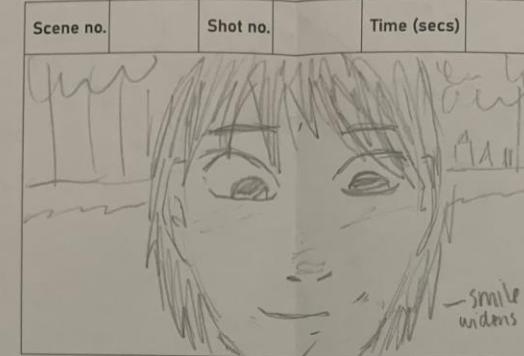
Dialogue/sound: Ocean sounds



Shot type: close up Angle: slight high angle
Movement: slowly zooming in Focus: crab focus

Editing/transition:

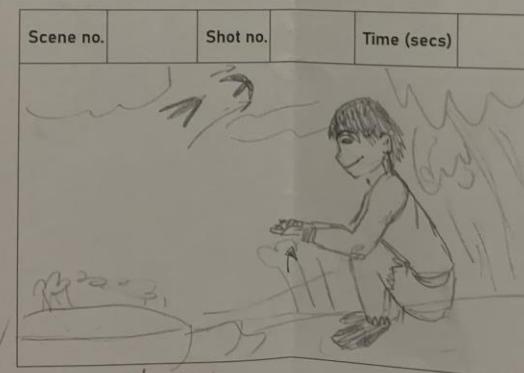
Dialogue/sound: Hermit crab sounds???



Shot type: close up Angle: eye-level
Movement: still Focus: Artemis' face

Editing/transition:

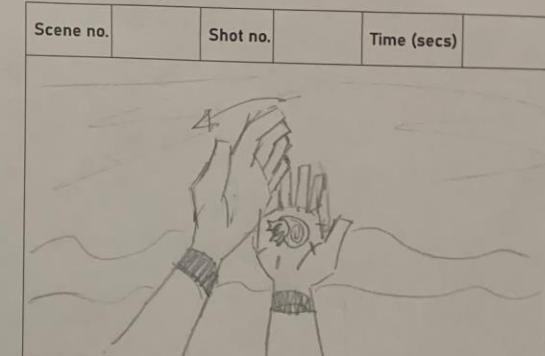
Dialogue/sound: More ocean sounds



Shot type: wide shot Angle: medium
Movement: slowly zooming out Focus: mostly on Artemis

Editing/transition:

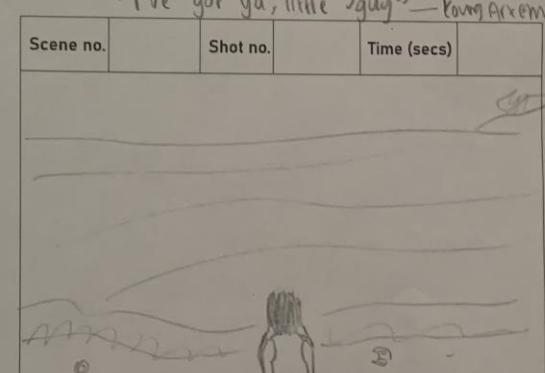
Dialogue/sound: Birds chirping, ocean, little bit of a breeze



Shot type: close up Angle: high angle
Movement: slowly zooming in Focus: hands in focus

Editing/transition:

Dialogue/sound: faint scuttling from crab
"I've got ya, little guy" — Young Artemis says it



Shot type: estab Angle: slight high angle
Movement: slowly zooming out Focus: whole scene

Editing/transition:

Dialogue/sound: Ocean sounds, wind

STORYBOARD P 2/3

Project title: _____

Page: 2 of 3

Panel 1:

Scene no.	Shot no.	Time (secs)

Shot type: black screen Angle: _____
 Movement: _____ Focus: _____
 Editing/transition: cut to black
 Dialogue/sound: Narration

Panel 2:

Scene no.	Shot no.	Time (secs)

Shot type: establishing shot Angle: _____
 Movement: sliding left to right Focus: the fire
 Editing/transition: this scene flashes
 Dialogue/sound: people screaming, crackling fire, narration

Panel 3:

Scene no.	Shot no.	Time (secs)

Shot type: _____ Angle: _____
 Movement: moving left to right Focus: fire + person
 Editing/transition: camera moves throwing fear
 Dialogue/sound: people angry shouting

Panel 4:

Scene no.	Shot no.	Time (secs)

Shot type: black screen Angle: _____
 Movement: _____ Focus: _____
 Editing/transition: camera moves past a hut
 Dialogue/sound: dinosaur growling

Panel 5:

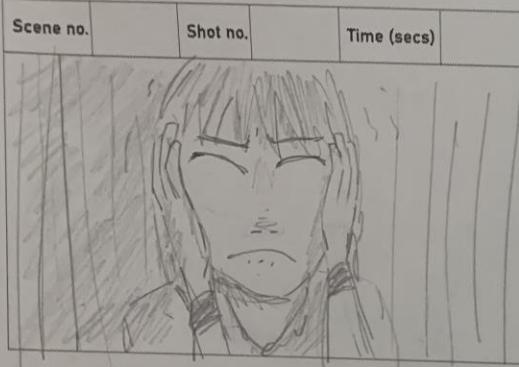
Scene no.	Shot no.	Time (secs)

Shot type: black screen Angle: _____
 Movement: moving left to right Focus: dinosaur shadow
 Editing/transition: black
 Dialogue/sound: dino roar/growl, someone screaming

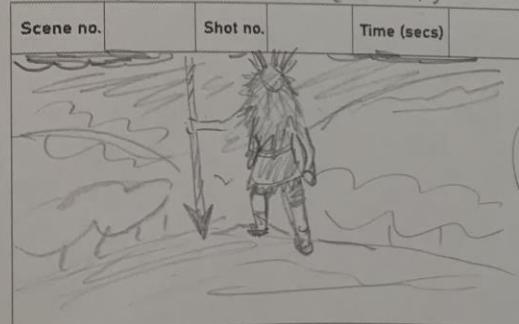
STORYBOARD 3/3

Project title:

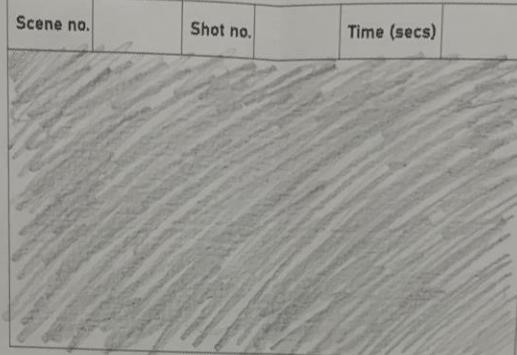
Page: 3 of 3



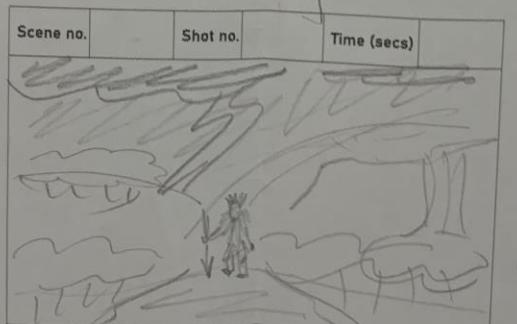
Shot type: close up Angle: _____
Movement: slowly zooming in Focus: young Artemis scared
Editing/transitions: camera changes when moving past a hut / hidden transition
Dialogue/sound: Artemis whimpering, fire, ppl shouting, dinosaur noise (distant?)



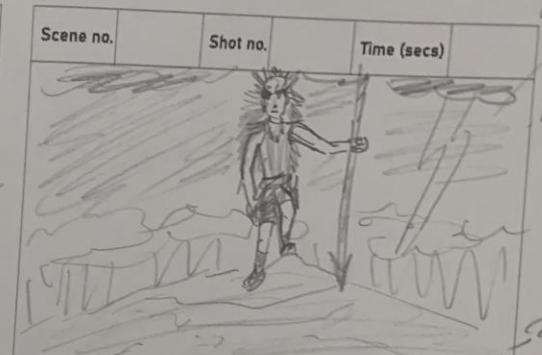
Shot type: wide shot Angle: _____
Movement: zooming out Focus: Artemis
Editing/transitions: match cut?
Dialogue/sound: music



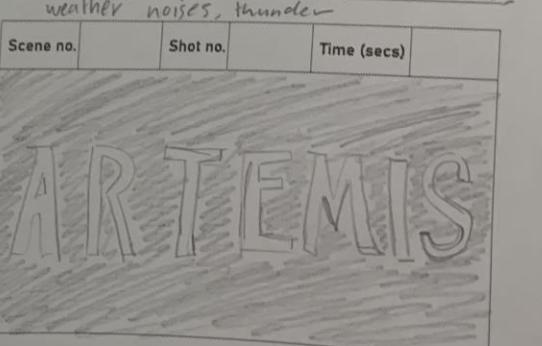
Shot type: black out Angle: _____
Movement: _____ Focus: _____
Editing/transitions: cut to black
Dialogue/sound: narration of older Artemis



Shot type: wide shot Angle: _____
Movement: zooming out Focus: focus more on the environment?
Editing/transitions: cuts black
Dialogue/sound: music, thunder



Shot type: low angle Angle: _____
Movement: _____ Focus: Artemis
Editing/transitions: _____
Dialogue/sound: narration of older Artemis, weather noises, thunder



Shot type: _____ Angle: _____
Movement: title slowly moves forward & becomes transparent Focus: title - text
Editing/transitions: _____
Dialogue/sound: music

FINAL ASSET LIST

FINAL ASSET LIST

Asset	Type	check
Ocean background	Background	yes
Beach with forest/village background	Background	yes
Young Artemis	Character	yes
Hermit crab	Character	yes
Beach/ocean with forest background	Background	yes
Ocean waves sounds	Audio	yes
Hermit crab scuttle noises	Audio	yes
Young Artemis talking	Audio	yes
Birds chirping/squawking	Audio	yes

FINAL ASSET LIST

Asset	Type	check
Older Artemis narration voice	Audio	yes
Village on fire background	Background	yes
Silhouette of village person + spear	Character	
People shouting/screaming audio	Audio	yes
crackling/raging fire audio	Audio	yes
Dinosaur silhouette	Character	yes
Dinosaur growling + roaring audio	Audio	yes
Different face expressions + poses for young Artemis	Character	yes
Cliff over a forest background	Background	yes

FINAL ASSET LIST

Asset	Type	check
Artemis title of game	Text	yes
Credits	Text	yes
Older Artemis (front pose and back pose)	Character	yes
Adventurous music/soundtrack	Audio – music	yes
Calm music at beginning	Audio – music	yes
Rain and thunder sounds	Audio	yes

AUDIO SOURCES

Title and creator	Website	Link
Ocean Waves by Noted451	Free Sound	https://freesound.org/people/Noted451/sounds/531015/
Seagulls Distant by Ambientsoundapp	Free Sound	https://freesound.org/people/Ambientsoundapp/sounds/537854/
Dinosaur Dragon Growls by Mega-X-stream	Free Sound	https://freesound.org/people/Mega-X-stream/sounds/427414/
Dinosaur by scorepion	Free Sound	https://freesound.org/people/scorepion/sounds/278229/
Dinosaur Roar by filip_stefanowski	Free Sound	https://freesound.org/people/filip_stefanowski/sounds/322999/
Voices by Patrick Patrikios	YouTube Audio Library	https://studio.youtube.com/channel/UCJspp3-zw7h1p79fB6O_WTA/music
Adventure Ambient Reel by Sean Beeson	Soundcloud	https://soundcloud.com/sean-beeson/fantasyambient
Relaxing Short Music by TheoTeravainen	Free Sound	https://freesound.org/people/TheoTeravainen/sounds/511437/
People screaming in agony when charging into battle by florianreichelt	Free Sound	https://freesound.org/people/florianreichelt/sounds/563011/

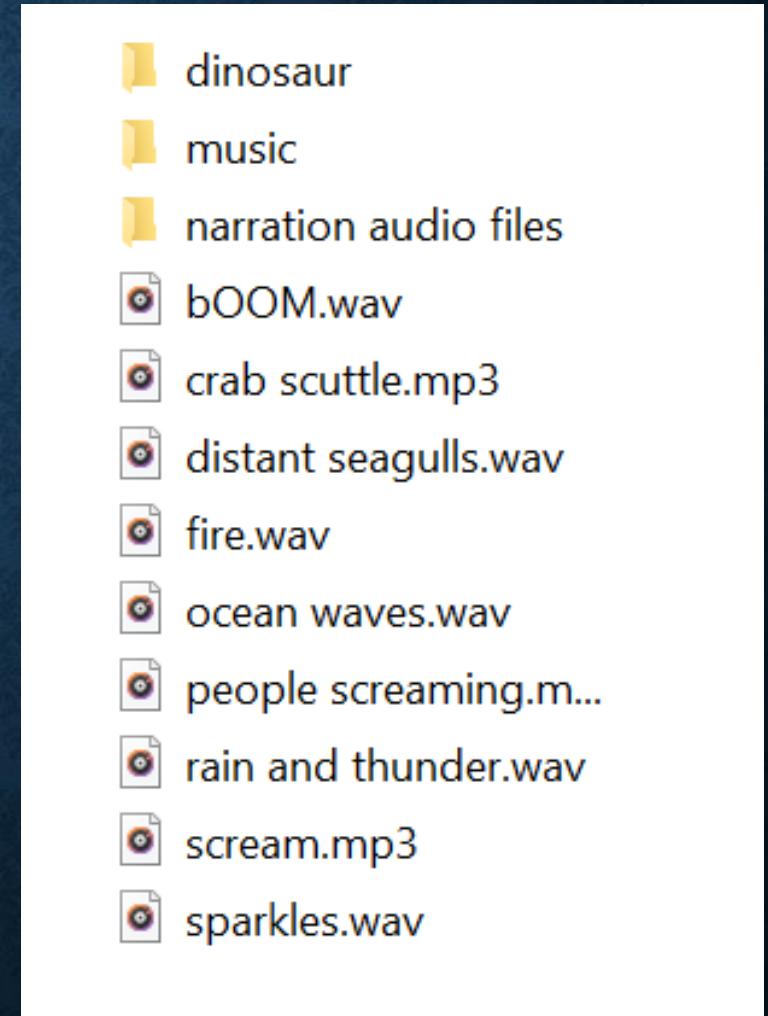
Title and creator	Website	Link
Barn fire by Blastwave FX	Zapsplat	https://www.zapsplat.com/music/barn-fire-blaze-internal-recording-crackles-and-spitting-of-burning-wood/
Mud crab mouth movements by ZapSplat	Zapsplat	https://www.zapsplat.com/music/mud-crab-mouth-movements-above-water/
Rain and Thunder 4 by FlatHill	Free Sound	https://freesound.org/people/FlatHill/sounds/237729/
Female Wilhelm Scream by Goodsjemes	Free Sound	https://freesound.org/people/Goodsjemes/sounds/543914/
Cinematic Boom Impact Hit 2021 by EminYILDIRIM	Free Sound	https://freesound.org/people/EminYILDIRIM/sounds/553418/
Sparkly by opticaillusions	Free Sound	https://freesound.org/people/opticaillusions/sounds/554312/

ANIMATION PROCESS

<input type="checkbox"/> Ps animation village burning psd.psd	4/07/2021 1:59 PM	Adobe Photoshop I...	20,439 KB
Ps artemis end pose.psd	14/07/2021 9:51 AM	Adobe Photoshop I...	942 KB
Ps artemis side.psd	2/07/2021 4:49 PM	Adobe Photoshop I...	699 KB
Ps beach.psd	2/07/2021 5:07 PM	Adobe Photoshop I...	2,719 KB
Ps crab bits.psd	2/07/2021 9:17 PM	Adobe Photoshop I...	1,536 KB
Ps dinosaur shadow.psd	6/07/2021 3:40 PM	Adobe Photoshop I...	414 KB
Ps extra extra village.psd	6/07/2021 8:31 PM	Adobe Photoshop I...	10,462 KB
Ps extra village scene.psd	6/07/2021 3:04 PM	Adobe Photoshop I...	2,990 KB
Ps final background 2.psd	14/07/2021 5:34 PM	Adobe Photoshop I...	56,959 KB
Ps final landscape animation.psd	14/07/2021 9:49 AM	Adobe Photoshop I...	34,450 KB
Ps final landscape.psd	14/07/2021 8:12 PM	Adobe Photoshop I...	46,783 KB
Ps long hut wall.psd	6/07/2021 3:23 PM	Adobe Photoshop I...	2,831 KB
Ps opening credits.psd	14/07/2021 8:12 PM	Adobe Photoshop I...	1,222 KB
Ps side beach.psd	4/07/2021 1:18 PM	Adobe Photoshop I...	2,302 KB
Ps village burning.psd	6/07/2021 8:31 PM	Adobe Photoshop I...	24,727 KB
Ps village distant background.psd	4/07/2021 2:26 PM	Adobe Photoshop I...	13,737 KB
Ps young artemis.psd	11/07/2021 5:32 PM	Adobe Photoshop I...	1,520 KB

This was the final result of how many Photoshop files I had made– Basically all my assets split and combined among different files.

This is the folder where all my audio was stored (there were separate folders for music, the dinosaur sounds, and my brother and I's narration voices to keep it organised)



 Adobe After Effects Auto-Save	14/07/2021 8:03 PM	File folder	
 animation_AME	14/07/2021 9:18 PM	File folder	
 exports	14/07/2021 7:45 PM	File folder	
 animation.aep	14/07/2021 9:13 PM	Adobe After Effects P...	676 KB
 artemis face.fla	11/07/2021 5:27 PM	Animate Document	1,060 KB
 final scene.fla	14/07/2021 6:38 PM	Animate Document	33,851 KB
 RECOVER scene 1.fla	4/07/2021 2:38 PM	Animate Document	5,890 KB
 scene 1 .fla	4/07/2021 5:17 PM	Animate Document	5,946 KB
 scene 2.fla	7/07/2021 12:39 PM	Animate Document	17,818 KB

These were all the different Animate projects I had used in order to create the final product. In order for my laptop to run more smoothly, I broke the projects into 4 different parts of animation:

Scene 1 – This was the beach scene at the beginning, with a younger Artemis.

Scene 2 – This was the longest Animate file, the part of my animation with a village burning, as well as the moving shadow of a dinosaur.

Artemis Face – This was just a short, couple-second project with young Artemis' scared face in the village setting.

Final Scene – This was just the very last part with the mountains and an older Artemis' standing on a cliff, this part was fast as there wasn't much actual animating to do.

 artemis face.mp4	11/07/2021 5:28 PM	MP4 File	2,708 KB
 black.png	14/07/2021 7:00 PM	PNG File	11 KB
 creditsssss.png	14/07/2021 7:45 PM	PNG File	53 KB
 final scene.mov	14/07/2021 6:34 PM	MOV File	2,619,008 KB
 final scene.mp4	14/07/2021 6:35 PM	MP4 File	12,224 KB
 final scene2.mov	14/07/2021 6:38 PM	MOV File	694,974 KB
 final scene2.mp4	14/07/2021 6:39 PM	MP4 File	12,579 KB
 opening credits1.png	14/07/2021 7:00 PM	PNG File	21 KB
 opening credits2.png	14/07/2021 7:00 PM	PNG File	20 KB
 scene 1-.mp4	4/07/2021 4:35 PM	MP4 File	29,655 KB
 scene 2.mp4	8/07/2021 3:22 PM	MP4 File	25,863 KB
 TITLE.png	14/07/2021 7:01 PM	PNG File	21 KB

This is inside the 'exports' folder, where I had exported each of the different Animate projects (some more than once)

ANIMATION PROCESS



This is side beach setting is only seen for a couple of seconds, but it is basically a side-on perspective shot of the beach drawing above.

This is the main beach background; the very first background you see in my animation. I used different layers for the waves and the clouds so that I could move them and animate them later on.





These drawings of young Artemis were in the same Photoshop file. One of them is just a view of Artemis from the back as they sit at the beach, and the second is a side view of Artemis holding a hermit crab.



These two are the 'crab bits'. I just looked up an image of a hermit crab and copied the shape of its shell, body and legs, as well as used the colour dropper tool in Photoshop to use the colours of the hermit crab.



These are the main close ups of young Artemis. The first one is at the beginning when Artemis is holding the hermit crab. The second one is shown in the village when Artemis is hiding and afraid. For these, I just drew the first face of Artemis, then copy and pasted it. From there I changed the shading, the facial expression, and also added hands on their face. Of course, I kept the facial features on separate layers to widen the smile of Artemis and to crease their eyebrows.





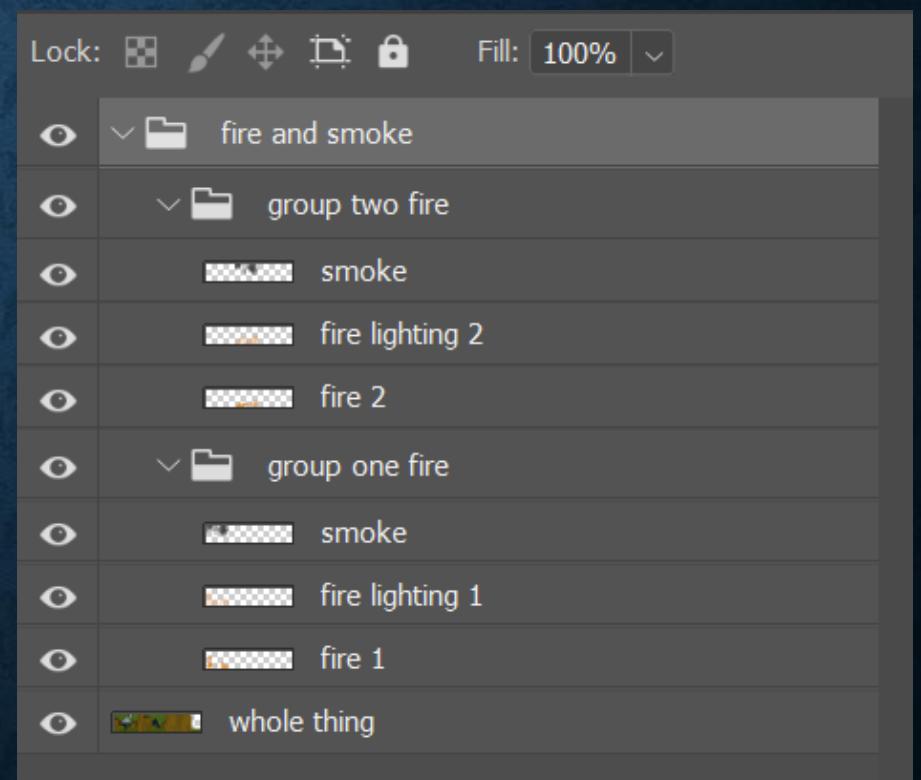
To the right is an extra background I had made which you can see in my animation right after there is a shadow of a dinosaur attacking someone. I added fire and smoke symbols to it in Animate to make it look like it was on fire; I used the symbols rather than draw new fire and smoke to help me save time.

This background, although it took me a fair amount of time, was also only in the animation for a couple of seconds. It took me a while because I had drawn two sets of trees and then copy and pasted them along and tried to create a depth of field.



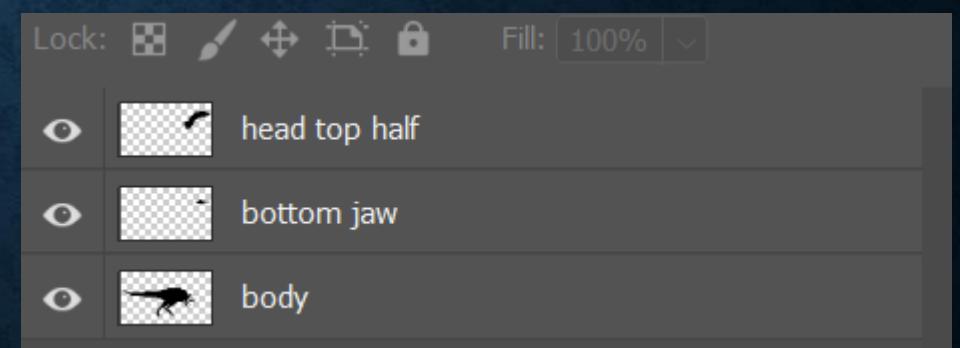


This background took a while to make. It began with me drawing trees and bushes, then adding huts. I copy and pasted the trees and bushes to the next slide but spread them out more so it was harder to tell. I copy and pasted one of the huts (the square one), and then drew more smaller ones in the back. After that I added the fire using a brush set that I had downloaded previously (DD Fire Brushes) and also the smoke (Free Smoke Photoshop Brushes), I had the village looking like it was set on fire. I made sure to keep these in separate layers to use when animating.





This is my dinosaur shadow. Although only the torso, neck and head are seen in my animation, I still drew all of it in case I wanted to include more. I found an image of an Allosaurus and had filled it in with black to make it appear as a shadow, then changed the proportions of the arms, neck and head a bit. Since I would only need to move the head/neck and the bottom jaw, those were the layers I made in the Photoshop file to use in Animate.





These backgrounds were the ‘final backgrounds’, as I had called them. The second image is set in the same place as the first except a backwards perspective. This is because the camera perspective changes from showing Artemis with their back to the camera and then Artemis with their front to the camera. These settings were the hardest to make, but I ended up copy and pasting the mountain textures and rock drawings to save a lot of time for myself.

This is the drawings of older Artemis. I drew a pose with them facing forwards, holding their weapon, and their legs positioned as if they were standing on a rock.

To draw the behind perspective accurately, I'd copy and pasted the first pose and then flipped it horizontally, that way it was reversed.

From there I retraced and coloured the image, then added shading to it through Animate in the symbol editing part.



RYLIE NAUTA
PRESENTS

A NAUTA PRODUCTION

ARTEMIS

PRODUCED BY RYLIE NAUTA

ANIMATED BY RYLIE NAUTA

YOUNG ARTEMIS VOICED BY HUDSON NAUTA

OLDER ARTEMIS VOICED BY RYLIE NAUTA

AUDIO FROM FREESOUND.COM - ZAPSPLAT - YOUTUBE AUDIO LIBRARY

HARDWARE: HP ELITEBOOK - INTUOS PRO TABLET - KONIX MOUSE

SOFTWARE: ADOBE ANIMATE - ADOBE PHOTOSHOP - ADOBE AFTER EFFECTS -
ADOBE MEDIA ENCODER - ADOBE AUDITION

NAUTA PRODUCTIONS 2021

These were the credits and titles I had used in the opening and ending of the animation. I used my full name and also my last name as the production and producing names, and in my credits mentioned my narration and also gave credit to my younger brother who let me record his voice for young Artemis. I used gradient transitioning in After Effects to make these credits and titles seem like they should in real trailers and films.

Aquire by Sesohq

ARTEMIS
...

Bonjour De Jong Sans by Wellscript Studio

ARTEMIS

Exon by linecreative

ARTEMIS
...

Landasans by Mantra Aksara

ARTEMIS
• • Medium

Creativity by Manjali Studio

ARTEMIS
• •

Tropical Asian by Konstantine Studio

ARTEMIS

Little Miracles by Brittney Murphy Design

ARTEMIS

Procrastinating Pixie by Samepinch

ARTEMIS

Qevio by Vacatype

ARTEMIS

SAKURATA by Sealoung

太RTEMIS

Wastinger Display by Typetemp

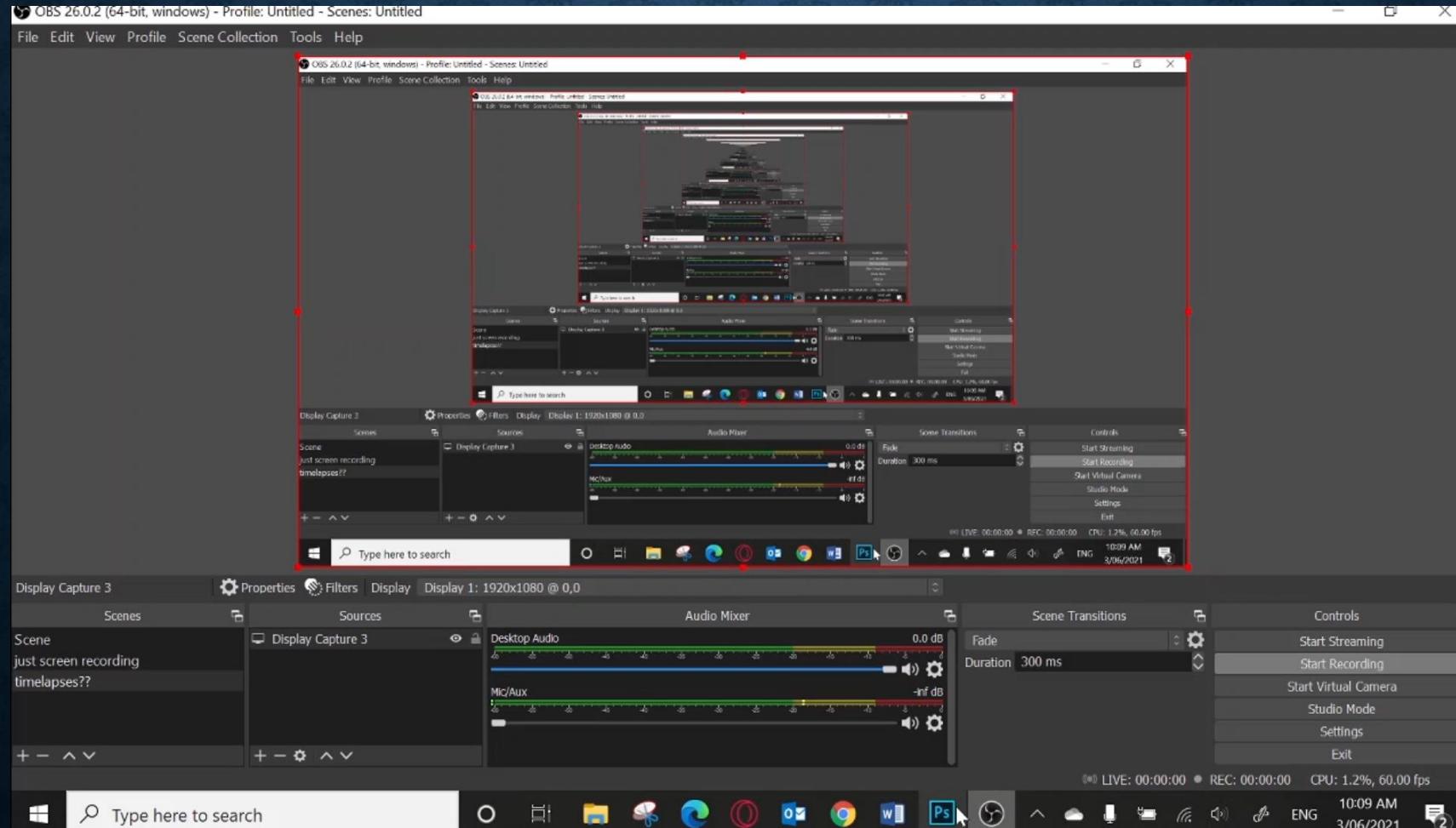
ARTEMIS

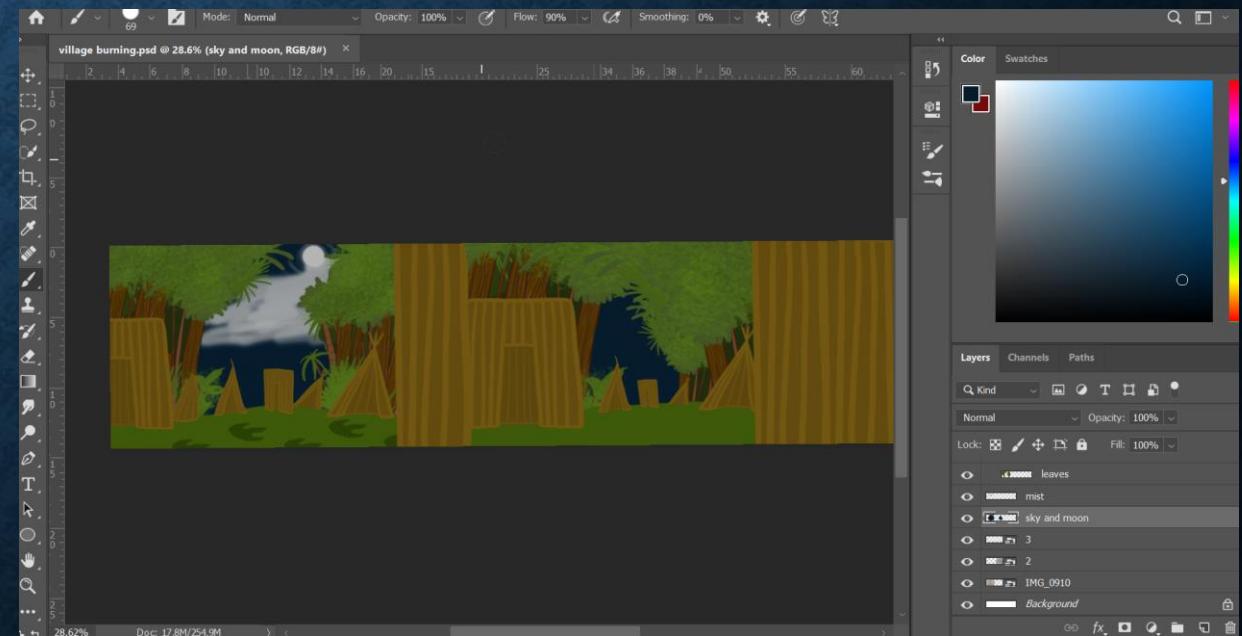
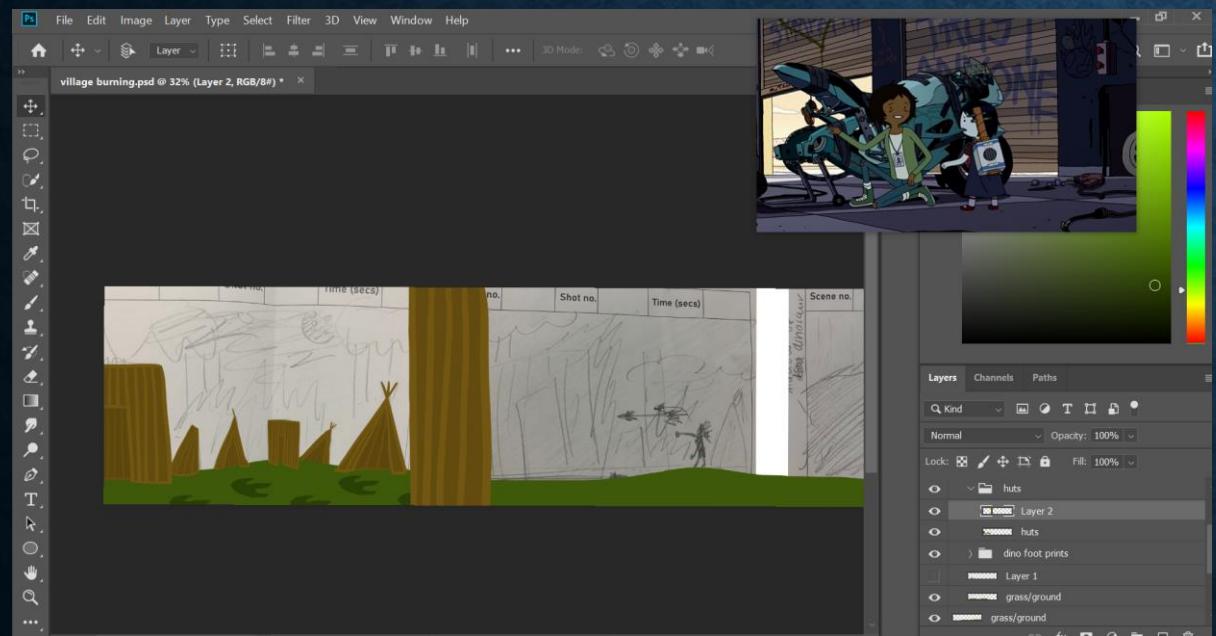
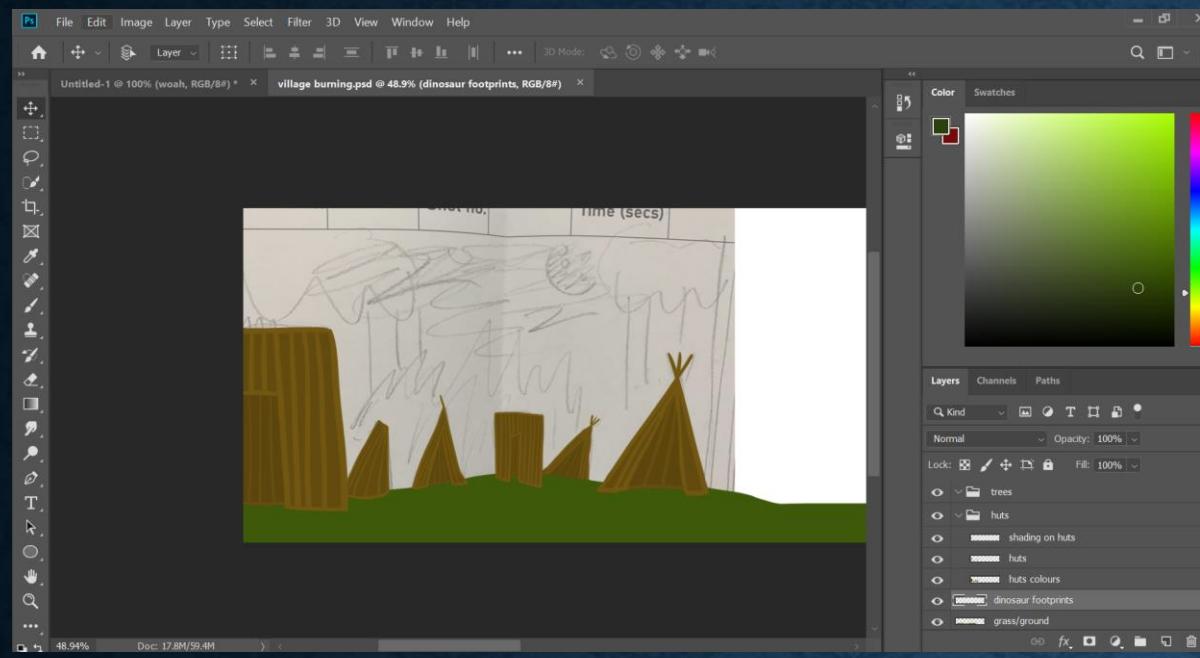
A R T E M I S

Exon by linecreative

ARTEMIS
...

This is a short, sped up, video of me painting a part of the final mountain setting (which is seen at the end of the animation) recorded on the 3rd of June. This was the first asset on my list that I had fully completed out of all of my assets.





(I was watching Adventure Time while working in this image)

Top Left Composition:

- Project Panel:** scene 1 - animation
- Composition Panel:** Composition scene 1 - animation
- Effects Control Panel:** Block Dissolve 2, Transition Completion: 0%, Block Width: 1.0, Block Height: 1.0, Feather: 300.0, Soft Edges (Best Quality)
- Timeline Panel:** Layer 1 (calm music), Layer 2 (epic music), Layer 3 ([animation]), Layer 4 (Block Dissolve 2)
- Properties Panel:** Various properties for the selected layer.

Top Right Composition:

- Project Panel:** final scene.fla (Canvas*)
- Composition Panel:** Scene 1
- Effects Control Panel:** Block Dissolve
- Timeline Panel:** Camera, artemis_front, artemis_back, background_2, background_1, clouds, rock, front_trees, water
- Properties Panel:** Properties for the selected layer.

Bottom Left Composition:

- Project Panel:** scene 1 - black.png
- Composition Panel:** Composition scene 1 - animation
- Effects Control Panel:** Layer rylie nauta presents
- Timeline Panel:** Layer 1 (calm music), Layer 2 (epic music), Layer 3 ([animation]), Layer 4 (rylie nauta presents), Layer 5 (black.png), Layer 6 ([ocean waves.wav]), Layer 7 ([background 2.psd])
- Properties Panel:** Properties for the selected layer.

Bottom Right Composition:

- Project Panel:** final scene.fla
- Composition Panel:** Scene 1
- Effects Control Panel:** Layer nauta
- Timeline Panel:** Layer 1 (calm music), Layer 2 (epic music), Layer 3 ([animation]), Layer 4 (nauta)
- Properties Panel:** Properties for the selected layer.

2 ANIMATION PRINCIPLES

ANTICIPATION

I used anticipation when the dinosaur shadow was about to run forward by stopping it's slower steps and roaring, before pacing forward and lunging.



STAGING

I used staging by placing Artemis in the rough centre of every camera they were in, such as the beginning beach scene and the ending scene. This is to reiterate the fact that Artemis is the main character and the hero.



2 SCREEN PRINCIPLES

NARRATIVE

I used three parts in my trailer to display a story to the audience. The beginning was a young Artemis being kind to a hermit crab. Then, Artemis' village was burning and under attack. And finally, Artemis was grown up and wields a weapon. Also through the use of narration it hinted more to the story of the animation.



LIGHTING

In the village scene, I used a lot of orange tinted lighting to get across to the audience the aspect of the fire and so it seemed a bit more realistic and easier to understand the danger of the fire.

Also in order to incorporate a shadow figure.



EVALUATION

DOCUMENTED CHANGES MADE

- In my storyboard I had included a drawing of a villager throwing a spear– This was going to be a frame-by-frame animation which I ended up removing as I hadn't organised my time efficiently enough to spare a moment to do a frame by frame throwing animation.
- All of my cut-to-black notes in my storyboard were changed to fade-to-black transitions. This was so my animation could flow better and could easily take more time to fade out the music and audio from one part and move to another. It added fluidity.
- In the village fire scene, I added a fade-to-black part before young Artemis' face was shown. This was mostly because I felt that the movement of the camera could possibly become confusing and the audience wouldn't get a clear understanding of the fact that Artemis was hiding and not right next to the dinosaur– more of a practicality sort of change.
- I also switched the storyboard panels at the end with Artemis in the final scene where they are standing on a rock. I did this because I wanted the last scene of my trailer that the audience see be the heroes face and their pose, and it would also save me time from having to animate all the clouds and water in the previous mountain scene which was going to last for longer.

REVIEW AND DISCUSS YOUR PLANNING STAGE

- All of my planning originally began with the character design assessment task where I had gotten the idea for a game set in a survival world with dinosaurs, as well as the main character Artemis. So that began with a mind map about the character.
- I began to then flesh out the narrative I wanted to show in my animation through the game synopsis. I spent time thinking of Artemis' backstory and how I could display that to my target audience in a short, minute length, trailer.
- When I began storyboarding, I decided to split the narrative into three parts. The beginning, when everything is 'innocent' and chill, the middle, when the village is burning and there is clear chaos, then the final scene, showing older Artemis in a stronger pose to show they've developed.

WHAT WAS CHALLENGING WHEN PRODUCING YOUR ANIMATION?

- *Discuss: Your use of principles of animation, your use of camera angles/shots, how you may or may not have reached your target audience*
- It was challenging trying to include a lot of principles of animation because I didn't exactly do much character movement or animation, more so environment and camera movements. I paid more attention to the screen principles, but I did end up having at least two of each present in my trailer.
- I found it challenging to get used to moving the camera tool around in Animate; I used slow moving camera to show motion and a wider background, and slow zooming in and zooming out to emphasise the positioning of the main character in the centre (since the pivot point was centered on the character)
- I feel like I have reached my target audience because I included interest in dinosaurs and survival, and had included aspects of these things which are also present in other games and movies (such as Ark Survival or Jurassic Park – there is always dinosaurs roaring and attacking people, as well as chaos, fire and buildings burning and collapsing).

IS THERE ANYTHING THAT YOU WOULD LIKE TO IMPROVE IN YOUR ANIMATION?

- I would like to improve detail in the animation of the fire and smoke, as well as clouds and water for a couple seconds in the end scene. Personally, I need to improve on my time management skills and also organisation, so that had effected my ability to spend more time adding detail and learning some new skills in Animate.
- I also would like to improve my editing skills– My audio was a bit choppy when I had added it in After Effects and I feel I could have changed the audio sound levels to be easier for the audience to listen to.
- Another thing I would like to improve on is my character drawing skills. I would like to be able to draw the characters faster than I had and be better equipped with Photoshop when it comes to colours and layers.

DID YOU FIND THE FEEDBACK USEFUL? IF NOT, WHY DID YOU NOT INCORPORATE THE FEEDBACK?

- I didn't take feedback into account from my teacher as there wasn't really any changes to be made to my animation/storyboard, or the constructive criticism was on small parts of my animation.
- However, I had an idea to use subtitles in the animation, but didn't document this in my storyboard (however the idea was written down in my rough asset list before I had produced by storyboard). My teacher advised that he wouldn't use subtitles as it would take away attention from the action and main character on the screen, which I took into account and didn't use any subtitling.

WHAT SAFETY MEASURES DID YOU TAKE WHEN PRODUCING YOUR ANIMATION?

- When I was working with my drawing tablet and my touch screen pen on my laptop, I made sure to sit in a chair with a back on it to help with my posture, and also positioned the laptop screen so that I could view it properly while sitting up straighter.
- I also used blue light glasses frequently when I was spending long hours working on my laptop, which helped my eyes to not get too strained. However I also made sure to take breaks and go on a walk around my house and have fresh air to ensure that my eyes weren't being strained or that I wouldn't get migraines or other body aches from staying seated too long.

HOW DID YOU MAKE SURE THAT ALL THE EXTRA ASSETS YOU GATHERED WERE FREE FROM COPYRIGHT?

- I made sure to use websites that claimed to be copyright free and have assets that were free to use, such as FreeSound.com (where I got majority of my audio assets from). All the rest of my assets, like my characters and backgrounds, were all drawn and created by me to avoid any copyright issues. I also sourced the websites I used in the credits of my animation, as well as in my folio where I had links to all the audio assets and the websites, and also credited the creator of the sounds.

ANIMATION