




Design studies

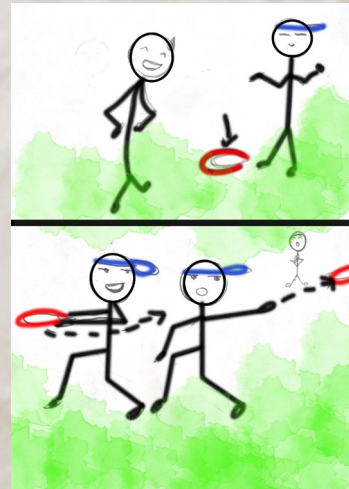
3D ANIMATION



# PROCESS AND REFLECTION

3D ANIMATION

# Storyboard disk



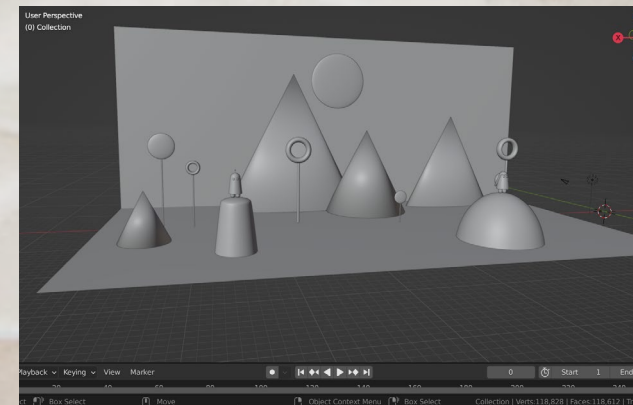
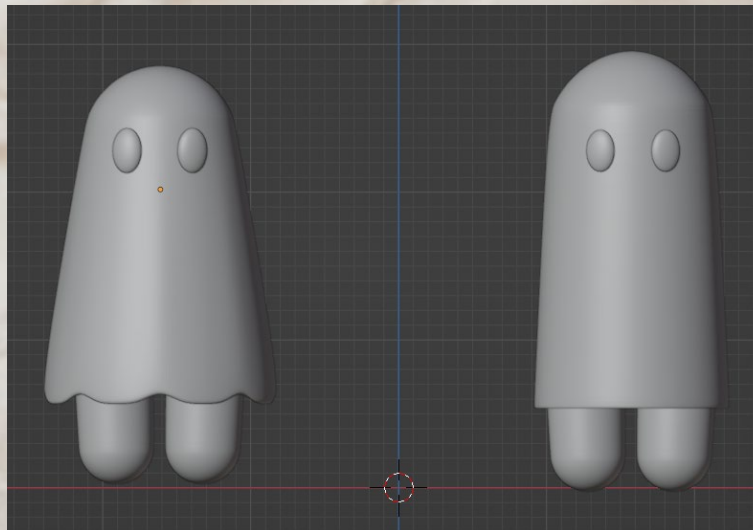
In the first day at class, I was asked to create a story board which in later I would create a 3D atmosphere based on that initial storyboard.

I had not experienced any things in 3D animation, therefore my storyboard was made depend on my level of understanding in this course.

My story told audience about frisbee which I am really passiontate about.

I chose to model a character in the most simple way. First, becasue I didn't know a lot about Blender; second was because it would save time for animation part which I thought it would be a struggle to me.

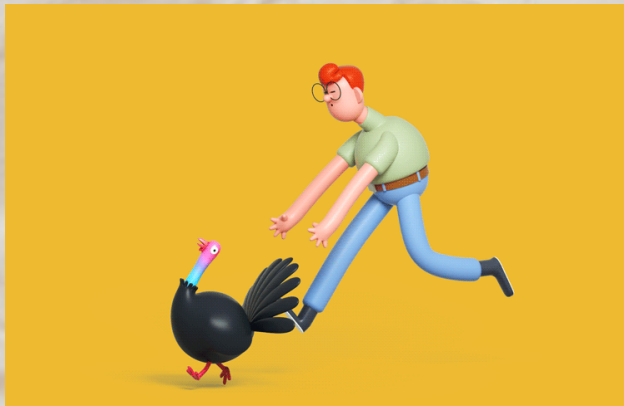
I modelled with low poly character and scape.





# Inspiration

Base Color

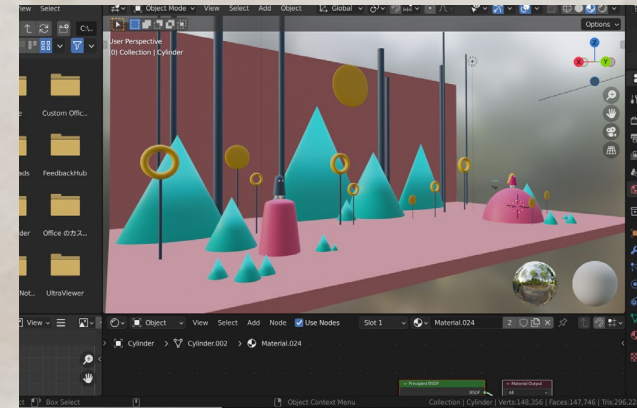


Sources: Behance [Accessed on March 23, 2022]

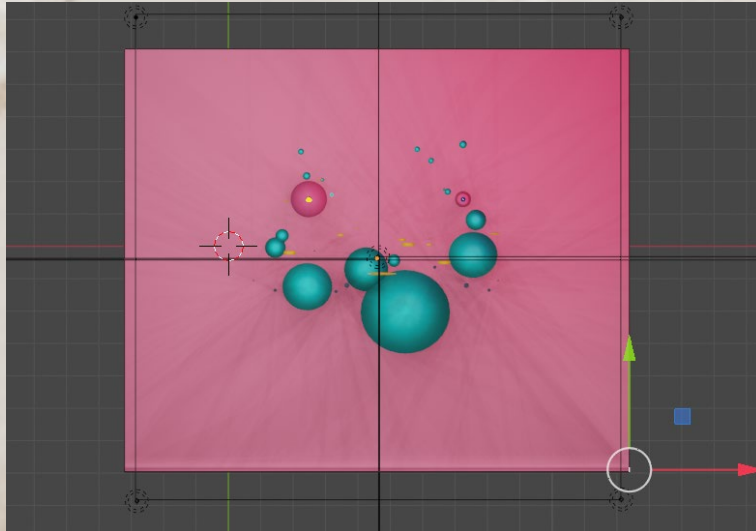
# Texture

Base Color

As the inspiration, I would love to have for my animation this type of bright color bases. I would say it is easy to identify between objects.

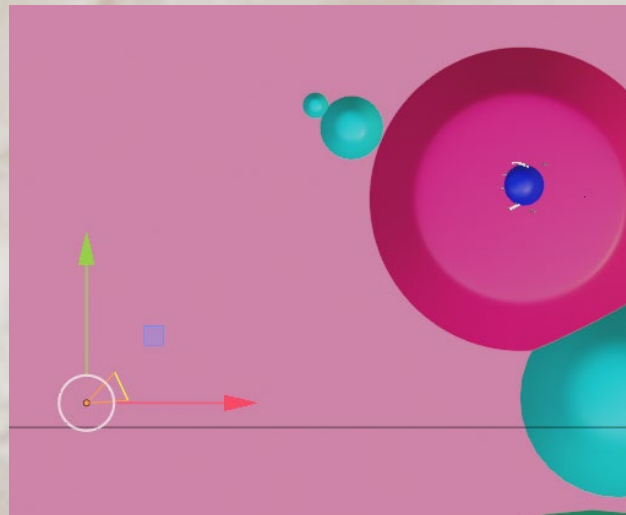


# Light and camera

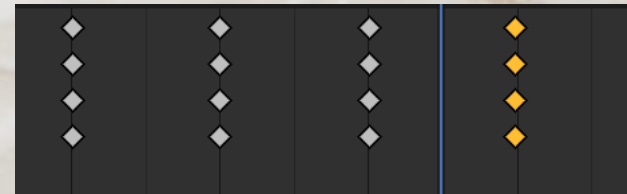


I chose to not use sun light in my atmosphere, because I create a big dark shadow in the back-ground which I didn't want it to be. And if I used sun light, I have to locate it in front of character, however I modolled a sun behind a character that would cause misunderstanding of light direction.

I wanted to have a good light for every objects, therefore I chose to have area lights right on the top of characters. In the cycles view, the space was as bright as my inspiration.

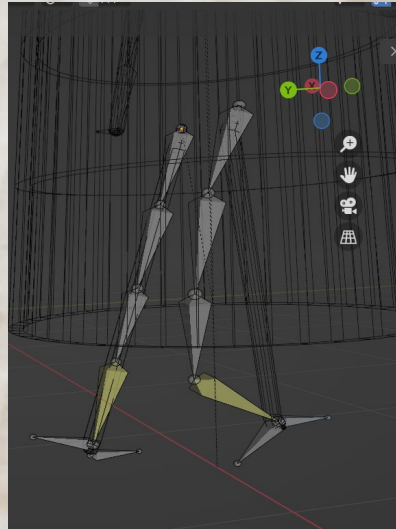
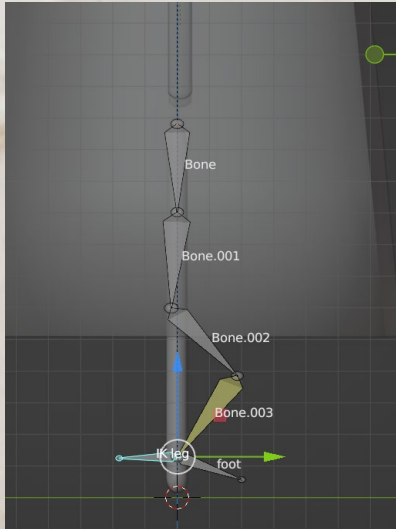


I zoomed into a character and animated the camera to go around the character to give a fully observation of its actions.





# Character

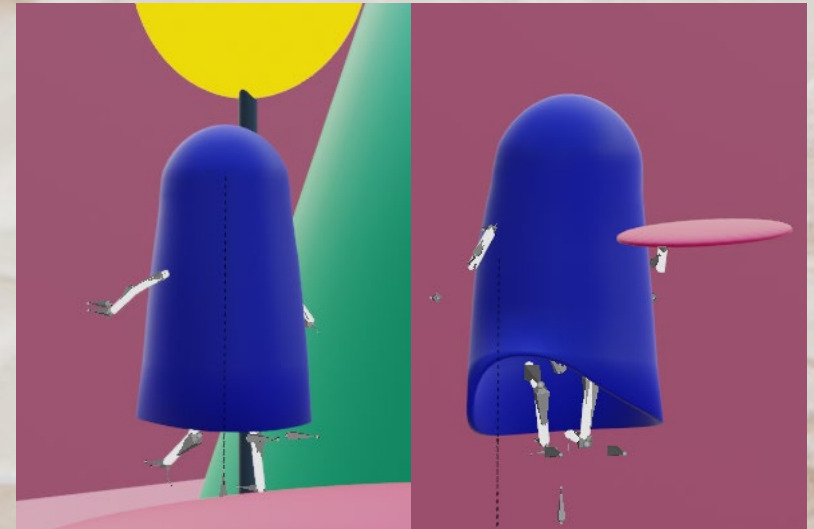
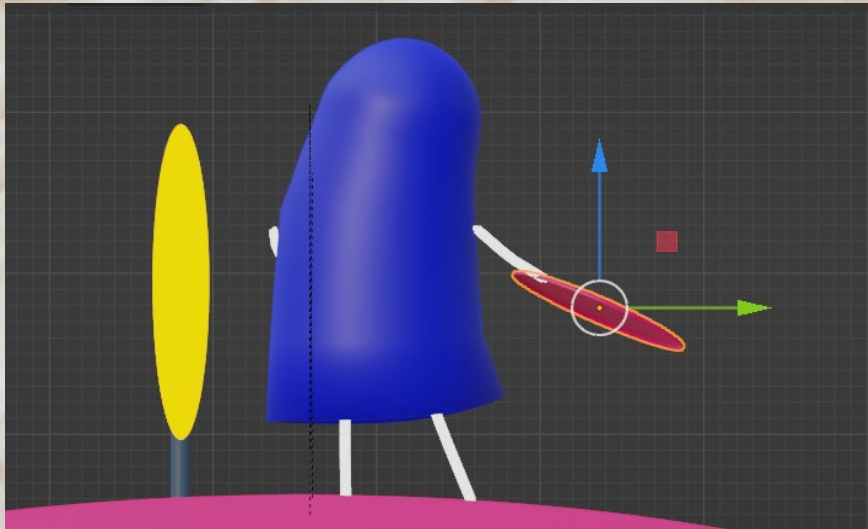


This stage became a big struggle which spent days to attach bones to help character moving.

I watched class tutorial, also online tutorial.

Finally, I did it. I started to pose them like they were playing frisbee, the stand of throwing the disk and catch it.

And the problem which I didn't plan it before animation was the arms were too short to catch the disk with both hands. Therefore, I animated the character to catch the disk with one hand only.

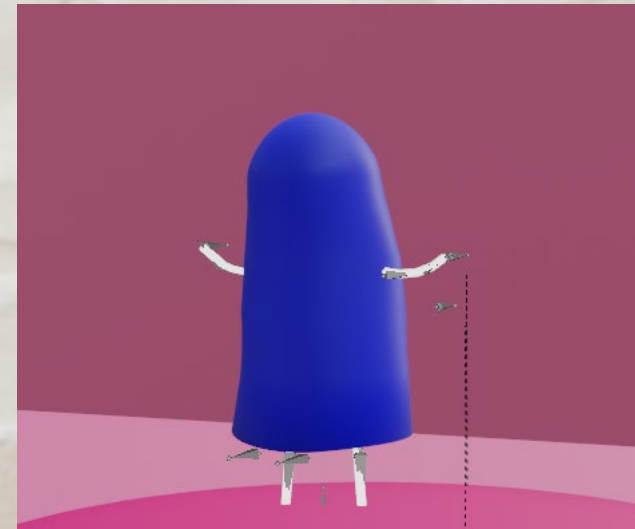
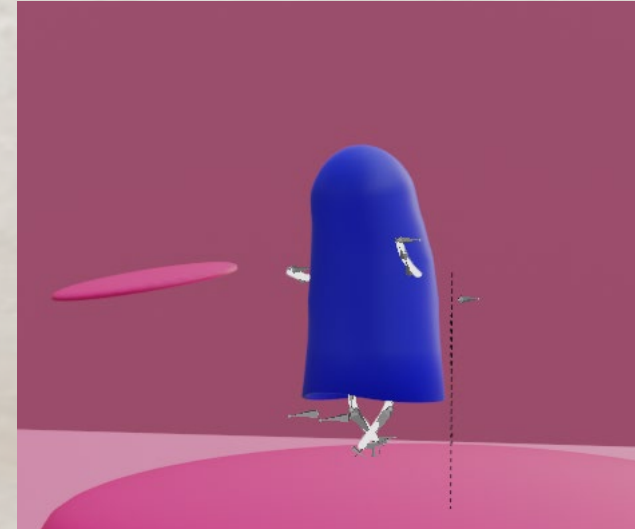


# Disk Ideation expansion

I lowed down from 2 characters to 1. Because I couldn't finish well with 2, therefore I chose to did good for only 1. I spent time to animate its action as more detailed as I could to bring the better quality for the animation.

The story also had changed. It now will be about one man is playing frisbee on the top of the mountain which was watched by crowds and he feels confident with his throws. At the end, he got cheered by the crowds.

The climax here is when I catch a hard throw from the opposite.





# Rendering 3D Animation

I rendered under cycles for 560 frames.

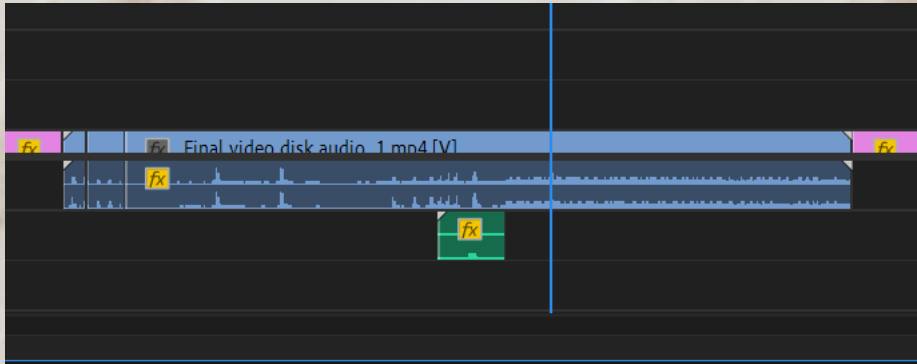
Denoised and max samples was only 10, to get faster render time and because my animation was only base color therefore it didn't need to give a good view of clear texture.

10 max samples for 1 frame spent about a minute and more to finish. 560 frames spent hours, as I remembered I started render from 10AM to 5Am in the next morning. Maybe, my laptop was slow and weak to spend that much time.



# Sound Effect

## Premiere pro



After rendering process, I add sound effect, introduction and conclusion in Premiere Pro.

I found free audio for my animation that couldn't bring the feeling and the attraction to audience.

<input type="checkbox"/> Name	#	Title	Contributing artists
Am-thanh-dam-don...		Âm thanh đám đông vỗ tay c...	TiếngĐộng.com
Am-thanh-vay-vay-t...		Âm thanh Vầy Vầy tay- www....	TiếngĐộng.com
Hey.m4a			
Swish-swoosh-cutsc...		Swish swoosh cutscene soun...	TiếngĐộng.com
Tieng-chay-cham-w...		Tiếng chạy chậm - www.tieng...	TiếngĐộng.com
Tieng-on-san-van-d...		Tiếng ồn sân vận động bóng ...	TiếngĐộng.com
Ugh-sound-effect-w...		Ugh sound effect - www.Tien...	TiếngĐộng.com

Sources: Tiengdong.com, accessed on [May 25, 2022]







**THANK YOU**