

# Space Invaders

◀ PRESS START! ▶

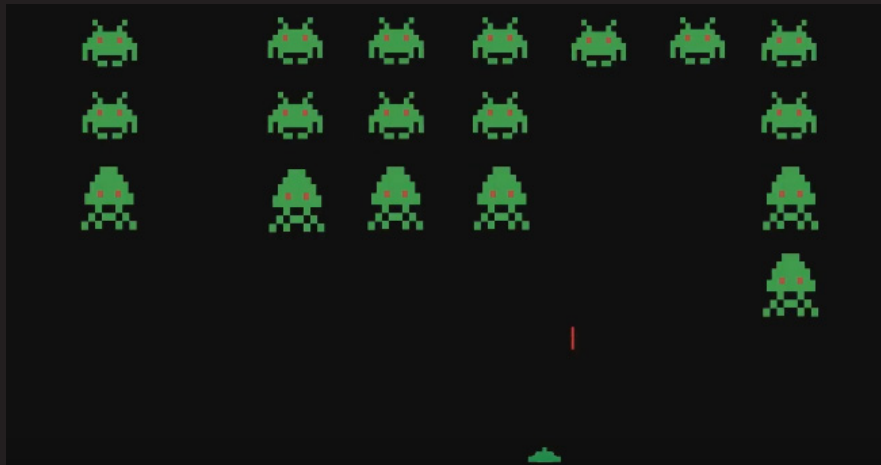
How 30 seconds of animation took nearly 20 hours+

Designer: Fred Zulueta II  
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## Modus Opprandi

The point of this document is to follow my journey of completing this assignment. This time the goal was to develop a countdown using Adobe After Effects and applying basic animation and design principles to create an aesthetically pleasing animation. By applying both principles together and using them in the correct fashion an individual will be able to create whatever countdown they desire, in this case I wanted to create a countdown animation of a videogame. The main goals to accomplish this was to find a link between videogames and a countdown, this resulted in a narrative that ultimately evolved into an arcade booth countdown where an individual would have to insert credits before the countdown runs out to continue playing.

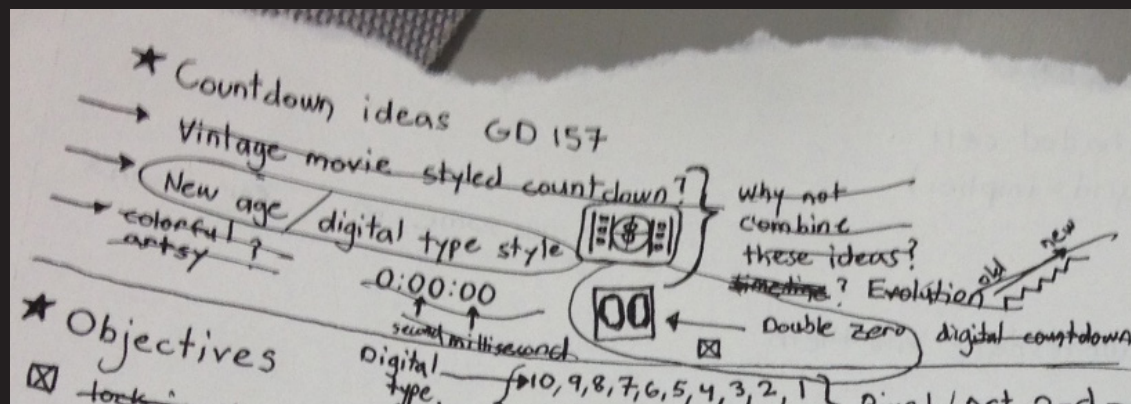
Score (1) 101250

Hi Score 34050



# Visual Research

In order to progress with the project I had to research different types of countdowns, in class there were plenty of countdown concepts which warmed up the thinking process of making one for yourself. Creating something from nothing is hard enough without some sort of aid. Researching a concept and trying to get as much information out of it was the most important step in all of this. The information I obtained goes back nearly two centuries ago with silent film countdowns all the way to the modern day digital types of countdowns. From the results of my project I would say that my biases set my trajectory to a modern day type countdown. This ultimately evolved in this arcade styled theme I have going on. Research was so crucial in all of this and my imagination unlocked so many possibilities and scenarios that the chaos was originally hiding.

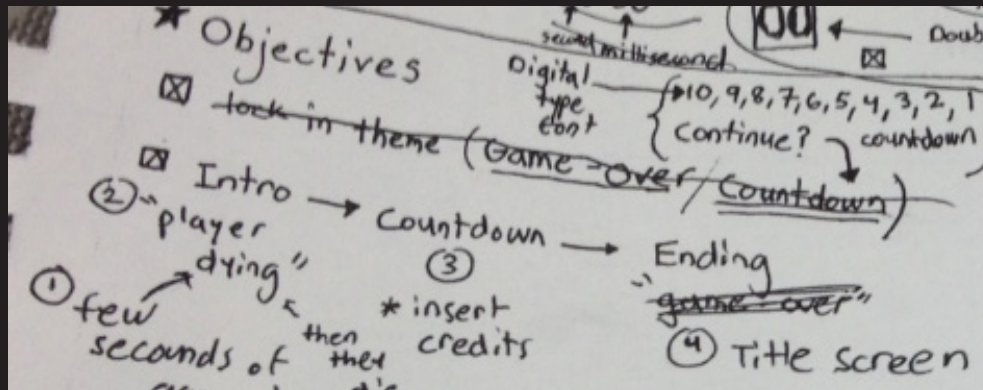


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# Narrative



Although the concept has been developed that is only the foundation. In order to progress forward with the project I had to develop a smooth enough narrative that would make sense to the viewer if they were watching it. While looking for inspiration the idea developed in my mind that prior to the token countdown I would incorporate some gameplay. The player would play the game and have their character die allowing the link between the gameplay and the countdown to materialize and it was at that point where everything seemed fine; for the first time it seemed like I had a sound concept and it was because of the narrative I set up. At that point all that was left was to refine the idea and make any adjustments when needed.



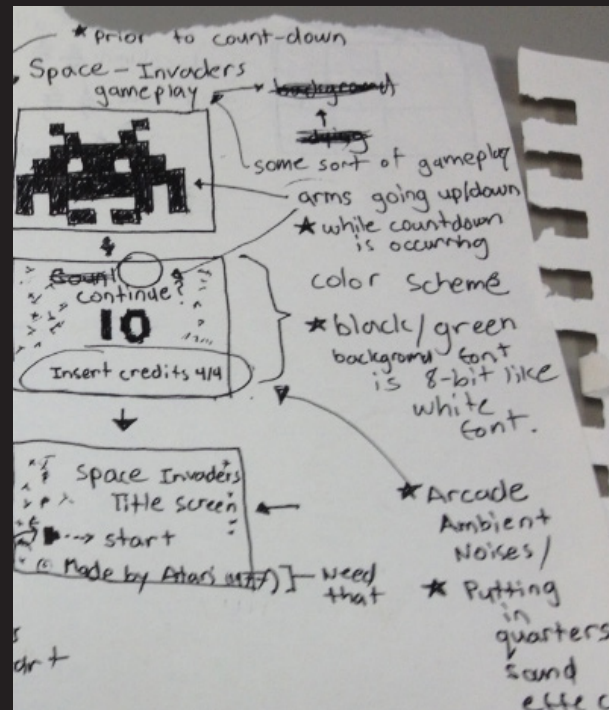
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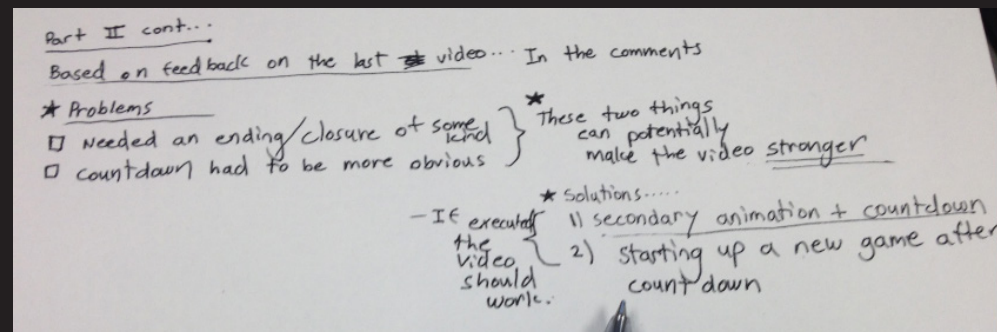


# Storyboard

The narrative and countdown was set, all that was left to do was to execute my idea in a way that will convince the audience that it's a videogame and that there is a countdown asking for tokens. Doing this wasn't necessarily easy and took a lot of feedback and scheming to execute it. The most important thing was context and that took a while. The first draft of the animation resulted in gameplay that triggered a "gameover" which triggered a countdown asking for coins/tokens to be put in. The remote classroom had comments wondering about the countdown being refined to be more obvious and to make the animation even more convincing. This made my animation evolve even further and resulted in a secondary animation and sound effects in my countdown in addition to having another transition into the game's main menu. This should have been satisfactory enough to convince the audience which is what I hoped to accomplish



I liked the lead up to your countdown and I think you have a strong narration. However, the initial animation seems to overpower the countdown itself which is a bit static. I like the added sound of the player inserting a coin but the anticipation is a little lost. I also think that if you added an element at the end that showed that the player made it in time it would further your concept of trying to beat the timer.



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## Final Result

The final product I created resulted in a deceptively simple animation. Simple because it is easy to understand just by watching it and deceptive because there's many processes that had to be done in order to make it look simple such as incorporating animation and design principles such as staging and repetition. The sound effects in addition to the 8-bit artwork and font should have convinced the user even further that this is a video game themed countdown. I did my best in showcasing this and it resulted in an aesthetically pleasing video (more or less)