Animation video is here. https://youtu.be/UgxCPY4pyM8

This animation is based on a popular trend using a sound byte from "M@GICAL☆CURE! LOVE SHOT! by SAWTOWNE, feat Hatsune Miku". Following the lyrics the character starts announcing, then they count in a dramatic and silly manner before posing like they are shooting beams from their eyes.

I started by blocking out the poses for the big points in the song, for example the ‘beam’ pose and the counting poses. Then I created breakdown poses in between, for example the little jump between ‘one’ and ‘two’. Then I filled in and cleaned up as needed before moving on to the facial expressions. I made sure to adjust the arcs of the arms to look good, and add emphasis through the squats of the jumps and the range of facial expressions. The timing worked out pretty well just through following the audio, but I did have to adjust a lot of little elements to allow them to start early enough to anticipate the lyrics instead of lagging behind.

I used an fk system for the head/spine/hands, and the limbs were animated using an ik system. The hair and the skirt use maya’s fx hair/nCloth systems. I struggled getting everything lined up at first, but the more I worked on it the easier it became. Honestly the largest challenge I faced working on this was the fact that my earbuds kept disconnecting. I struggled with the facial expression and getting the lip sync to line up and look decent. I overcame that by breaking it down instead of working on it all at once. I started by focusing on the vowel sounds, then the consonants, then I added expression and emotion. When I was trying everything at once my modifiers for the emotion in the mouth shape kept messing me up because I kept forgetting to zero them out in-between changes, so they always had random values.