

VIO 202 Project

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Project description

This project was intended to introduce the audience to the world in which my comic takes place in a playful and subtle way. I user is guided through some of the aspects of the comic, including a mini game, the two main characters, and getting to know the author a little better.

Improvements to the initial designs are present to improve the user experience. But, more importantly, the presentation of the previous portfolios is the project's focus.

Project Plan

Overview:

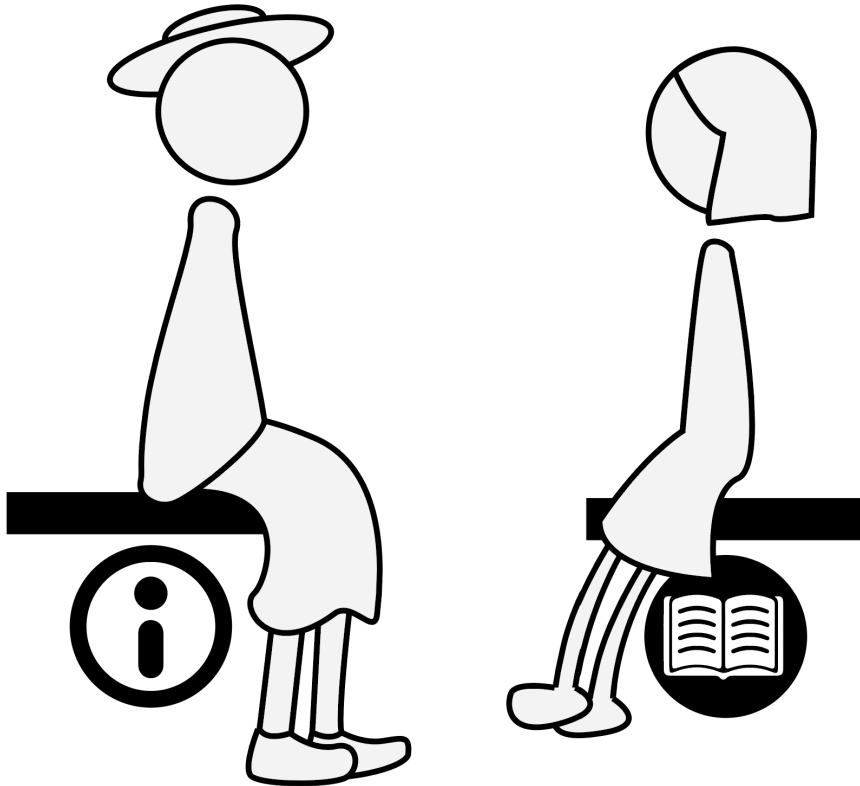
In the next few weeks, I would like to focus on fixing small details on each deliverable and integrating them into a final product. The plan first puts all of the sections together to make sure that it is feasible to add the desired sections in a working state, then sets about improving each of the chosen sections.

Improvements to the website:

Heading & main menu

In the next few weeks, I would like to add interactivity and improve continuity of the website.

I am planning to design a heading for the website which fits the style of the comic.



The main menu of the website will be the two main characters sitting on each of the sections.

Clicking on the protagonist, will lead the the information section, while clicking on the damsel will lead to the comic itself.

The comic flip book



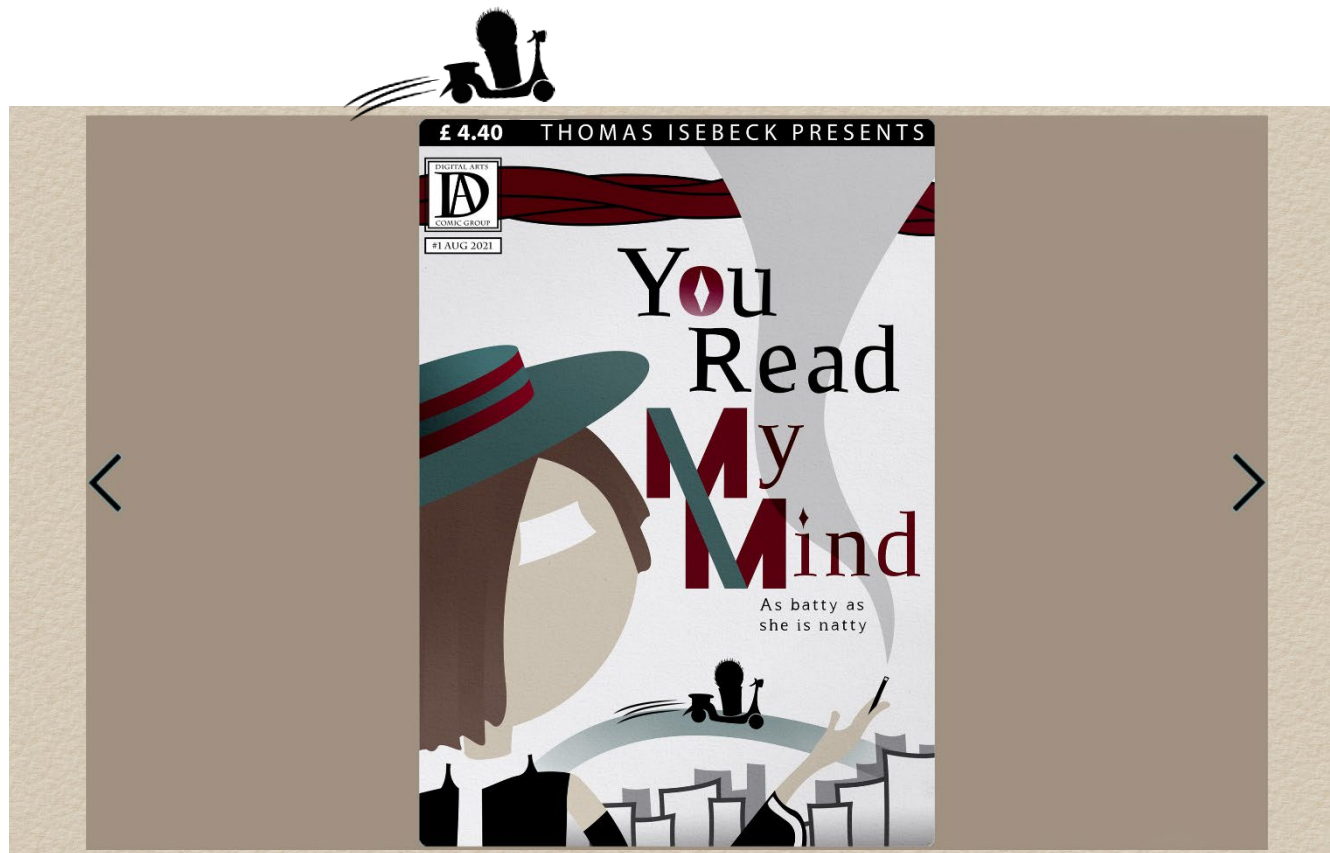
I've decided to make the comic interactable, like a book.

When the user clicks on the arrows, the page will flip over using an animation.

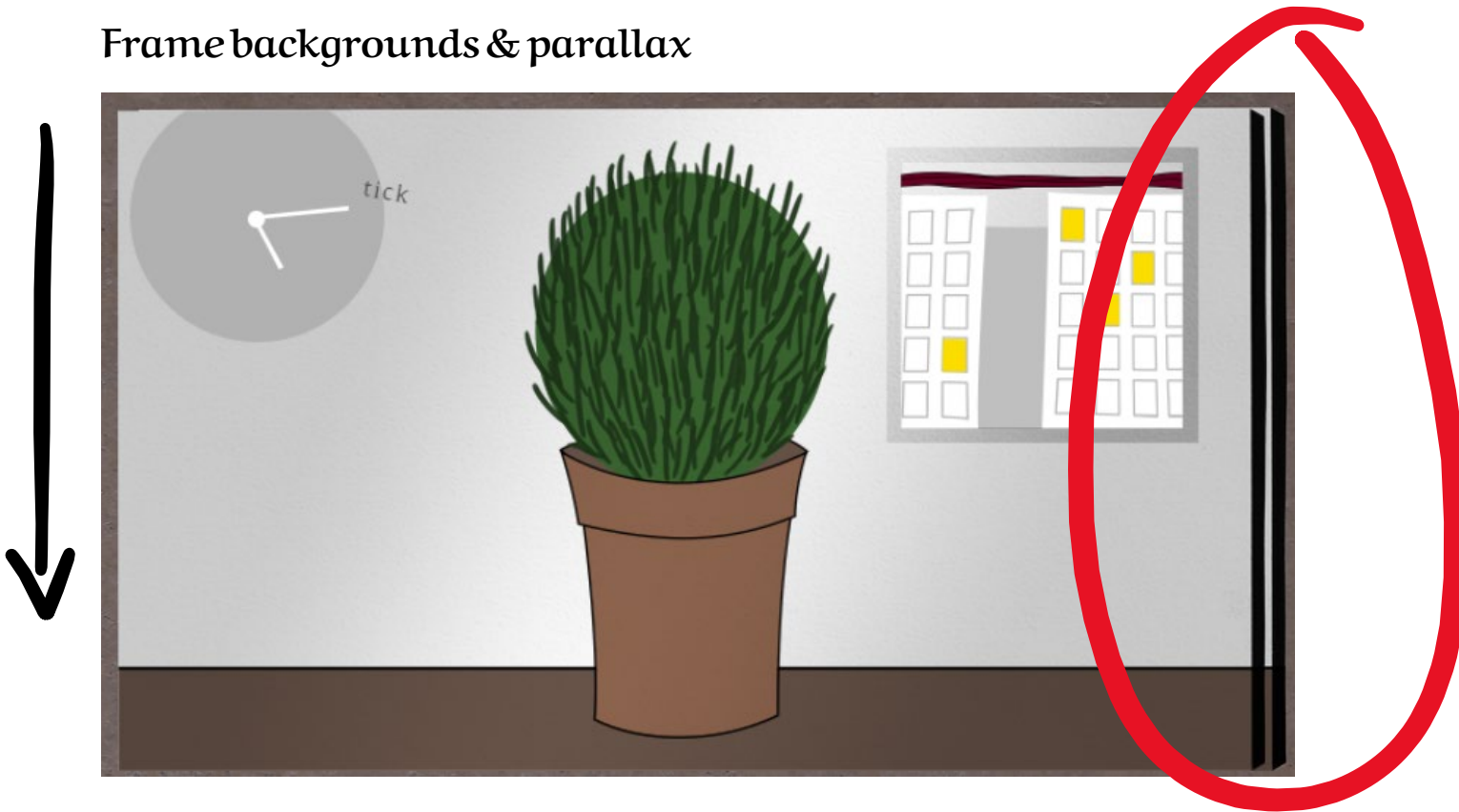
I think this will make the comic feel more real and tangible.

While reading the comic, relaxing music will play in the background.

When the user scrolls to the comic section, I would like to have an animation of the bike and cactus riding along the top.



Frame backgrounds & parallax

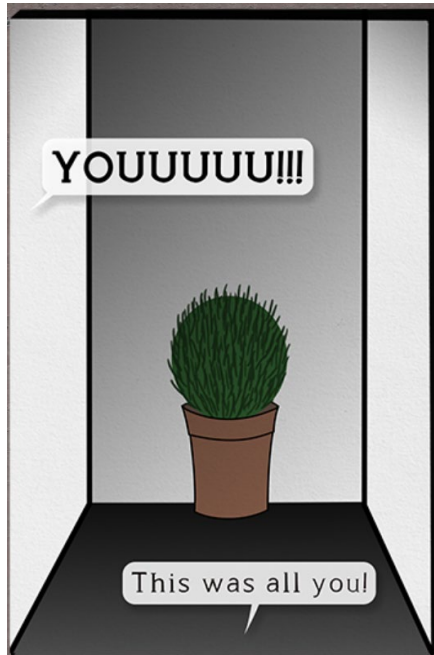


At the moment, the wobble animation of the interactable frames reveals some of the static version of the frame behind it.

I will have to remove these static frames from the background to prevent this from occurring.

I will also add parallax effects of the interactable frames fading in from the top. This will further signify which frames can be interacted with.

Sounds to be added



I will find a sound effect that fits this frame.
It will most likely be



I want to add a "wobble" effect when she says
the word "spine-less", as well as a metal
"clang" when she says the word "prick"

Improvements to the trailer:

Add curtains in the beginning to make it look like a stage.

Create a stage surrounding the trailer.

Animate the character more while riding.

Redraw the clouds to make the fade-in look good.

Improve book falling animation.

Week	To do
Week 3	Portfolio website structure Create a website with the following parts: <ol style="list-style-type: none"> 1. More about the comic 2. The comic itself Start to implement the flipbook functionality
Week 4	Interactive comic Splash page
Week 5	Improving the interactive comic Add curtains to open Make the scene take place on a stage
Week 6	Putting it all together Create a logo Create a custom heading Check that all navigation works Add gifs/signs of life to all pages of the website

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The declaration which follows must accompany all written work submitted while you are a student of the Department of Visual Arts. No written work will be accepted unless the declaration has been completed and attached.

Full names of student: Thomas Isabek

Student number: 201446332

Topic of work: Theme 4

Declaration

1. I understand what plagiarism is and am aware of the University's policy in this regard.
2. I declare that this project (eg essay, report, project, assignment, dissertation, thesis, etc) is my own original work. Where other people's work has been used (either from a printed source, Internet or any other source), this has been properly acknowledged and referenced in accordance with departmental requirements.
3. I have not used work previously produced by another student or any other person to hand in as my own.
4. I have not allowed, and will not allow, anyone to copy my work with the intention of passing it off as his or her own work.

SIGNATURE

Isabek

