Jumping Worlds

Jessica Cain

Teaser Trailer

Hook

Imagine a world where kids travel to different worlds. Follow Katie, Spencer and Raven across the multiverse to fight monsters, solve problems, and help people.

Value Prop

I'm building a short teaser animation as proof of concept with the future goal of creating a pilot for a full series for people who like action-adventures to explore the hero's journey.

Deliverable List

- A complete animation
  - Documentation about plans for a series
  - Plans/ideas for a pilot episode
  - Plans for Kickstarter

Team

I will be the only person working on this project. During the spring semester, I will be recruiting voice actors for dialog.
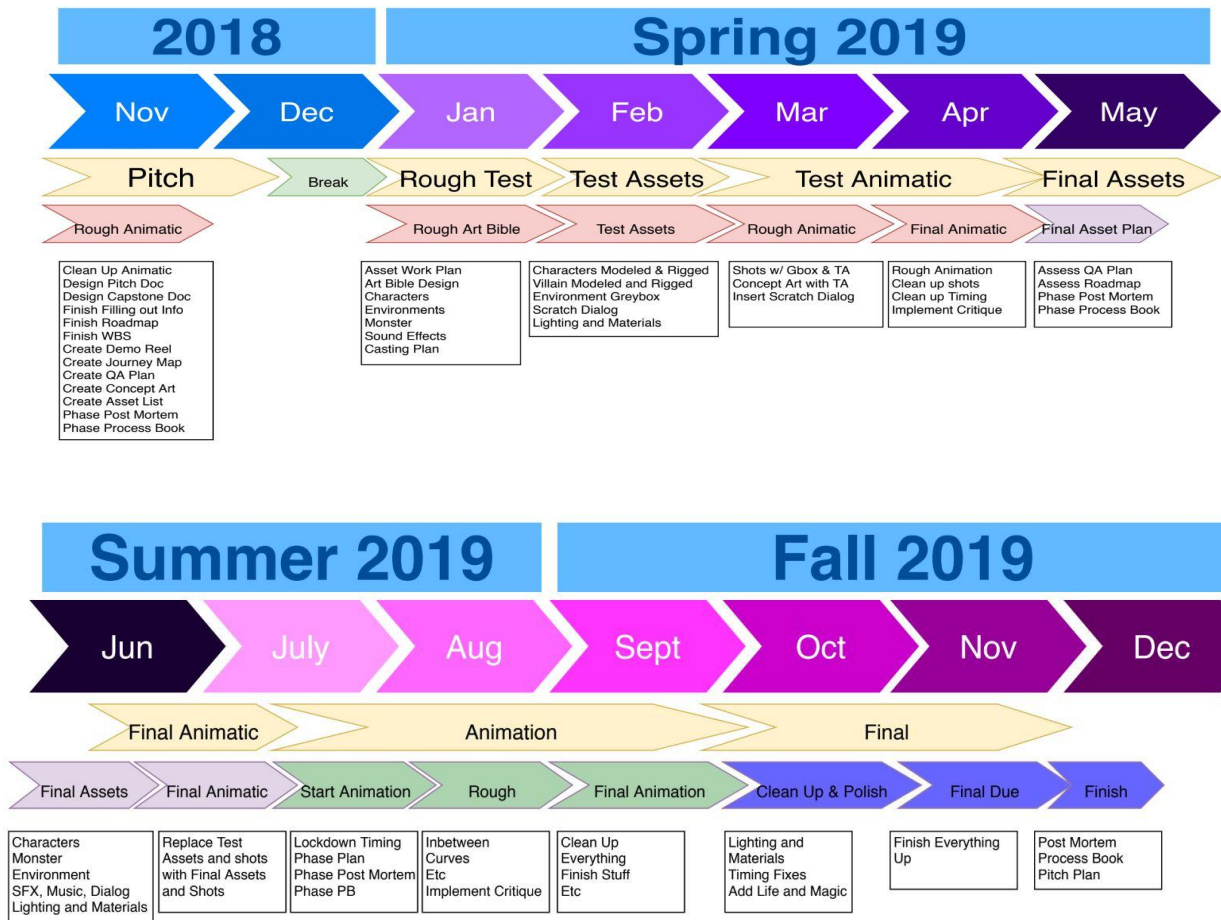
Target Audience

- People who like action-adventures
- People who have nostalgia for shows like Digimon Adventure, Avatar the Last Airbender, My Hero Academia, and Soul Eater

Roadmap

I'm planning on 2 week sprints starting January 2 with soft and hard deadlines for each piece.

I've planned on taking a few days' break every 6 weeks or so.

2018		Spring 2019				
Nov	Dec	Jan	Feb	Mar	Apr	May
Pitch	Break	Rough Test	Test Assets	Test Animatic		Final Assets
Rough Animatic		Rough Art Bible	Test Assets	Rough Animatic	Final Animatic	Final Asset Plan

Nov (Pitch / Rough Animatic):
Clean Up Animatic
Design Pitch Doc
Design Capstone Doc
Finish Filling out Info
Finish Roadmap
Finish WBS
Create Demo Reel
Create Journey Map
Create QA Plan
Create Concept Art
Create Asset List
Phase Post Mortem
Phase Process Book

Jan (Rough Art Bible):
Asset Work Plan
Art Bible Design
Characters
Environments
Monster
Sound Effects
Casting Plan

Feb (Test Assets):
Characters Modeled & Rigged
Villain Modeled and Rigged
Environment Greybox
Monster
Lighting and Materials

Mar (Rough Animatic):
Shots w/ Gbox & TA
Concept Art with TA
Insert Scratch Dialog

Apr (Final Animatic):
Rough Animation
Clean up shots
Clean up Timing
Implement Critique

May (Final Asset Plan):
Assess QA Plan
Assess Roadmap
Phase Post Mortem
Phase Process Book

Summer 2019			Fall 2019			
Jun	July	Aug	Sept	Oct	Nov	Dec
Final Animatic	Animation			Final		
Final Assets	Final Animatic	Start Animation	Rough	Final Animation	Clean Up & Polish	Final Due	Finish

Jun (Final Assets):
Characters
Monster
Environment
SFX, Music, Dialog
Lighting and Materials

July (Final Animatic):
Replace Test Assets and shots with Final Assets and Shots

Aug (Start Animation):
Lockdown Timing
Phase Plan
Phase Post Mortem
Phase PB

(Rough):
Inbetween
Curves
Etc

Sept (Final Animation):
Clean Up
Everything
Finish Stuff
Etc

Oct (Clean Up & Polish):
Lighting and Materials
Timing Fixes
Add Life and Magic

Nov (Final Due):
Finish Everything Up

Dec (Finish):
Post Mortem
Process Book
Pitch Plan

Design Requirements

- Animation and Design should incorporate 2D and 3D.
  - 3D environment or test shots
  - 3D where 2D is difficult
  - 2D stills
  - 2D painted over 3D if needed for polish
- The show is an action hero adventure. It should have bright colors and easily distinguishable locations.
- The action should be energetic. Consequences should be realistic, but not harsh. Jokes and humor can be used to lighten the mood.
- Each character should have moments where they are strong and moments where they are weak.

Constraints

Platform: Youtube

Software: Adobe Suite, 3Ds Max/Maya, Zbrush, 3D Coat, Storyboard Pro, Blender, Toon Boom Harmony, Asana for Project Management

Pipeline

1. Concept
2. 3D Scene
3. Paint over 3D scene?
4. Lighting/Etc
5. Add to Animatic

Concept Art

Character Moodboard

Location Moodboards

Risks

Prob/Risk	Low	Med	High
Low	Power Outage, Moving Out	Not Getting into Capstone F 2019, Car Breaks Down	No Voice Actors, Getting a Real Job
Med	Internet Outage, Mom needs a big chore done	3D vs 2D, Forgetting to do a task, Not taking enough breaks	Bad Audio, Too many Work Hours, Flu, Vague or Undefined tasks, Mechanical Failure
High	MEGA/Volunteer work taking too much energy, Doggo needs walkies	Needing to Redo any part of the story, Too much to do/not enough time, Panic Attacks	HD Failure, Week 6 Slump

Quality Assessment

- A
  - Animation is fluid
  - Art design is appealing
  - Looks professional
- B
  - Animation is choppy
  - Assets are Missing
  - Art Design Needs work
- C
  - Scenes are Missing
  - It's an Animatic rather than an animation
  - No lighting or materials

Any Questions?