

Animation Portfolio

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Introduction



As a student majoring in Digital Media, I have a wide array of career paths. My senior project was a helpful step in focusing my attention toward and efforts towards a specific professional field.

After some discussion and reflection, I chose **animation**. My deepest passion lies in this field, and in it I have the best foundation of experience.

This decision was the first step I needed to take from simply liking animation to *doing* animation. The next step would prove to be much more time-consuming and would serve as the subject for my senior project. I needed to create my portfolio.

Creating a YouTube Channel

In setting up my portfolio, I decided to create a YouTube channel. Admittedly, YouTube is not the most professional platform; however, its accessibility provides many positives:

- **One:** it serves as a low-maintenance way to centralize my artwork.
- **Two:** it provides feedback.
- **Three:** at its core, YouTube is a dynamic platform. Its accessibility draws both consumers and other animators to one another.

What's more, having a platform and an audience brings an accountability to continuously create and push out new work.

"InvisiBoy Animations"

To set up my channel, the first stage was to create a name and a logo to distinguish myself. I also created an introductory animation of the logo to serve as placeholder demo until I can create more animations to edit in later.

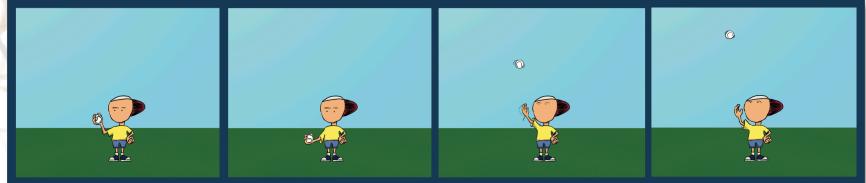
I used **Adobe Illustrator** create the logo and graphics for the animations. For the animating itself, I used **Adobe After Effects**.



blender's Grease Pencil Tool

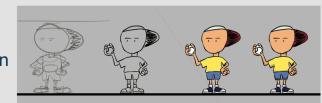
Did you know that Blender can do 2D animation as well as 3D? During my project, I branched out into other animation software. Being more experienced in 2D animation, I was delighted to discover Grease Pencil. **Grease Pencil** is a tool in Blender that uses *2D animation* within a *3D environment*. In my animation, I came up with a concept for a character named Ollie, and created a short while learning the interface.

Here are some extreme pose keyframes of our friend Ollie playing with a baseball:

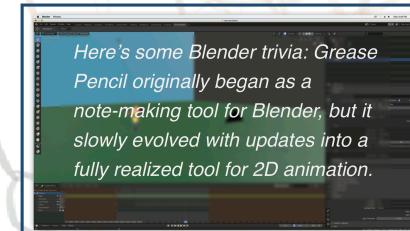


These are only a few sample keyframes from the entire animation, which has 33 frames in total.

The concept for Ollie was inspired by the character Calvin from Bill Watterson's famous comic series, *Calvin and Hobbes*. The connection comes from Ollie playing games with himself, similar to how Calvin also entertained himself.



(From left to right)
Concept sketch,
line art, color
added, shading
added.



I ran into several **challenges** during the process. Blender's interface has a tough learning curve; additionally, I was unable to learn any of Blender's 3D animation techniques within the time limit of the project.

Conclusion

Due to the nature of the YouTube platform, results and feedback on my animations will take time and further effort. So, I cannot speak to the immediate success of my project within this poster.

However, I can say with certainty that the time was well spent. I learned a great deal about the capabilities of Blender's Grease Pencil, exercised current skills in Adobe software, and established a foothold in the public as an artist. I hope to continue with such tools in future projects, both professionally and amateurly.