

### 1. Animation project summary

In this project, we will need to complete a short animation clip of character movement based on "Three Act structure". "Set up", "Confrontation" and "Conclusion" are three action scenes that we must follow through. At the same time, our project is divided into 3 phases before releasing the final clip.

The first phase is "Concept Presentation". In this time, it is very important to come up with an idea for an animation clip. We must imagine and arrange the movements to be as logical and smooth as possible. The scenes need to be placed into each part of the "Three Act structure" correctly. In addition, the speed of each movement also needs to be expressed in the number of Frames that we will use on the Blender application. Equally important is how the camera angle needs to be placed and moved so that the viewer understands the purpose that the clip maker wants to show. All plans or numbers for this stage are estimates only, they can be altered during 3d and video modeling.

Here is the sequence of actions of the characters for this 3d animation project:

A guy walking in the park with a sandwich in his hand. He took a bite and chewed, a few seconds later he realized the cake tasted strange. He opened the sandwich and saw a "Cringe Meme". He dropped his sandwich and knelt on the ground with a serious face. But then suddenly his stomach feels strange, and he vomits a lot.

### 2. Storyboard

### a. Set up

### Scene 1



### Description

The character is walking on the street with the sandwich on hand

#### Camera's view

Wide angle for full street
In front of the character

#### Frame

20 frames (5 frames for each step)

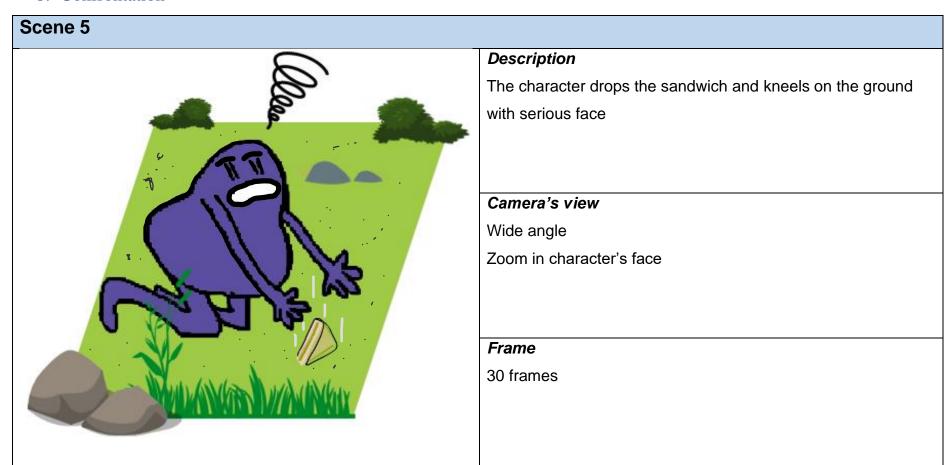
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## Scene 2 Description The character is chewing the sandwich with the weird face Camera's view Close-up to the face of character Frame 10 frames

# Scene 3 Description The character opens the sandwich Camera's view Medium close-up to the hand of character Frame 15 frames

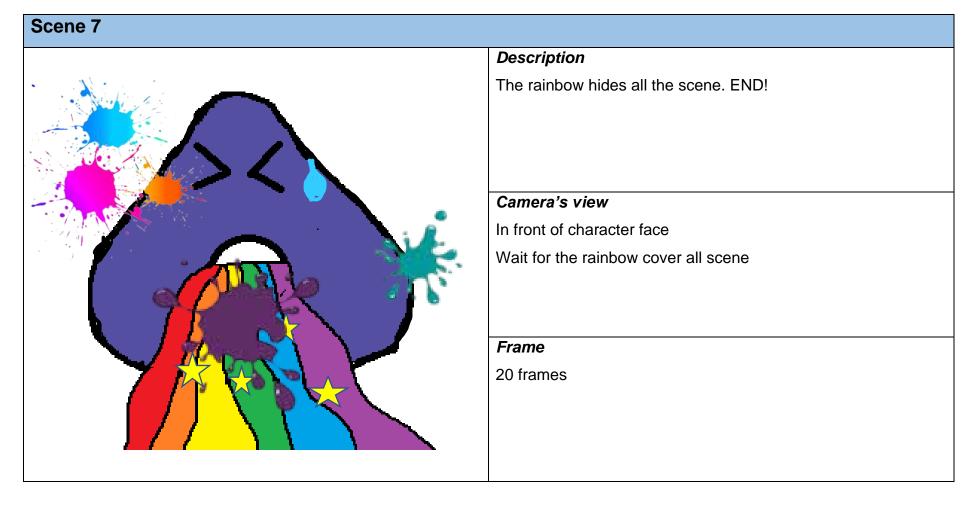
### Scene 4 Description A piece of paper with funny statement/ picture inside the sandwich. Camera's view Zoom in the sandwich Frame 15 frames

### b. Confrontation



# Scene 6 Description The character start to vomit the rainbow Camera's view Closely zoom in the rainbow Frame 15 frames

### c. Conclusion



### 3. References

- Arash N & Payam A (2020) 'Animation Storyboard, Everything you should know', *Dream Farm studios*, accessed 7 July 2022.
   <a href="https://dreamfarmstudios.com/blog/3d-animation-storyboard/">https://dreamfarmstudios.com/blog/3d-animation-storyboard/</a>.
- Karam M (2016) *Stop Motion Animation | Journey*, Behance, Vancouver, accessed 8 July 2022. https://www.behance.net/gallery/32915337/Stop-Motion-Animation-Journey.