

# Patience

## Mars Animation

Tom Lansdown  
Art Direction 2

# Initial Thoughts

As a starting exercise I came up with thirty ideas for the film in thirty minutes.

From this I cut out the obvious and bad ideas, and pushed others together.

1. Comparison of things on earth now - 'look at this orange'. Scaled down... size of Earth' voice over

2. History of Kennedy Space Center in time with music

3. List discoveries on Earth, how many things have been discovered recently - Speed up + up What could we find on Mars.

4. NEW not old, this is the future, right now, not then & may\* or then \* futuristic image\* but now old tech junk image slow for New tech fast zoom

5. Child playing with toys like John Lewis ad

6. Familiar things - tre noise! keeping on table with noises Starting the car etc "Don't let the range scare you?"

(Tom)  
#1



7. footage from TV/film, cut in old stuff? old filter - This is no longer Sci-fi -

8. Scientific stats numbers - silly facts - Excitement -  
• 2000 No of people bursting for the loo but need to think that &  
• 155 cats patiently waiting to be fed  
• 10,000 partners aware at 3am watching the note scribbling

9. Building for the future

Zooms of building speed up,  
Stabs on bricks? Sarcastic voice over?

10. What causes you excitement?

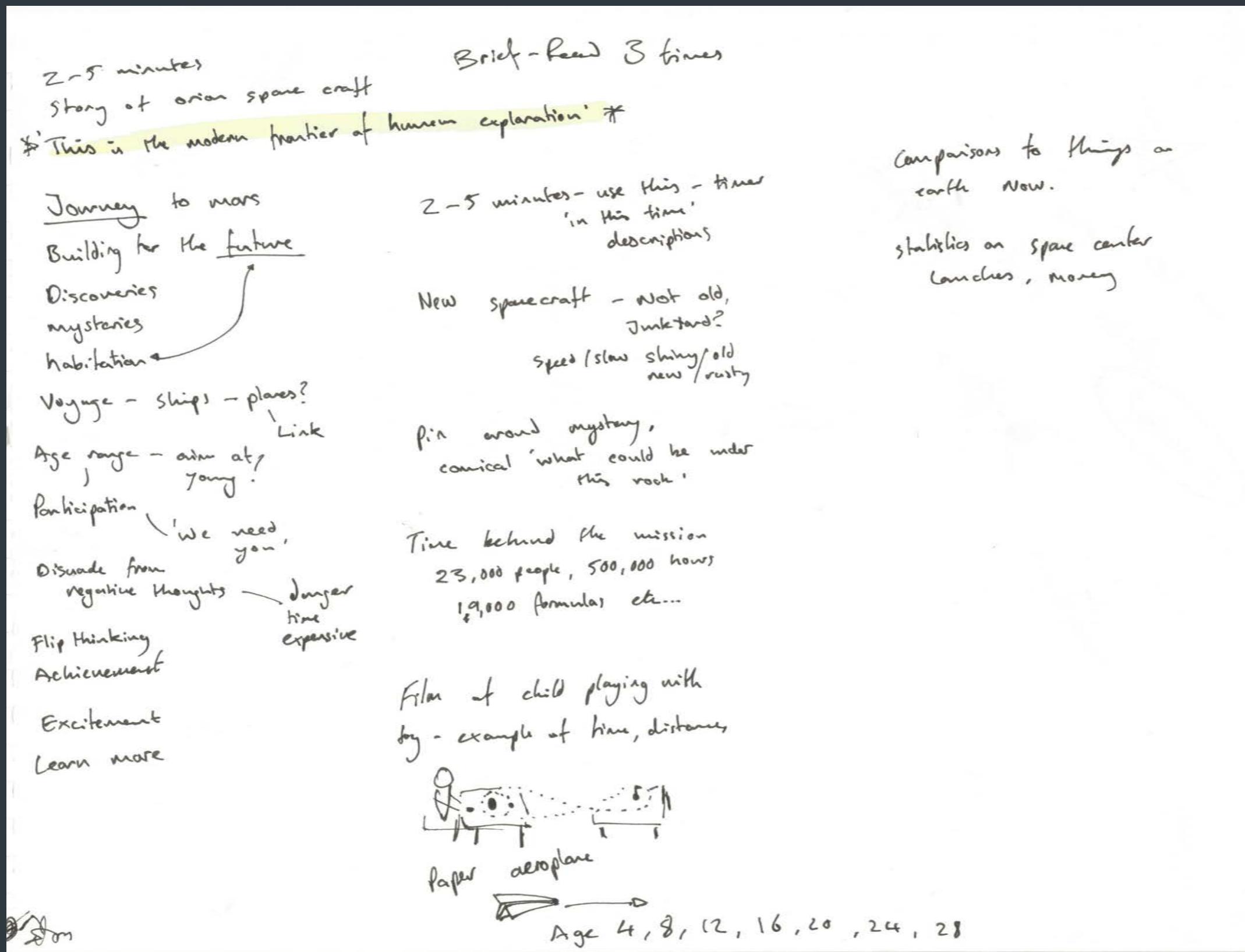
Speed up tempo - satisfying things  
Faster { opening a jar  
Scraping ice off window  
Rocket taking off - cut music



# Developed Thoughts

I tried to figure out what the message of the film should be, what emotions it should evoke.

Also at this stage I kept the brief very much in mind, making sure the film ticked the boxes it needed to.



# Developed Thoughts

This is another sheet from the idea generation.

It was important to figure out if I wanted to do film or animation at this point.

Also this is where more art direction skills came in, a great deal of thought went into thinking about how to create and shape a powerful message.

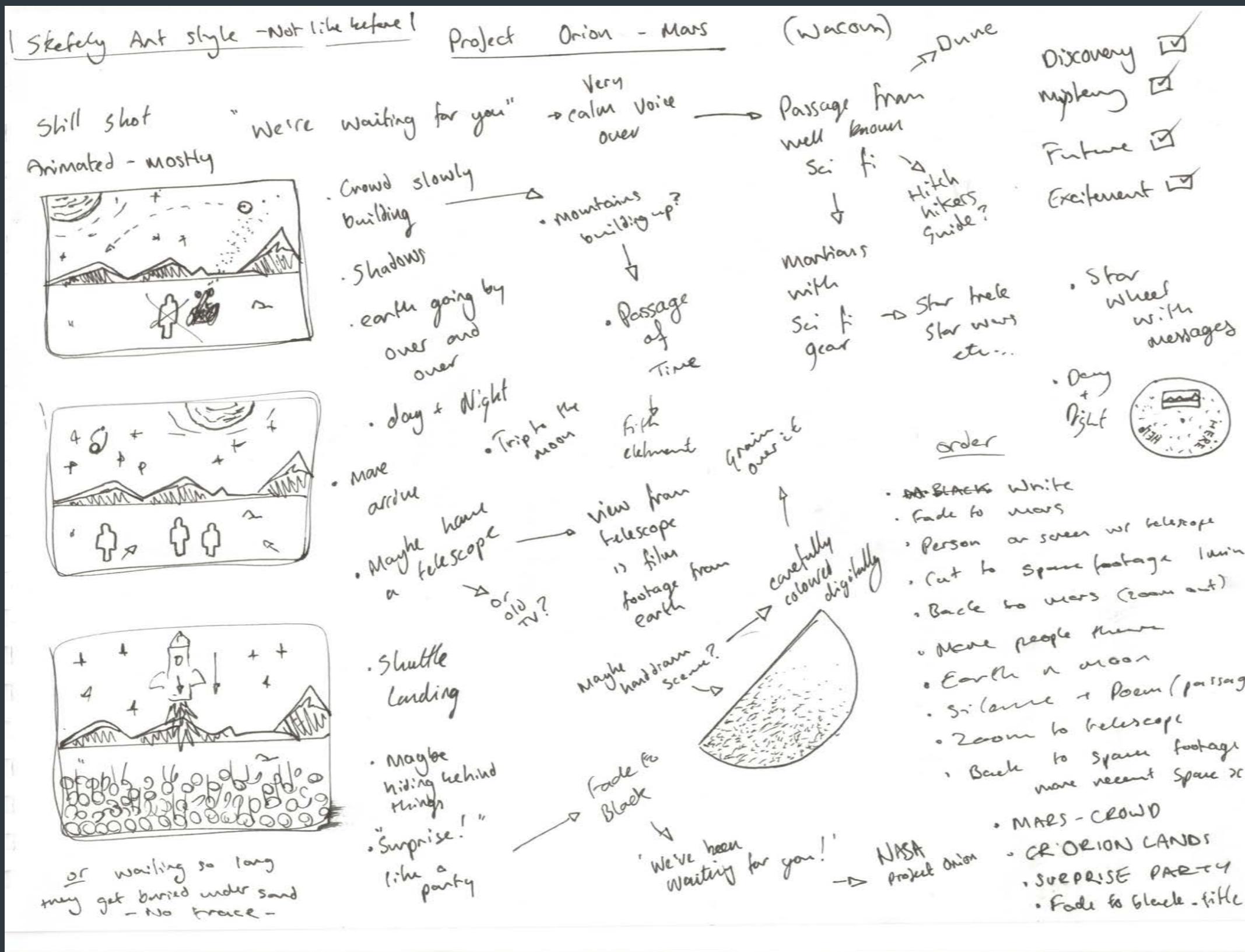
- FILM - IDEAS 2  
 (Tom)  
 #2
1. This is the first - film of 'firsts'
  2. Too dangerous? when did that ever stop us?
  3. 'NASA' 'MARS' 'SPACE' 'FUTURE' - only one  
 $\times 20 \quad \times 20 \quad \times 20$   
 $123 123 123 123 \dots 4.$
  4. Things that launch - champagne, swing, pen etc
  5. Astronaut listening to silly music - bring out the kid in you
  6. Radio single shot, slow zoom 30 sec flash film 0.5 sec each for 15 sec
  7. Don't say you haven't thought about it  
*Doodles? Illustrating?*
  8. Voyage- Ship .1900  
 ship to india  
 .1850 cuba .1900 Australia  
 .1950 Africa .2000 moon ? .2050 mars
  9. Play with Orion  
 ~ definition  
 ~ spelling
  10. What in this? circuits? - make into a game "Now you getting it"  
 end on mars - answer future.
  11. Exploration - child and adult in forest?  
 wandering discover something? walk onto mars?
  12. Animation, zoom out, zoom in, wrong thing?
  13. Participation - what did we ever achieve by staying away?
  14. Mystery - TV mysteries? who done it? Scooby Doo? What could be there?  
 Alien! A burglar?  
 (Funny?)
  - 15.
- LOW

# Early Plan

Very basic sheet of quick sketches, storyboard ideas and execution order.

As you can see the sketches on the left are very similar to the final animation, I tried to choose an idea and stick to it - rather than faltering.

I felt it was important to refer back to this throughout the process to make sure my thinking was in line with where I had planned to take the film.

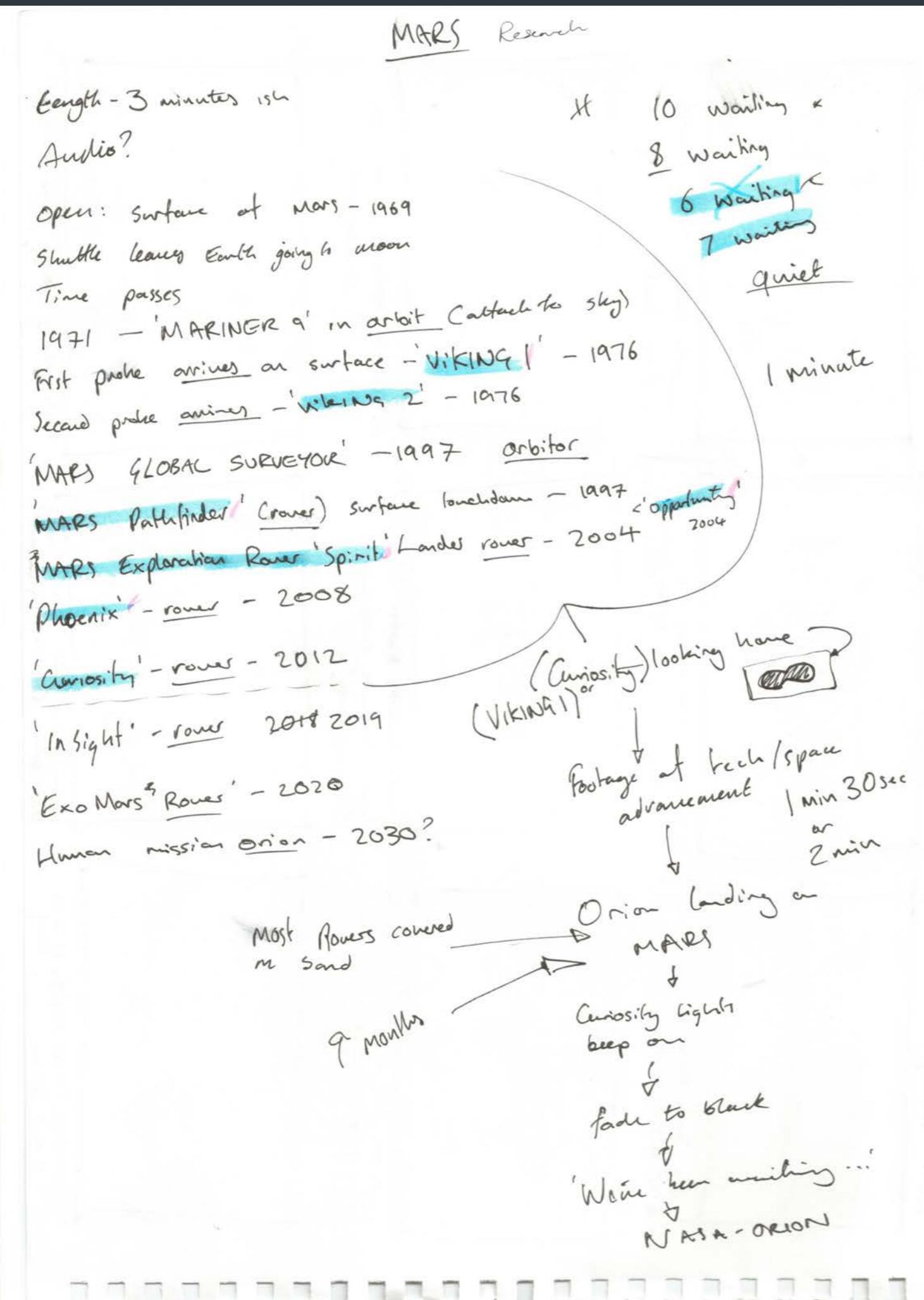


## Research

Current and future Mars plans research, used as a basis for pushing the meaning and grounding the project.

Making sure I was certain of the dates of certain craft departure and purpose was helpful for trying to build a realistic environment.

This also meant that the film would be educational - to a degree, with the actual dates.

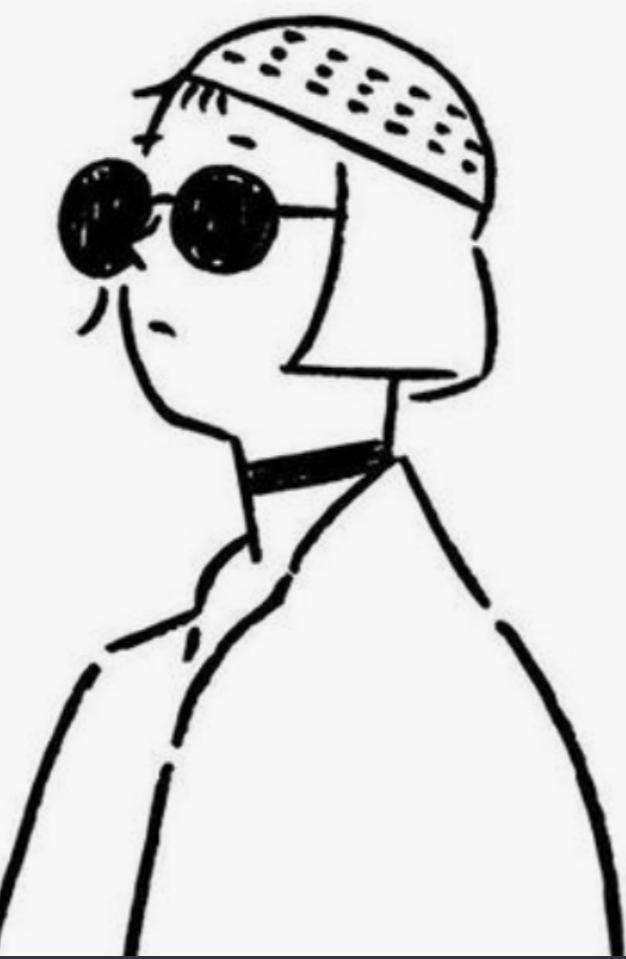
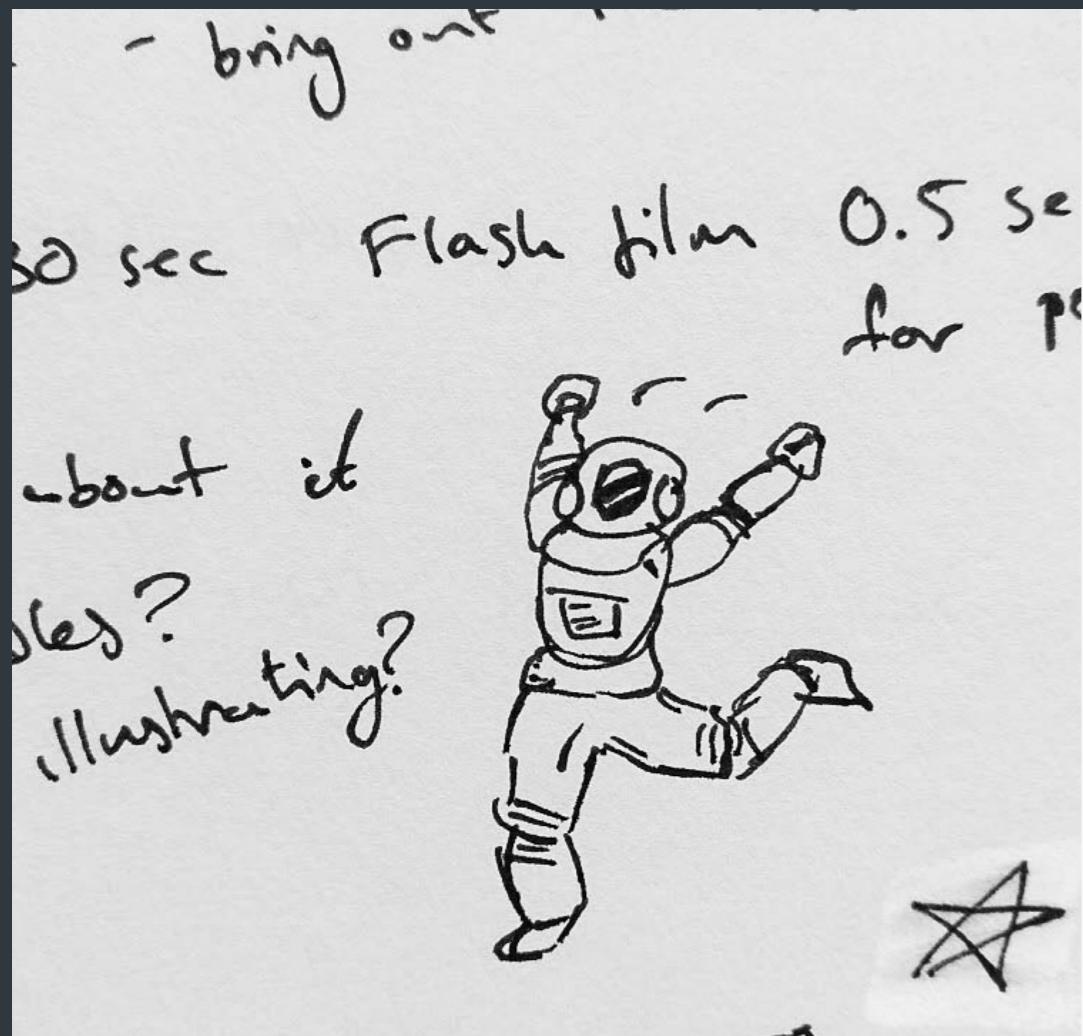


# Colour Palette

An early idea of colour palette. Sticking with oranges and purples. As shown on the next few pages, finding an accent colour in theory would help to pull everything together.

I used <http://coolors.co/> to generate the palettes, being able to lock in colours and adjust tones while keeping it complementary was incredibly useful.





## Illustration

After deciding on animation, the next job was choosing an illustration style.

Ideally I would have liked to traditionally animate the film, sketching each frame. It would have given me more freedom, although my skills aren't quite good enough yet, so I decided to just use After Effects.

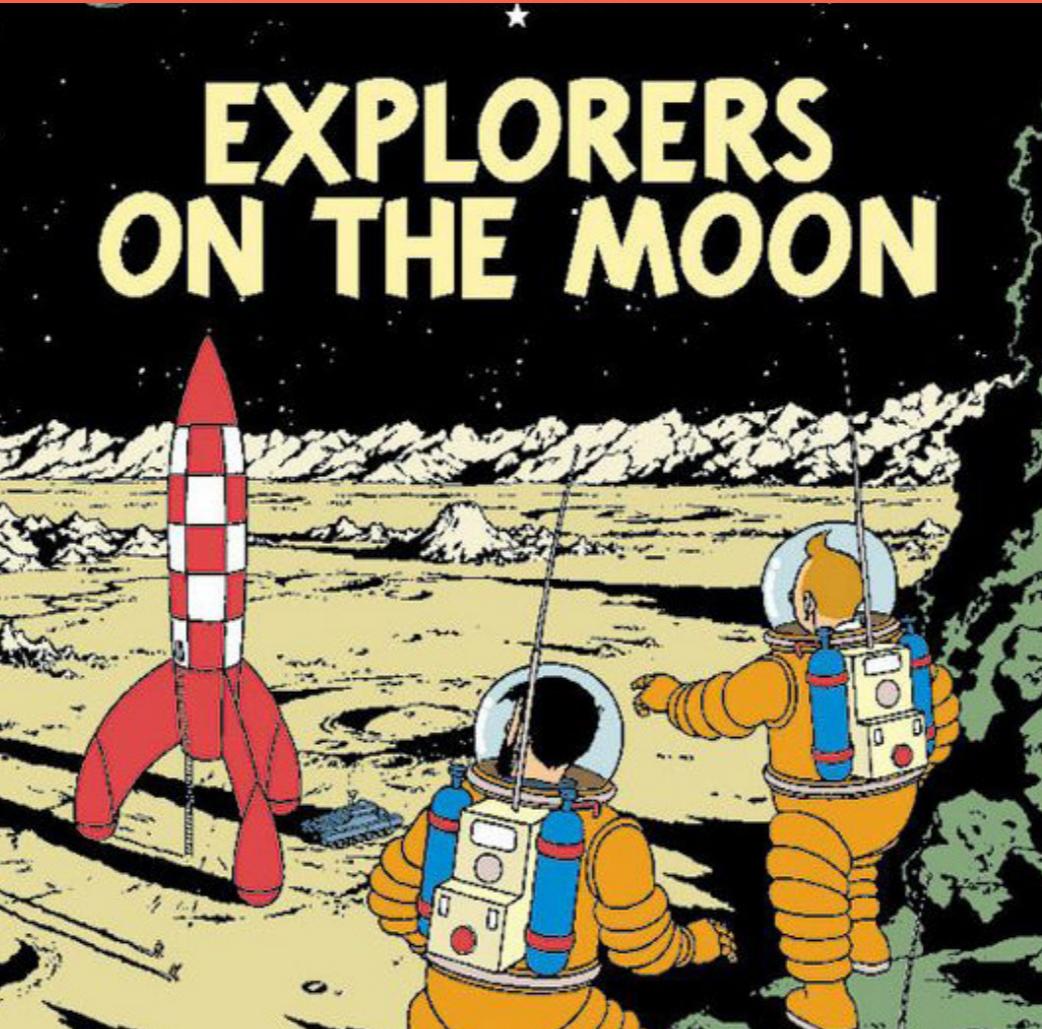
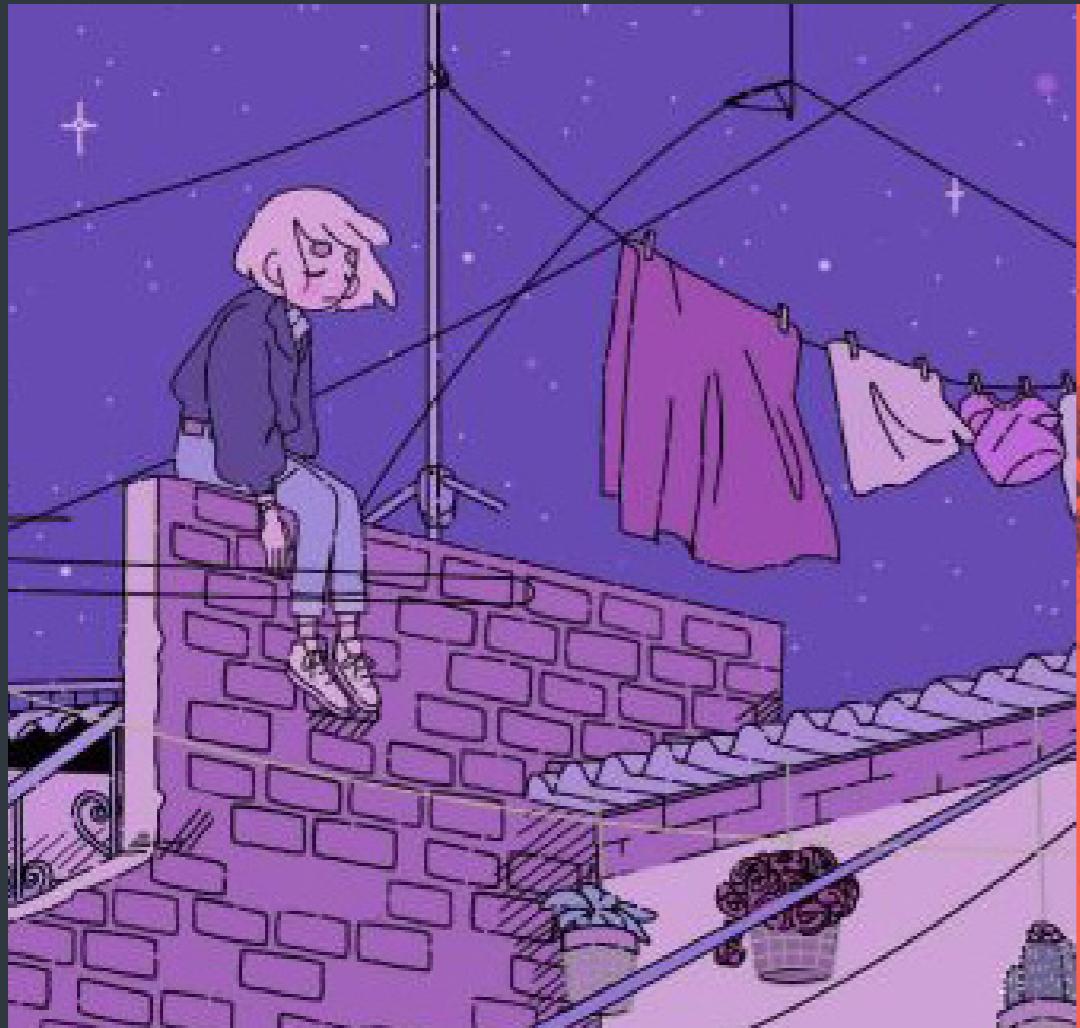
I do plan on learning Animate CC over the summer, so I have more freedom for future projects - if appropriate.

## Mood - Animation

Minimal colour was what I planned to go for. Sticking to a five colour palette.

As you can see the blue works as the accent colour in these references.

'Explorers on the Moon' has too many colours, without red and orange, it would be the sort of palette I was looking for.



## Mood - Film

I tried to vary my thinking and not stick to only animation for references. Both 2001: A Space Odyssey and Robinson Crusoe on Mars had traditional film colouring effects I found useful for inspiration.

This stark look was what I wanted to aim for primarily for obvious focus point.



## Mood - Illustration

These are perfect examples of what sort of style I wanted to mirror.

I particularly like the use of texture and gradient.

Simple colour, fixed palette though endearing.



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**GET READY FOR A SPECTACULAR COSMIC SHOW**

**0:51**

The Bigelow Expandable Activity Module (BEAM) is a technology demonstration to study new ways to transport and deploy habitats in space.

**1:09**

**1:01**

**0:37**

**Third Rock The Joe Show Thursday December 7th 5 p.m. ET**

**0:37**

**Don't Miss the Geminid Meteor Shower, Peaking on**  
46K views • 3 months ago  
**Subtitles**

**Space Station's Expandable Habitat Gets Extended**  
21K views • 3 months ago  
**Subtitles**

**Pizza Night on the Space Station!**  
66K views • 3 months ago  
**Subtitles**

**The Joe Show on Third Rock Radio**  
6.5K views • 3 months ago  
**Subtitles**

**James Webb Space Telescope Out of Chan**  
20K views • 3 months ago  
**Subtitles**

**ESA Astronaut Discusses Life in Space with Aspiring**  
15K views • 3 months ago  
**Subtitles**

**Action Cam Footage From October 2017 Spacewalk**  
293K views • 3 months ago  
**Subtitles**

**Space Station Crew Discusses Life in Space with**  
7.6K views • 3 months ago  
**Subtitles**

**New Details about Interstellar Visitor on This Week @NASA**  
78K views • 3 months ago  
**Subtitles**

**Space Station Crew Member Discuss Life in Space w**  
11K views • 3 months ago  
**Subtitles**

**5:04**

**APOLLO 40 YEARS**

**2:20**

**7:58**

**CAR 07**

**23:20**

**CAR 07**

**NASA Launches NOAA Weather Satellite to Improve**  
28K views • 4 months ago

**Science and Supplies Launched to Space Station**  
9.7K views • 4 months ago  
**Subtitles**

**Orbital ATK's Cygnus Rendezvous and Installation**  
29K views • 4 months ago  
**Subtitles**

**Post-Launch Status of Orbital ATK's Mission to the**  
19K views • 4 months ago

**U.S. Commercial Cargo Spaceship Heads to the**  
49K views • 4 months ago

**1:10:56**

**58:50**

**21:20**

**22:19**

**Orbital ATK CRS-8 Pre-launch Science Briefing**  
5.8K views • 4 months ago  
**Subtitles**

**Orbital ATK CRS-8 Pre-launch Mission Status Briefing**  
5.1K views • 4 months ago  
**Subtitles**

**Space Station Astronauts Discuss Life in Space with**  
7.8K views • 4 months ago  
**Subtitles**

**Space Station Crew Member Discusses Life in Space with**  
12K views • 4 months ago  
**Subtitles**

**Nomination Hearing for Bridenstine to be NASA**  
11K views • 4 months ago  
**Subtitles**

# Content - Video

As per the brief, I saw I could use content from the Nasa YouTube channel.

I spent an afternoon sifting through finding content that works to show the creation of Project Orion and the future manned mission.

All video links referenced at the end.

dit View History Bookmarks People Window Help

or by Savfk | Free x Cinematic | Page 2 | Free Sto x Isle of Rain by Savfk | Free Mu x

<https://www.free-stock-music.com/savfk-another-door.html>

gle Photos Email UNI Fun Branding Mars Now Tv Everything Else Mock Ups

 free · stock · music .com + Add Your Music

Category: Mood: Tempo: Keywords (up to 3):

All Categories All Moods All Tempos e.g. sunny guitar

Another Door | Track details

 new

Another Door  
by [Savfk](#)

+ cinematic / classical / piano

02:30

**i** You are free to use [Another Door](#) music track (even for commercial purposes), but you must include the following in your video description (co

[Another Door by Savfk | https://savfk.github.io/savfk/](#)

okies to ensure you get the best experience on our website. [More info](#)

3 ... savfk-isle-of-rain.mp3 ...



## Content - Audio

The website [www.free-stock-music.com](https://www.free-stock-music.com) was excellent for finding music to suit the animation.

I used 'cinematic, classical and piano' phrases to find music that built up tension as it went on.

# Storyboard



I wanted to hit the same vibe as the film Wall-E, following the journey of the Curiosity Rover alone waiting for the manned mission to arrive.

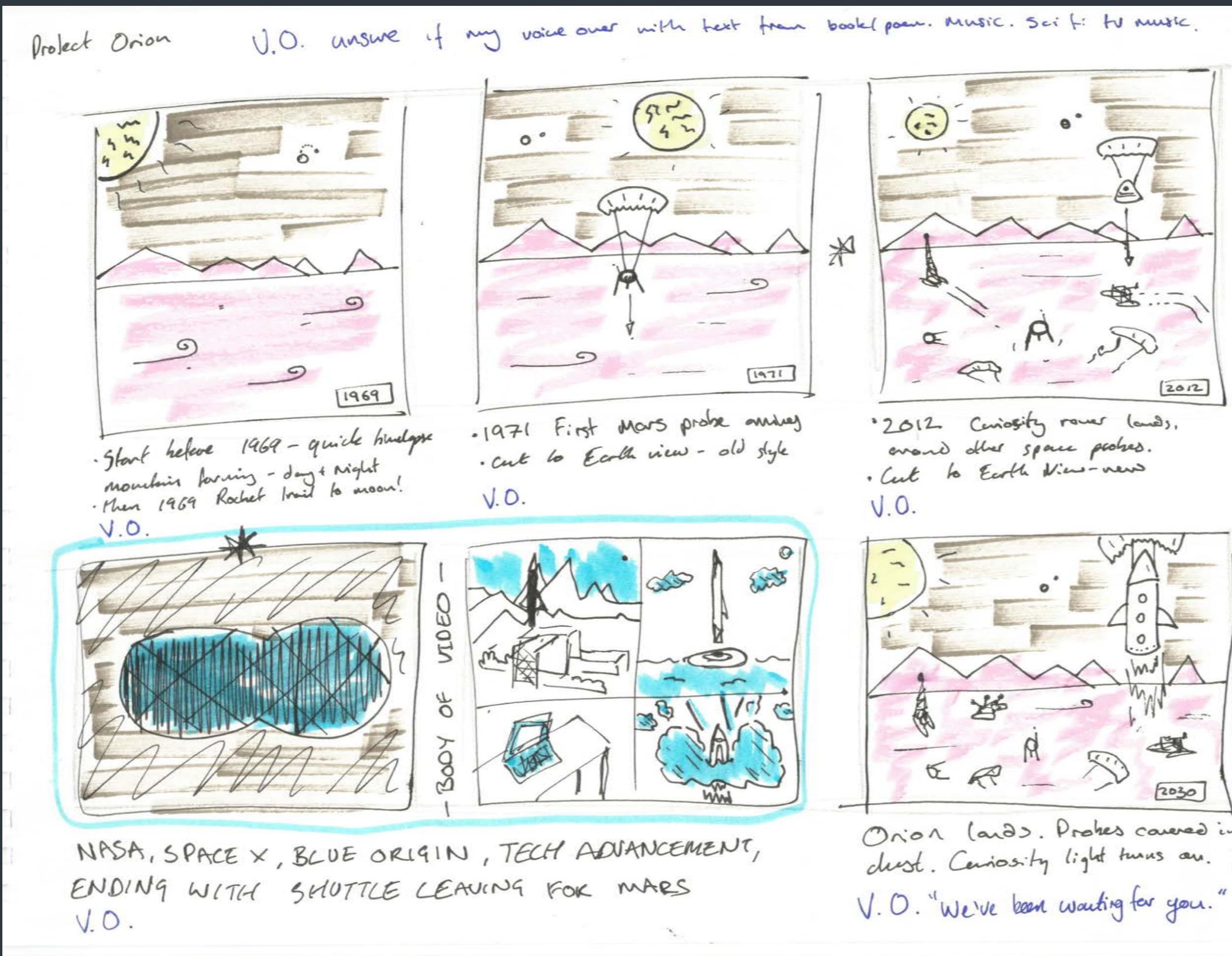
The viewer see's the previous five craft land, move and disappear. Then Curiosity arrives, and you follow it slowly as the music builds.

Eventually it angles itself towards Earth, changes to a POV shot and zooms in. At this point it transitions between animation and a short film segment I made from the YouTube clips of Project Orion.

## Storyboard 2

A simplified storyboard, trying to really nail the message. Make sure every shot or action had a purpose.

I later changed my mind on the binocular effect, moved to something more sophisticated and less of a cliché.

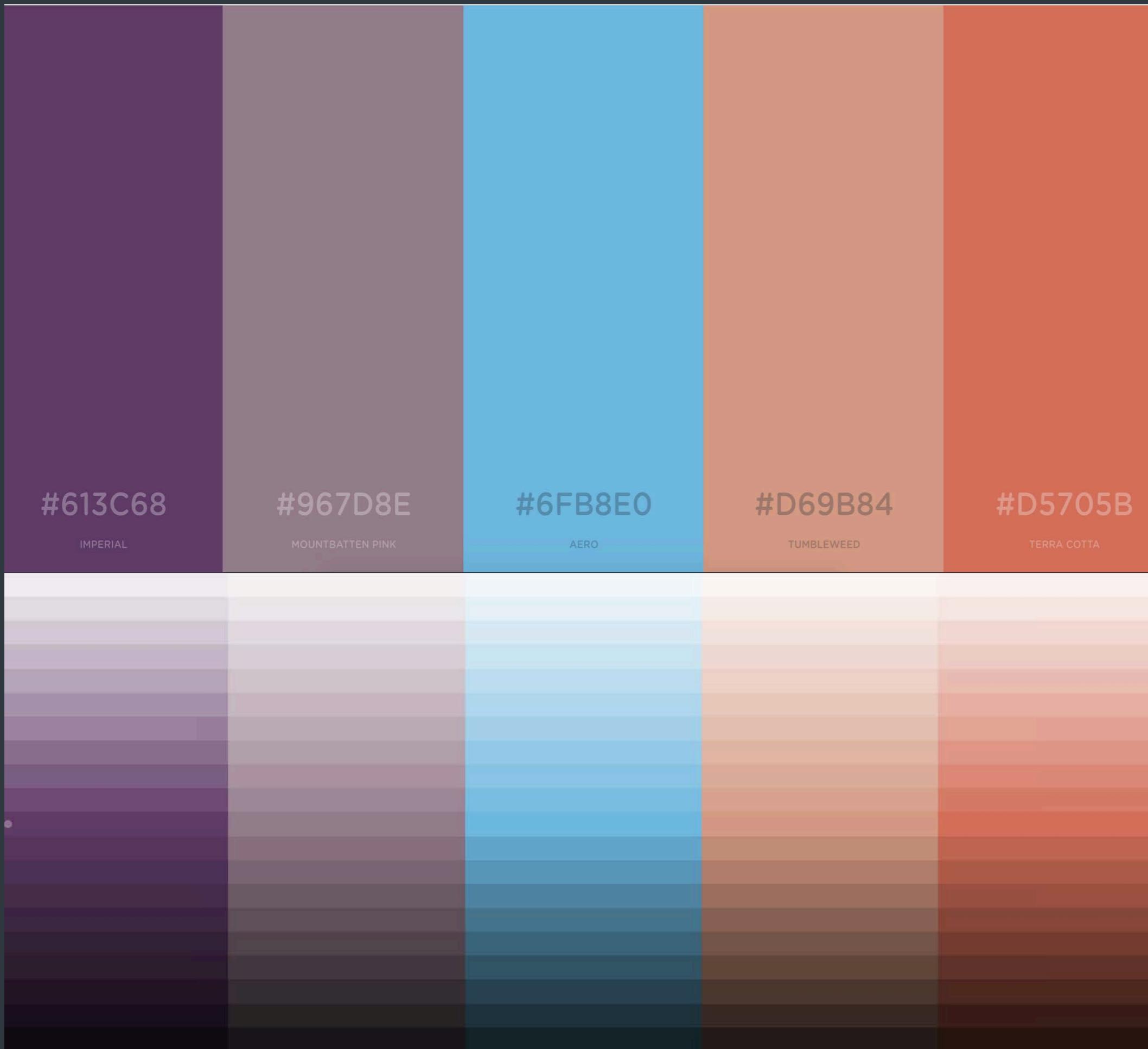


## Final Colour Palette

Left to right, night to day.

The light blue I used as the accent. It was however important to only use it sparingly.

Having an overview of the shades usable was also incredibly helpful.



## Sketches

I started to sketch out what the craft would look like.

I was keen on including an astronaut, however it felt like it was not necessary and detracted from the power of the message.

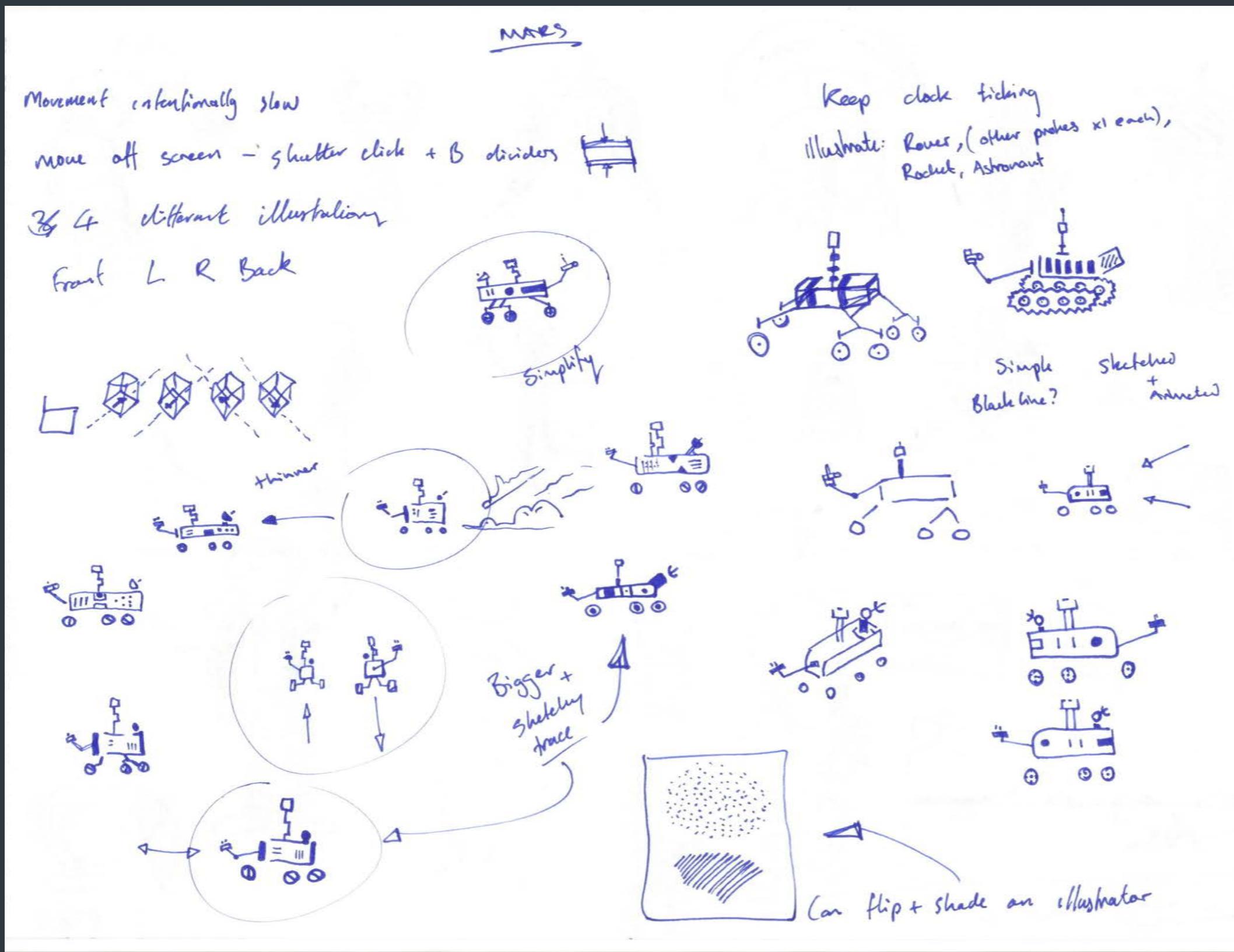
As you can see lightly circled in the centre, an attempt to anthromorphise the craft. Again trying to mirror Wall-E, get the viewer invested in the journey.



# Sketches

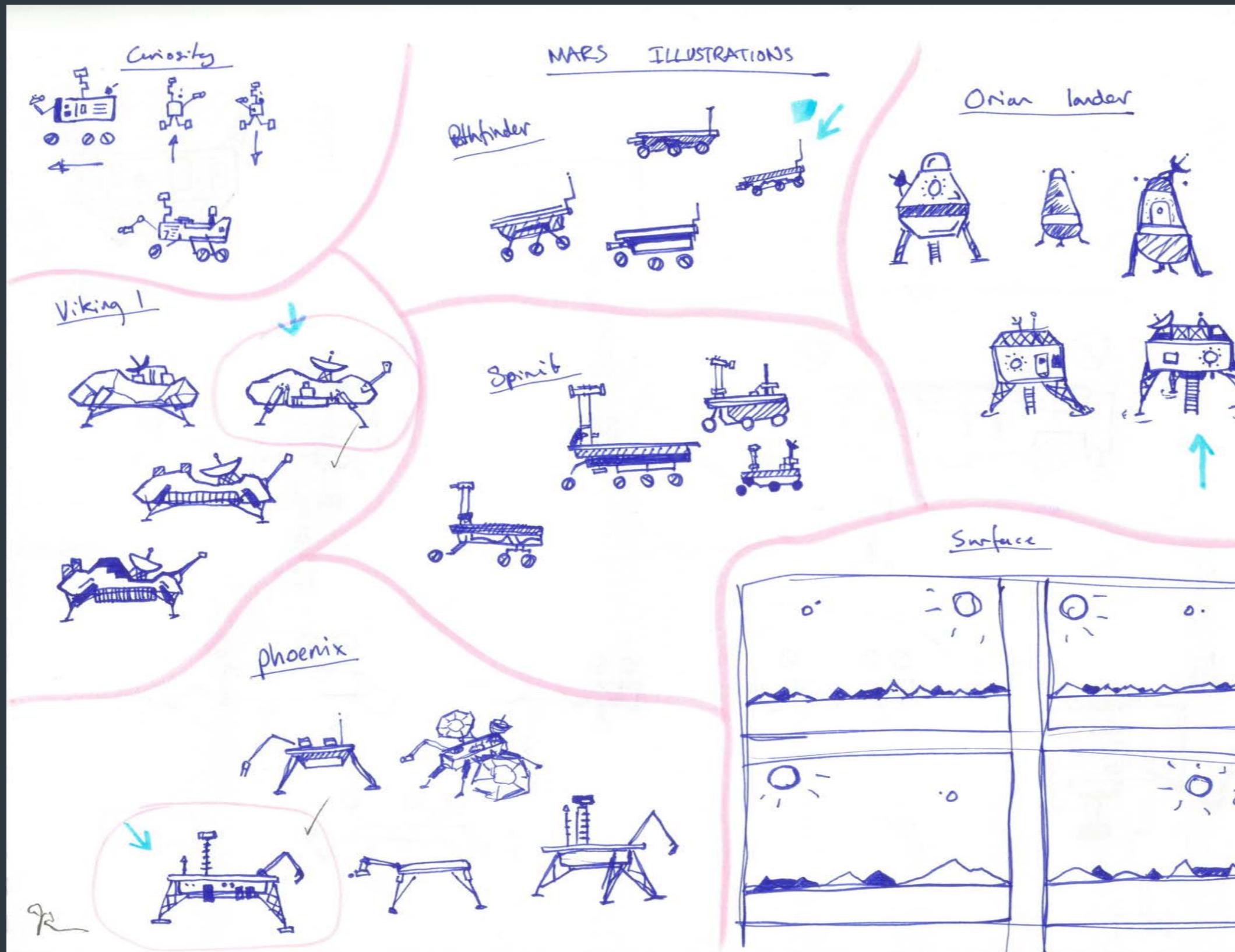
There was a difficulty in reaching a balance between making the craft realistic and making them 'fun'.

Having four different view points for Curiosity was important. Allowing for greater flexibility in the composition of the shots.



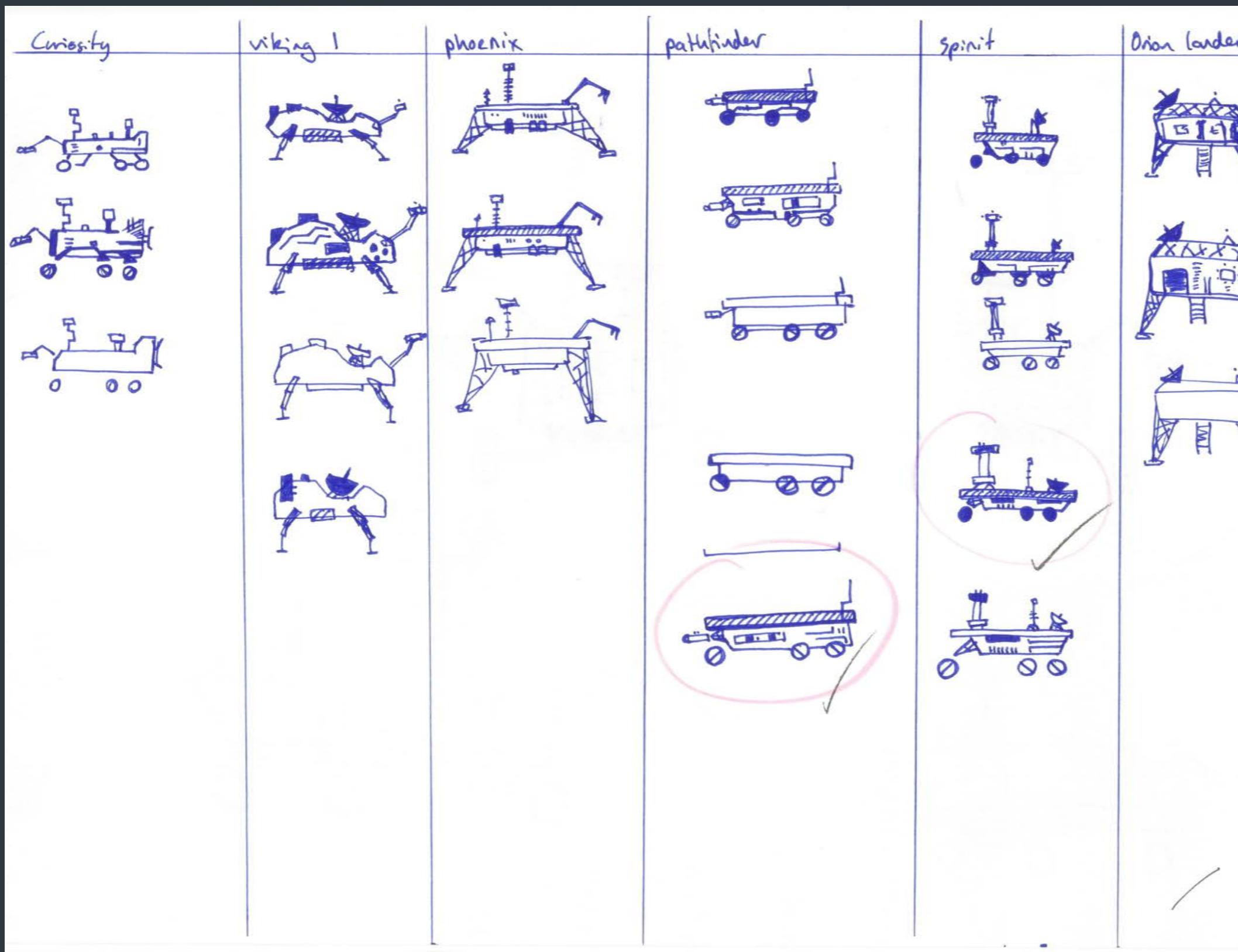
# Sketches

These are all a lot more realistic. I felt that my 'fun' interpretation from the brief was to make create a simple animation, so having a realistic reference points was crucial.



## Sketches

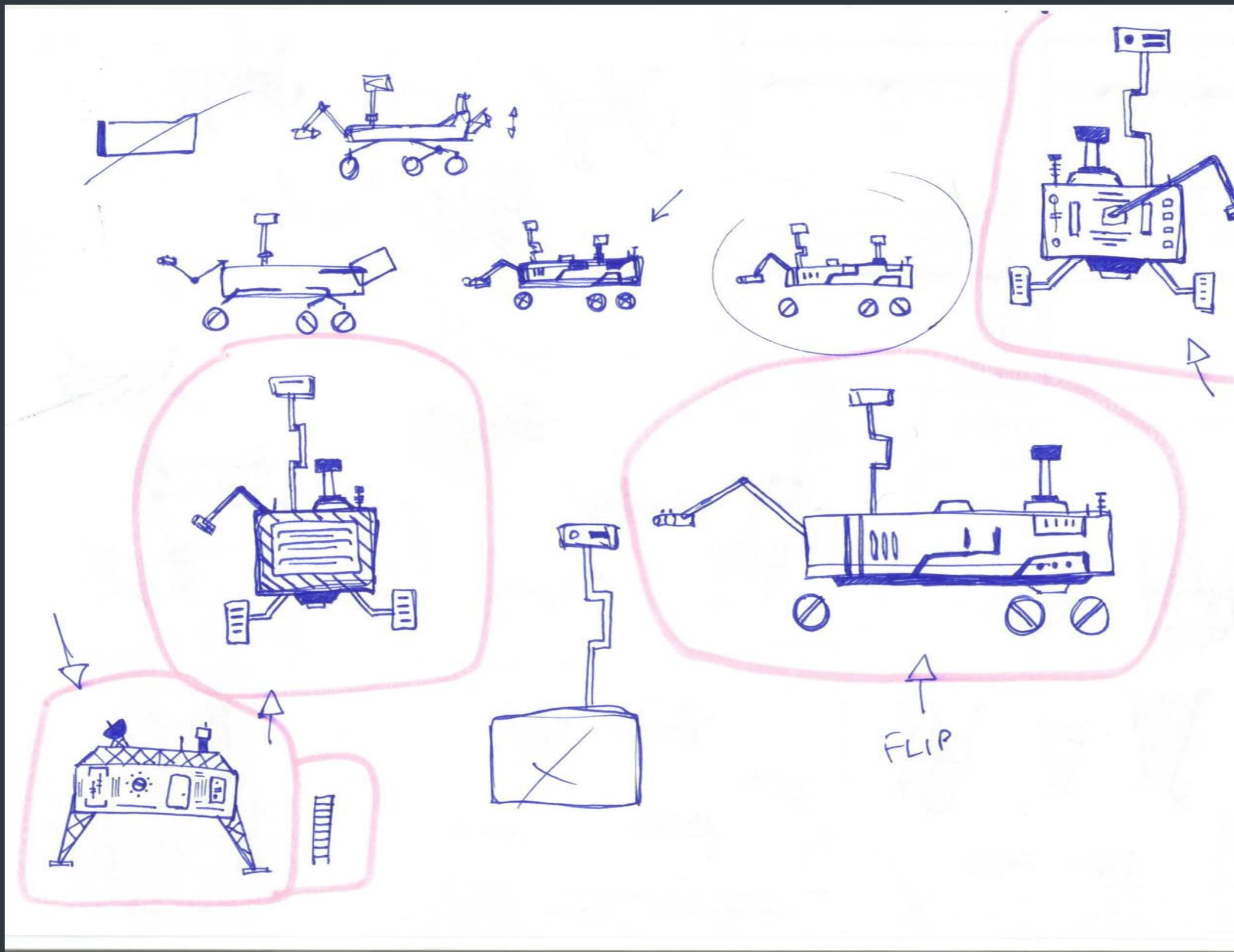
Several of each craft were drawn, each with a slight difference. I didn't entirely know how I wanted them to look, so having as many as possible to choose from was useful.



# Sketches

Planned views of Curiosity.

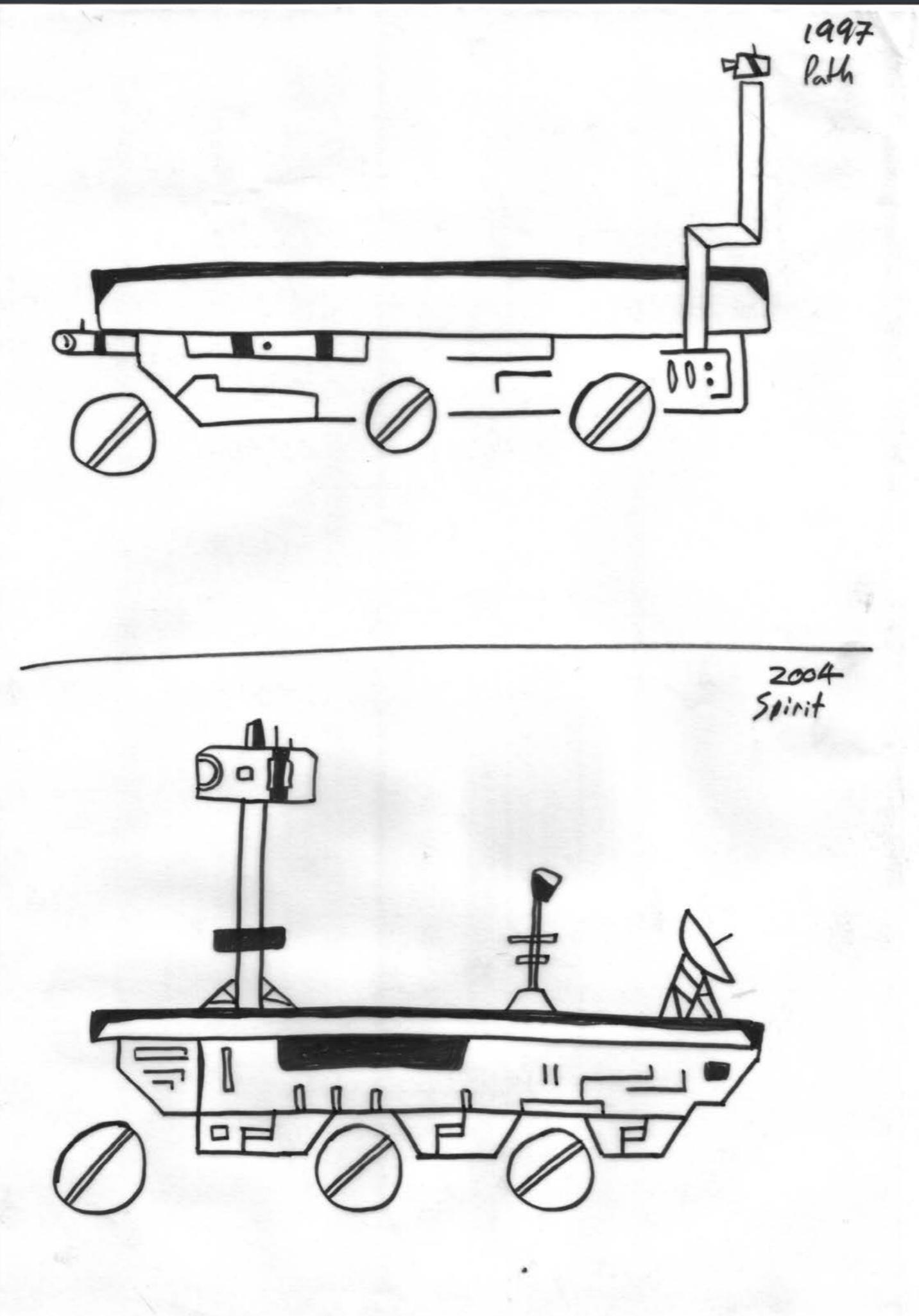
There was a bit of artistic licence here, making the craft simple enough to fit with the animation, but not too complex to be jarring.



## Developed Sketches

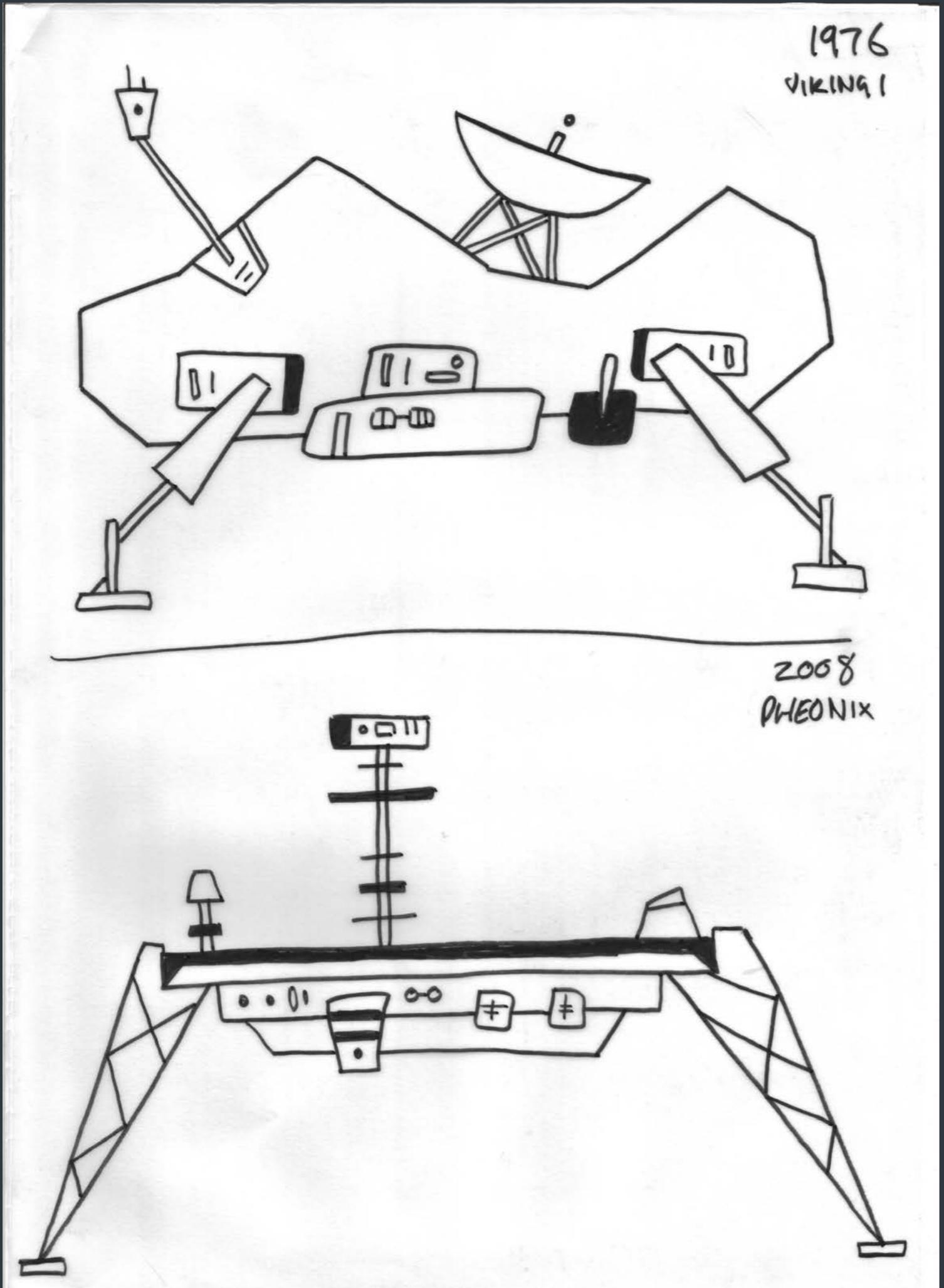
I redrew my preferred sketches on tracing paper, then traced over those in pen.

This was just so when scanned and brought into Illustrator the image trace tool would pick everything up (against the white background).

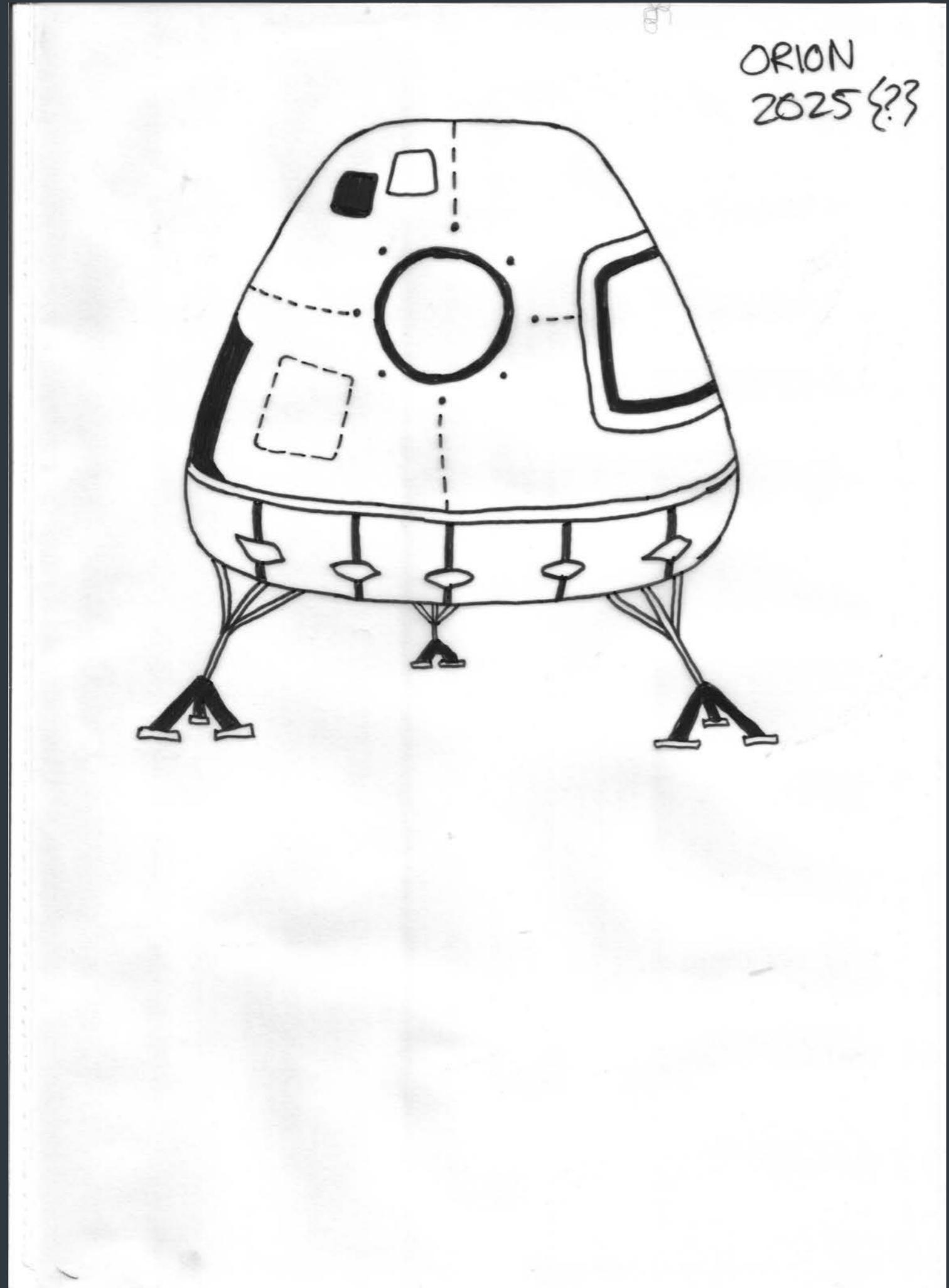


## Developed Sketches

Adding the name and date of the craft was helpful for labelling files.

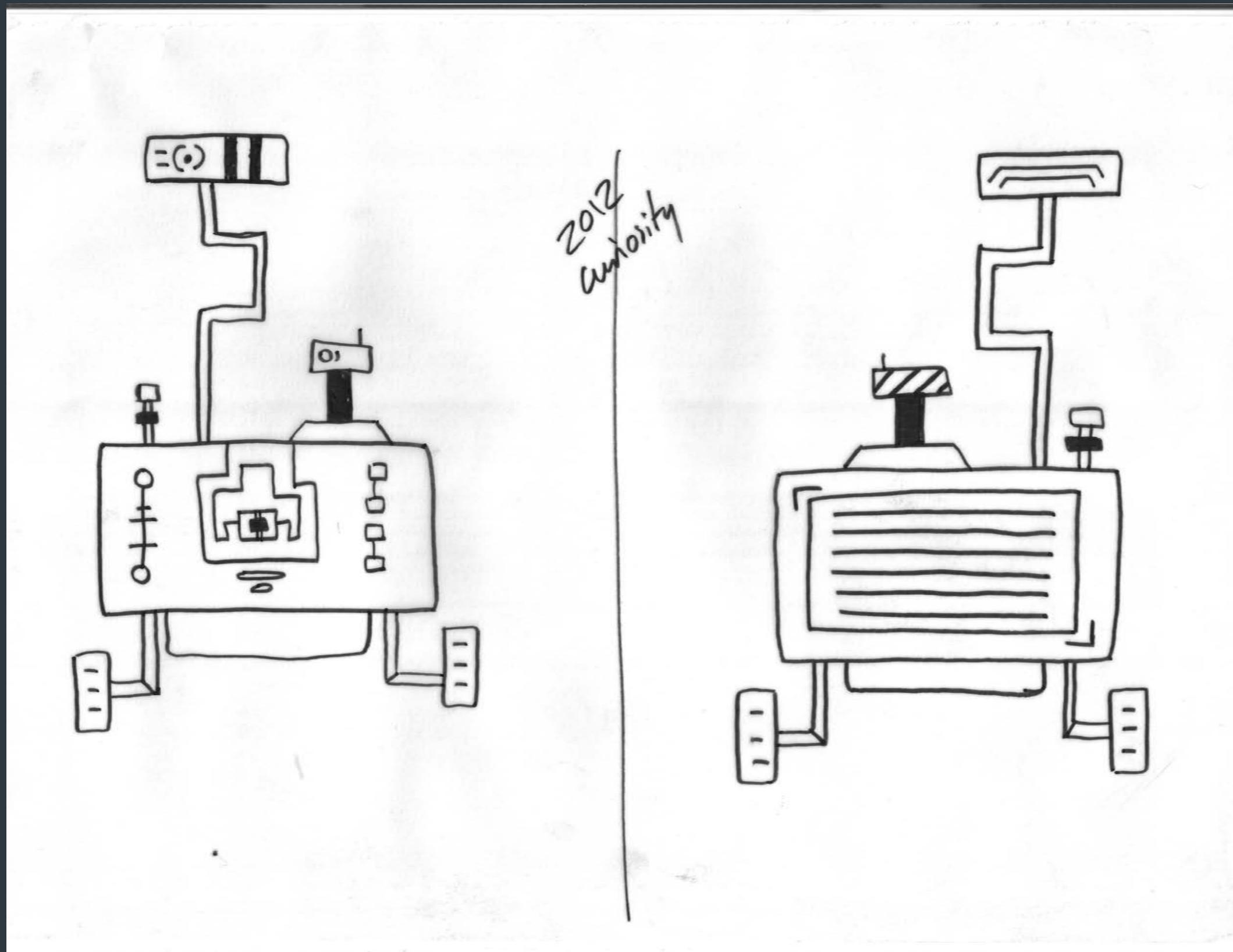


## Developed Sketches



Orion was the biggest last minute change. As I was making the 'Earth View' film I realised that I needed to have a 100% realistic view of the craft so it was clear what it was at the end of the animation.

# Developed Sketches



Alternative views of Curiosity.

## MARS - TO DO "PATIENCE"

Finish Curiosity drawings

Finish Scanning /Drawing craft

Scan + Rough colour

Decide on final colour palette

Find some suitable background music

List of topics for development book

Make MARS scenes in illustrator - with halftone brush

Make shadows for craft {stretch when in AE} <sup>x4</sup>

Make other elements in illustrator

Earth + moon

Smoke trails

Recording screen

DATES

Sun

Dust covering

Parachute

Stars x 5 (opacity -)

Titles

Battery icon

Choose typeface for titles

Return to storyboard + Finalise

Sift through NASA 2012 - 2018 TT Footage

Video  Audio

MAKE INTRO

MAKE CREDITS / OUTRO

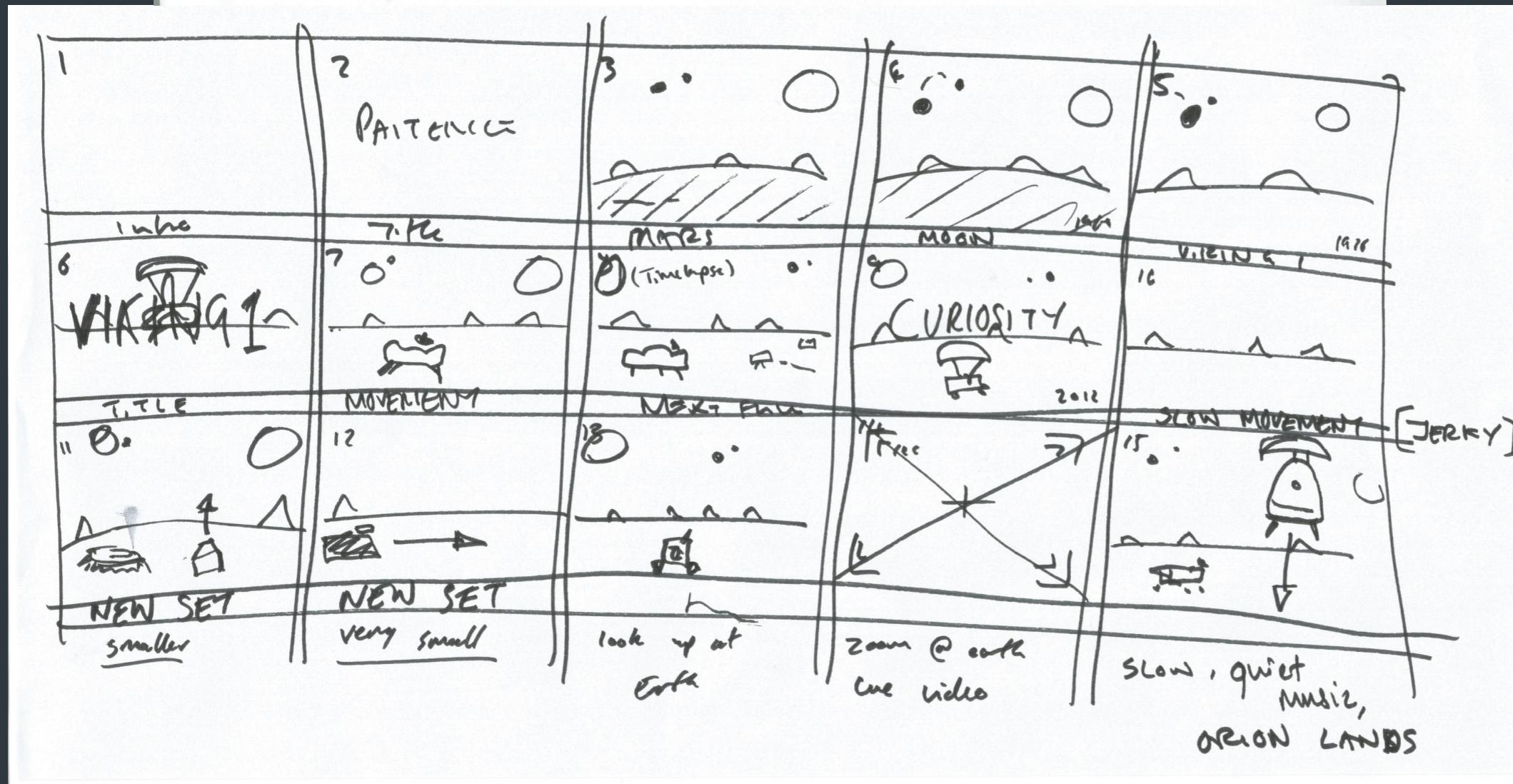
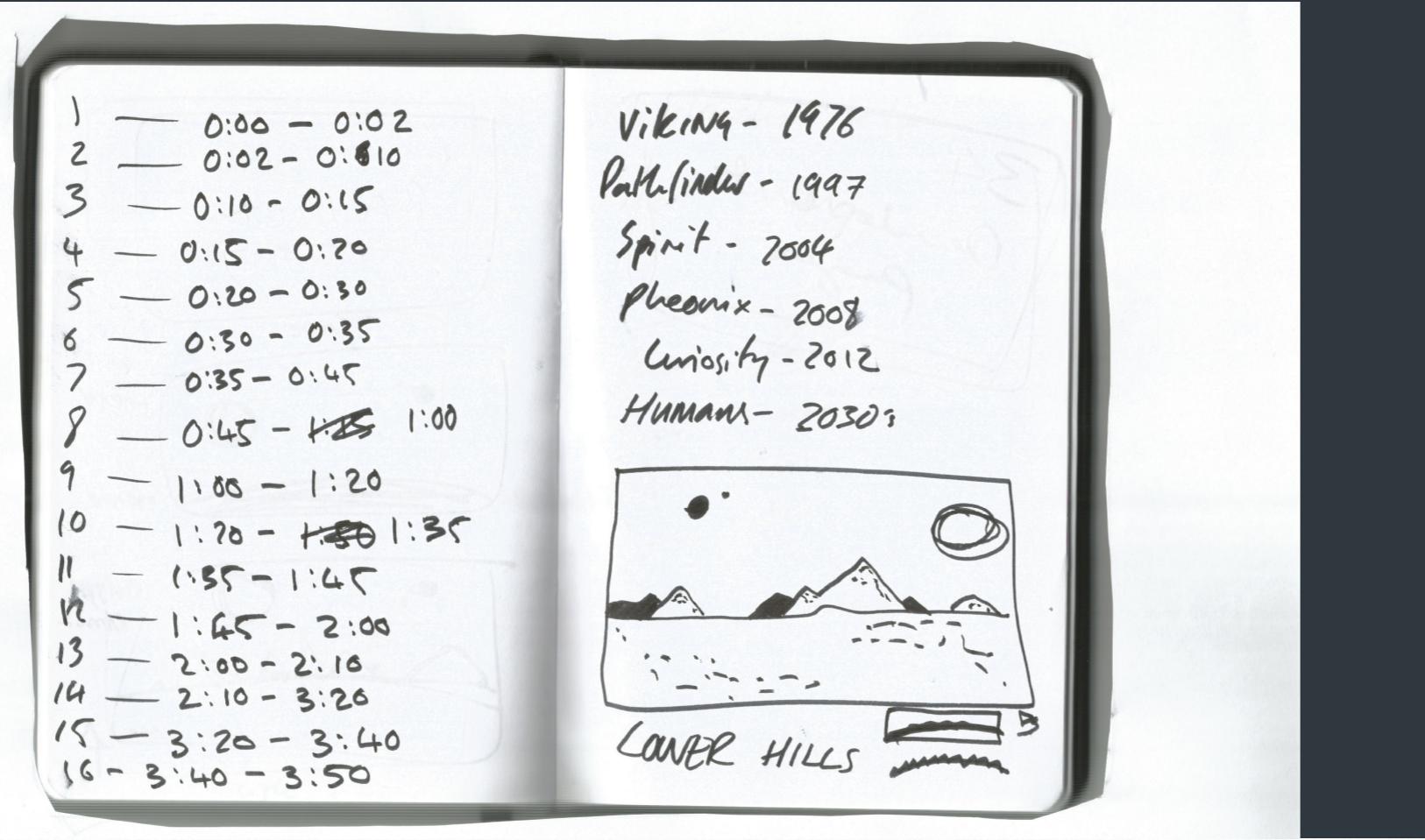
F

## To Do

It was helpful to write a daily or weekly to do list for the project. Also to prevent me forgetting to do anything.

# Pre Digital Plan

Before bringing everything together on my laptop, I decided on rough shot timings, and a sketchy reference storyboard.

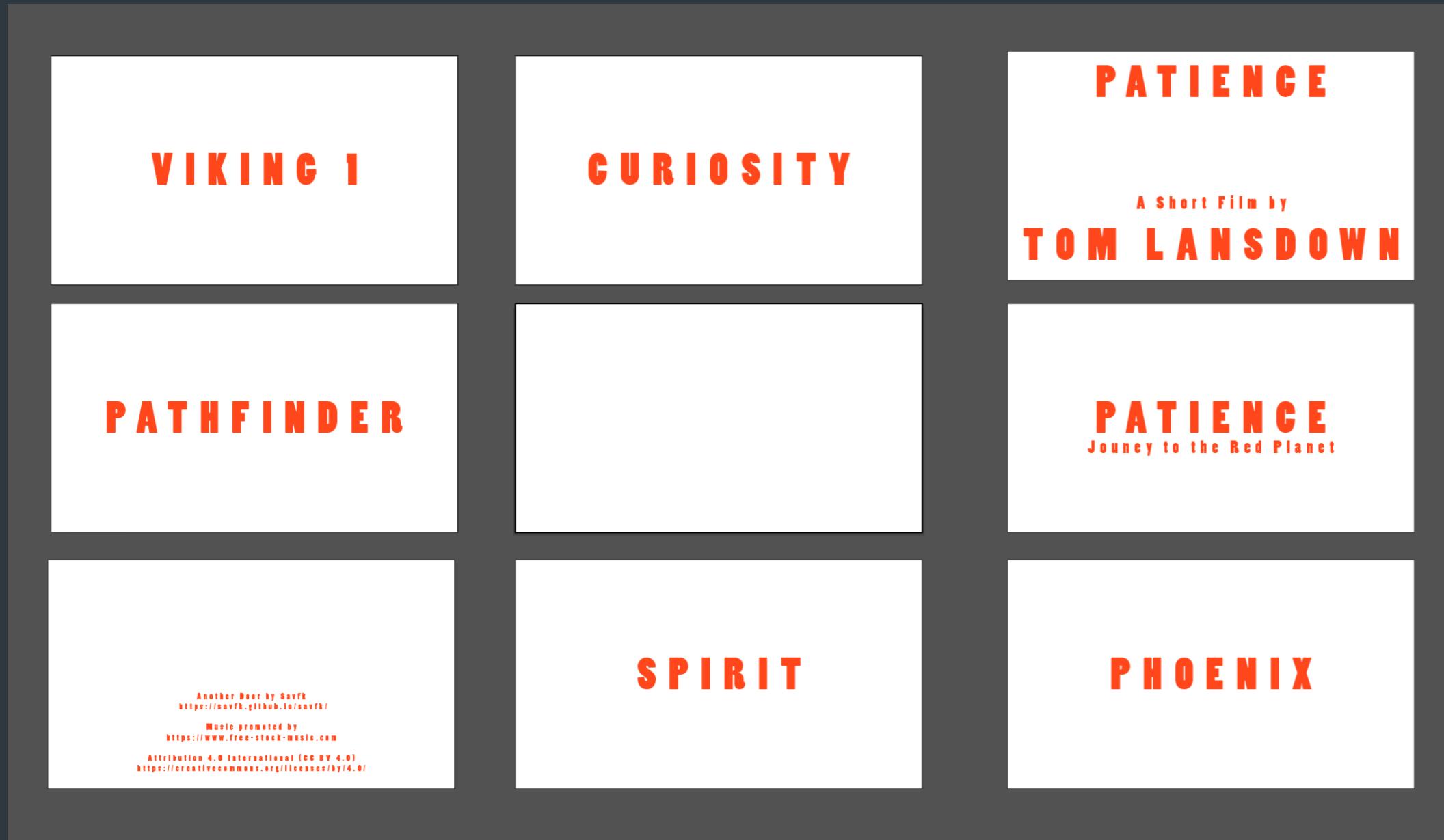


# Digital

# Titles

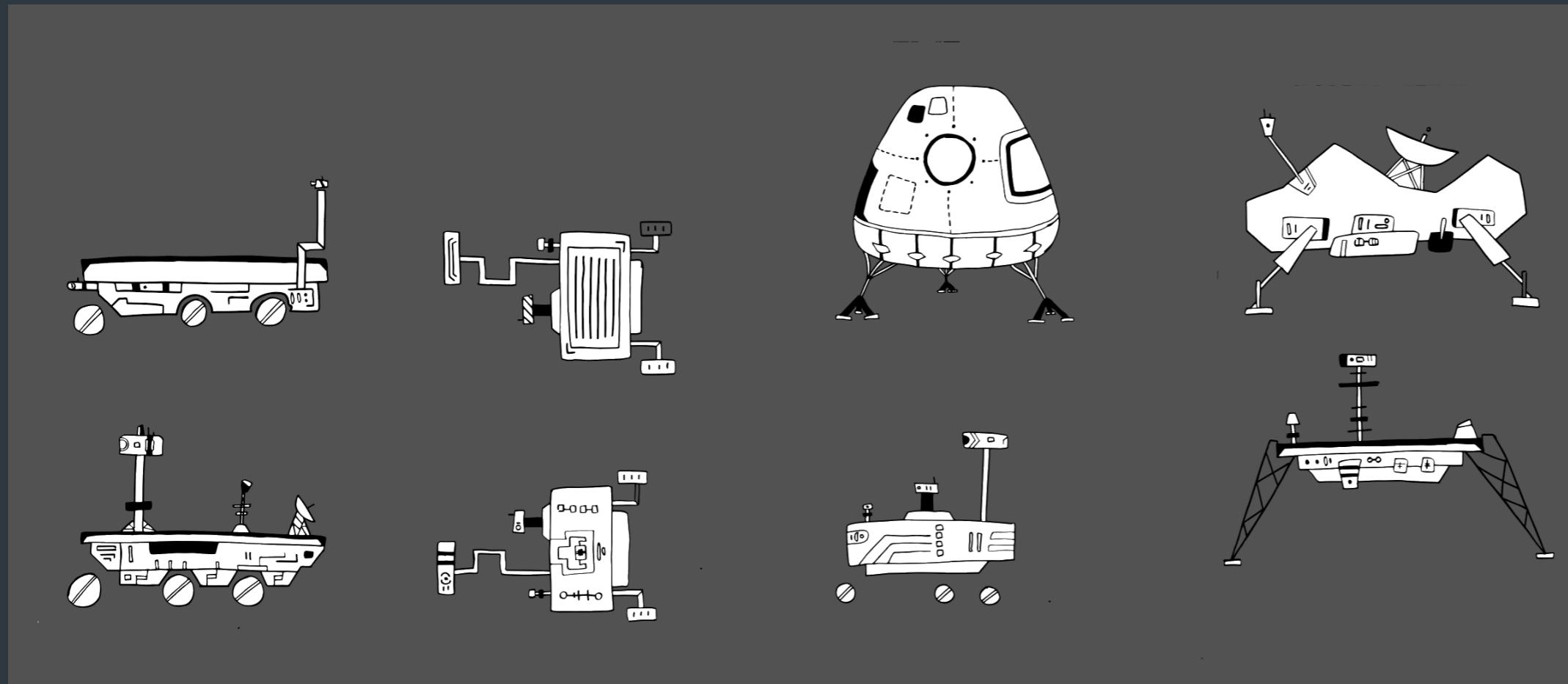
I used Poplar Std for craft titles, and U.S. 101 for subheadings.

Everything had to be on separate layers for ease of use in After Effects.



# Sketches digitalized

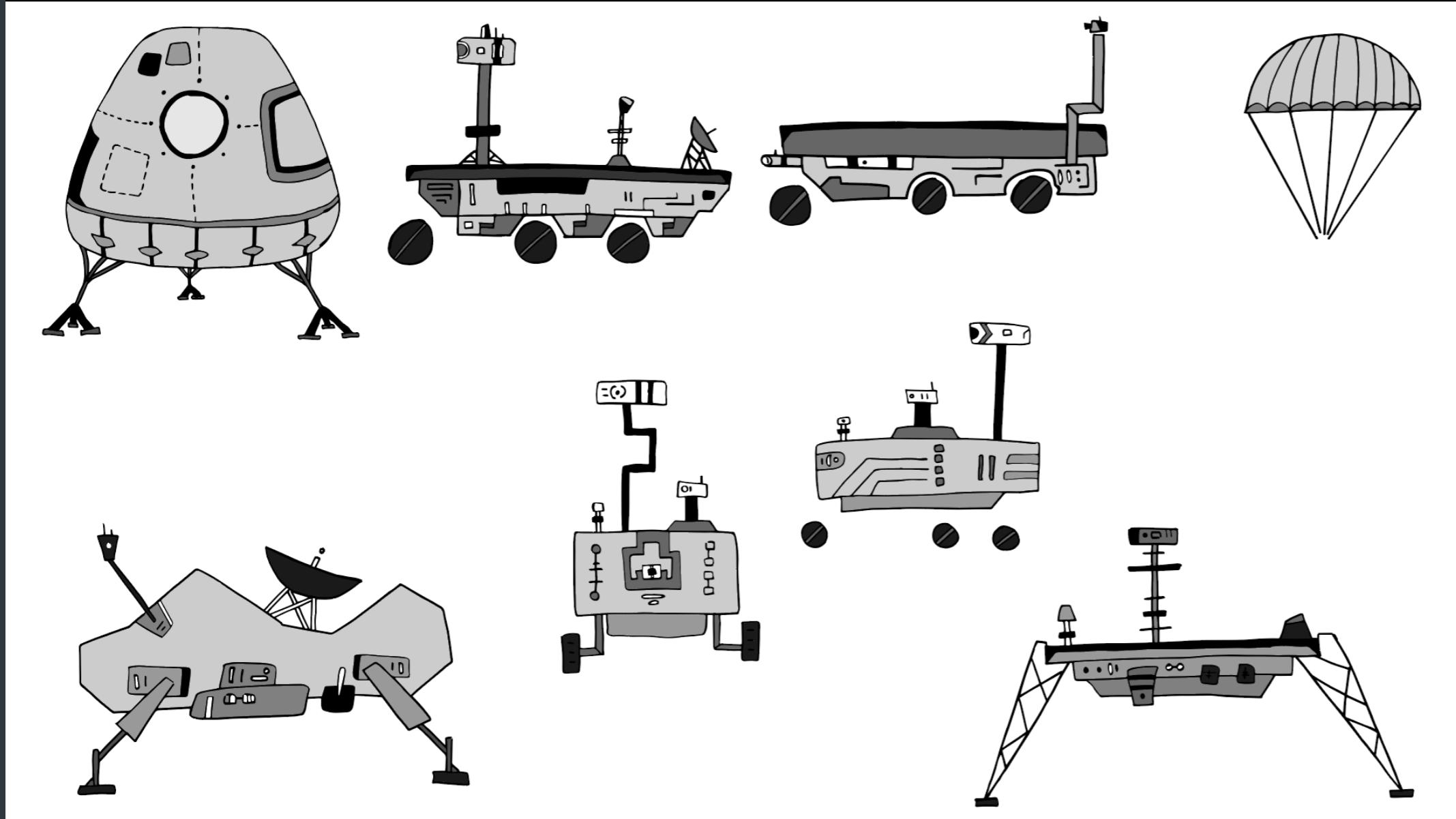
These are the final sketches  
'traced' in Illustrator.



# Colouring

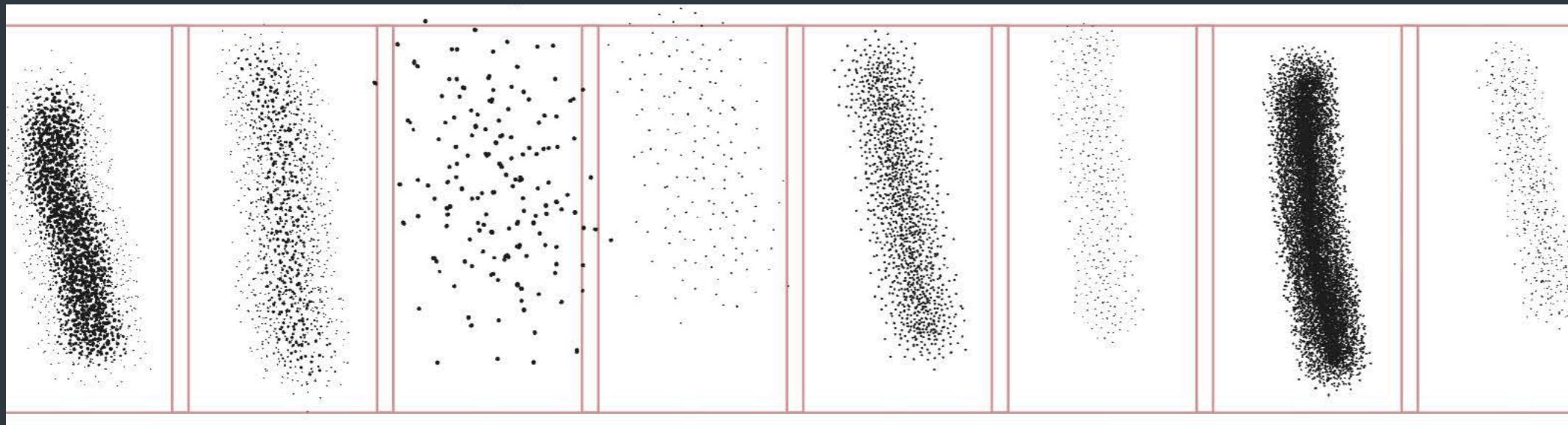
Rough colouring of the craft, I later went on to change the black outlines to grey for a less cartoon-y look.

I considered adding the accent colour to the craft, but wasn't sure.



# Making Mars

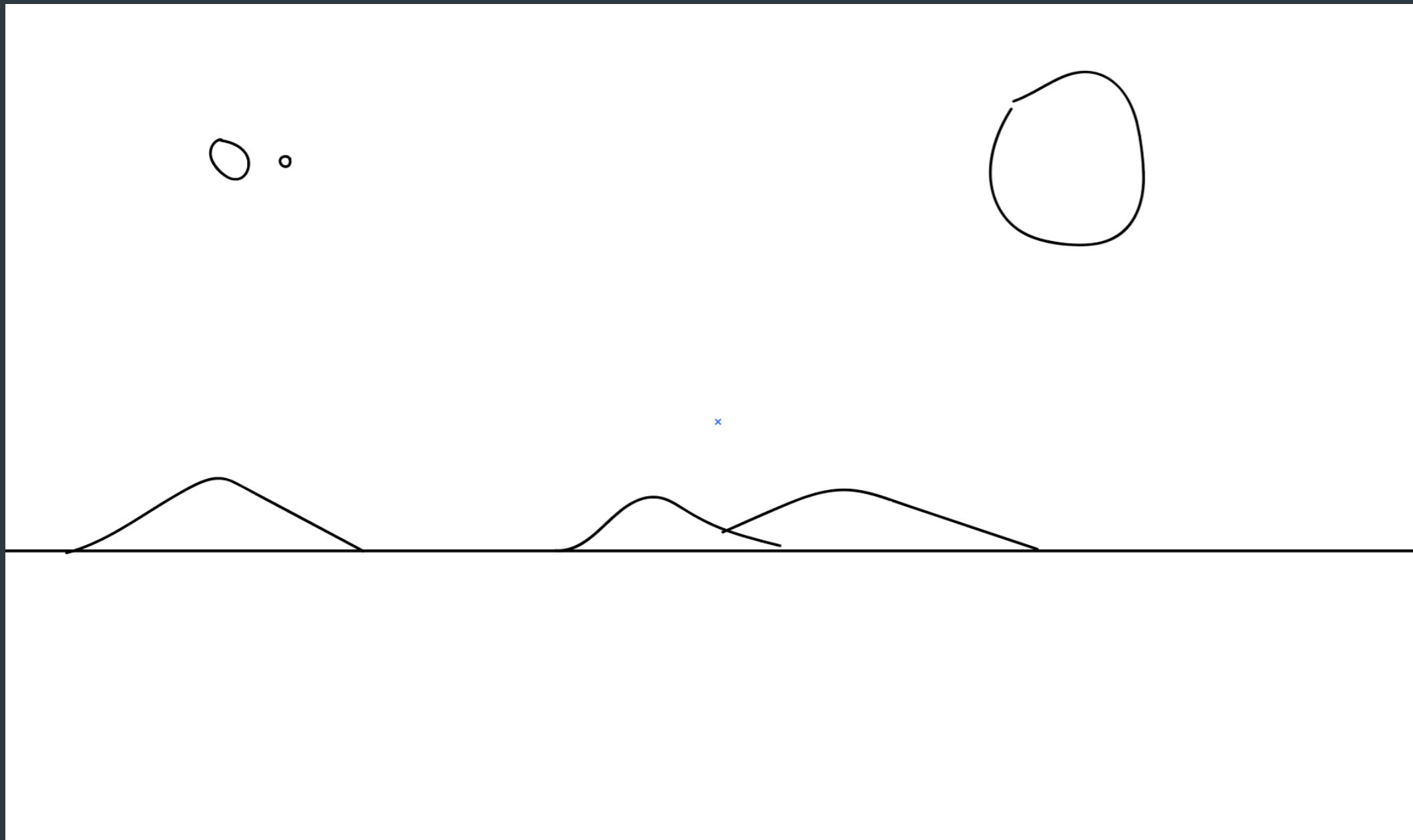
I found a speckle brush pack in the CC toolbar menu. It brought the surface to life a bit more than it would have done just using the standard brush set.



# Making Mars

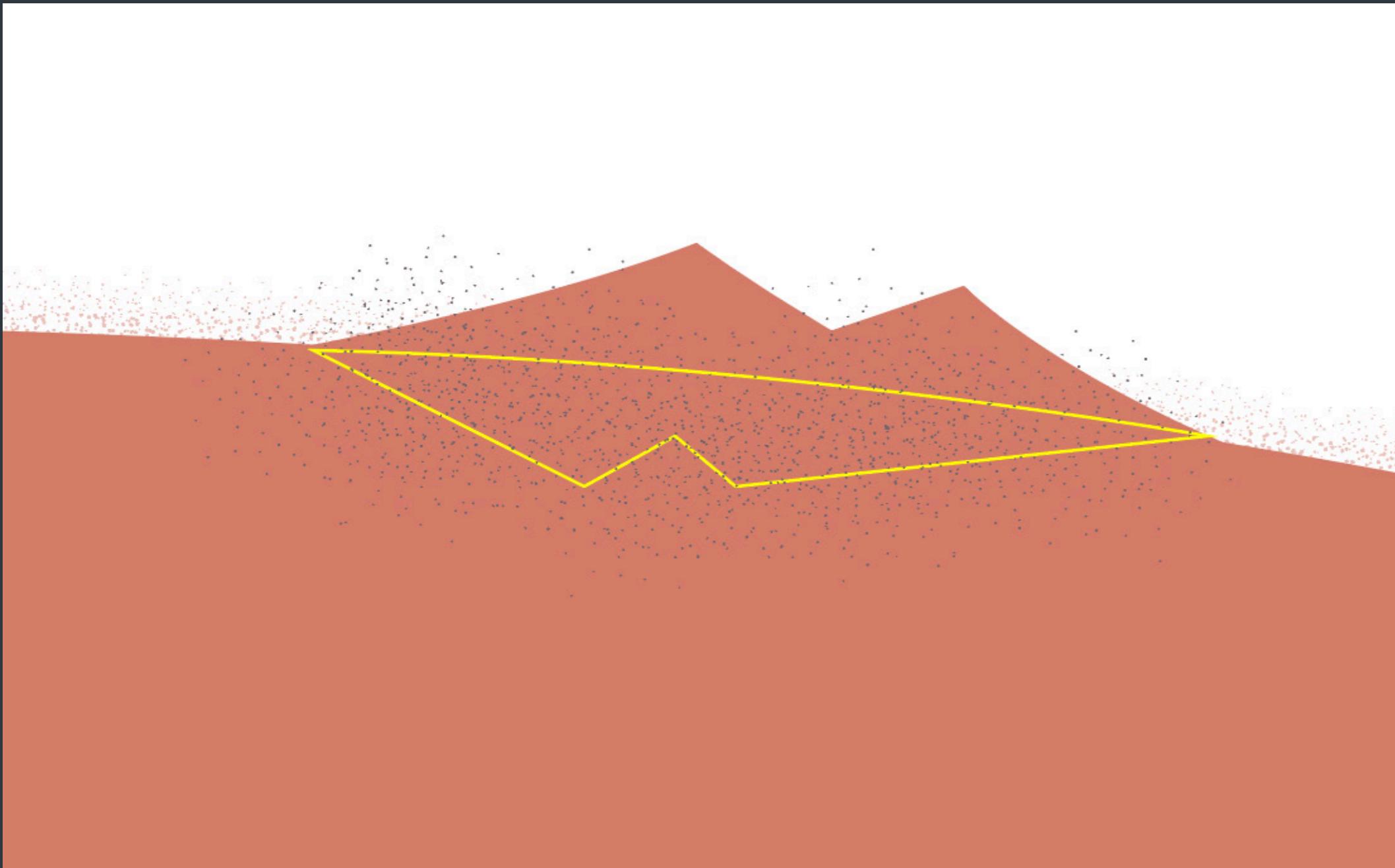
This is a very rough plan of how the 'set' was going to look.

Everything would have the Anchor Point way below the frame - as to rotate realistically.



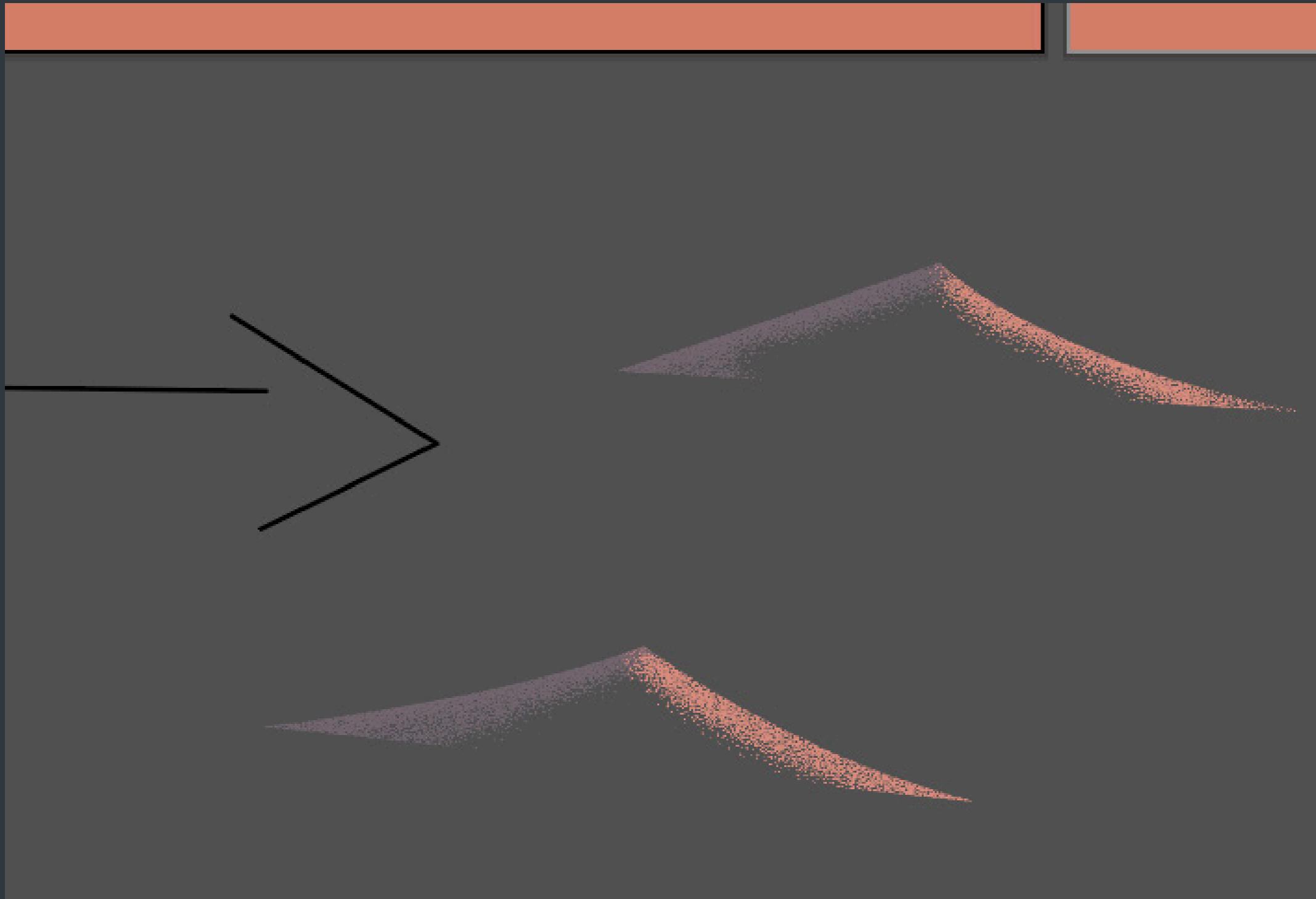
# Making Mars

Simple hills, and speckle shadow. Multiple clipping masks of flipped duplicates were used to add texture.



## Making Mars

To simulate light movement I added highlight colour on both sides of the hills. The hills would always be one or other colour, so the effect of light moving side would happen with the colour transition.



# Making Mars

Early surface plan,  
without texture.

The stars were also there as  
a placeholder. They needed  
to be far smaller and a  
bit brighter.



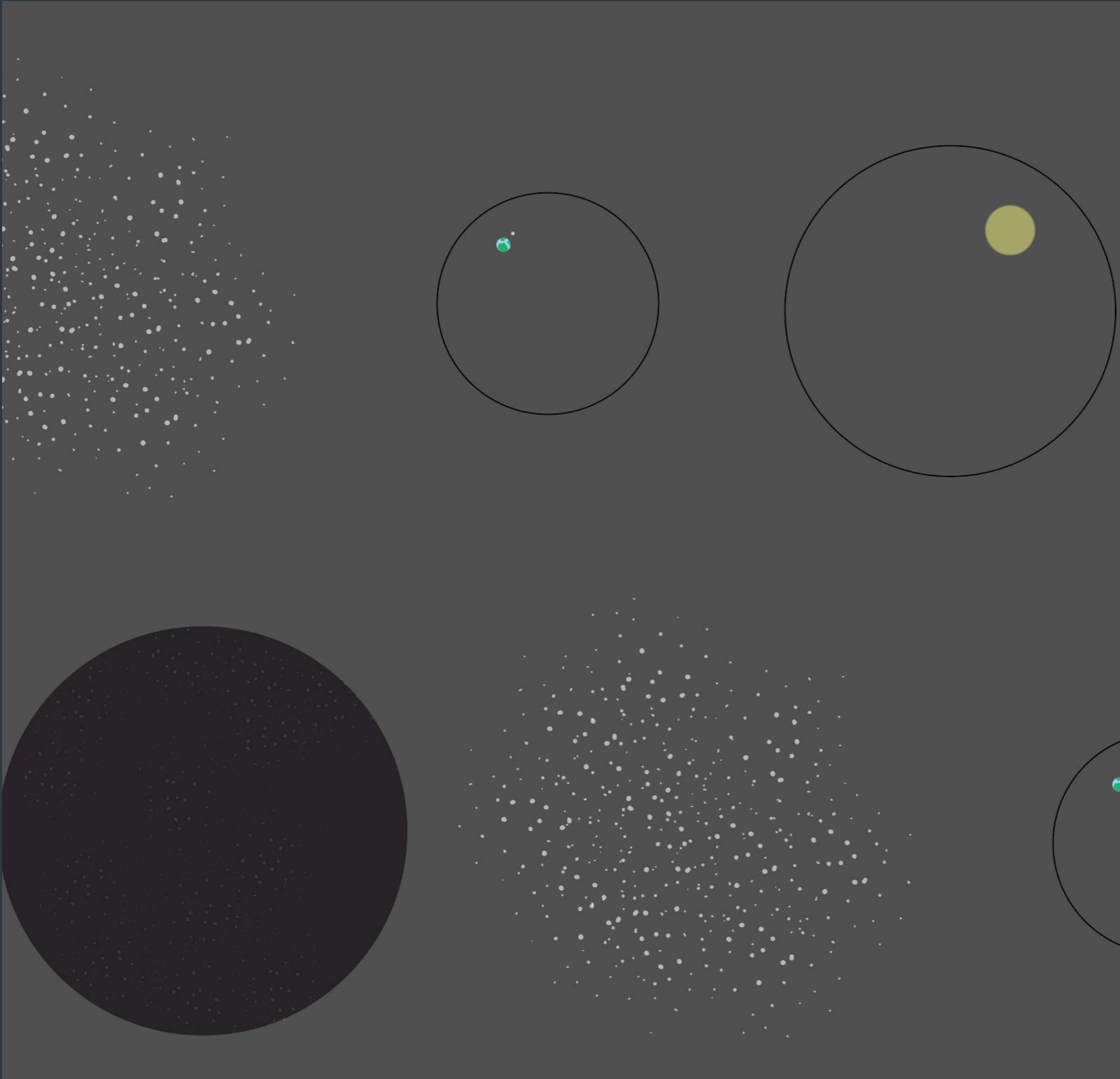
## Making Mars

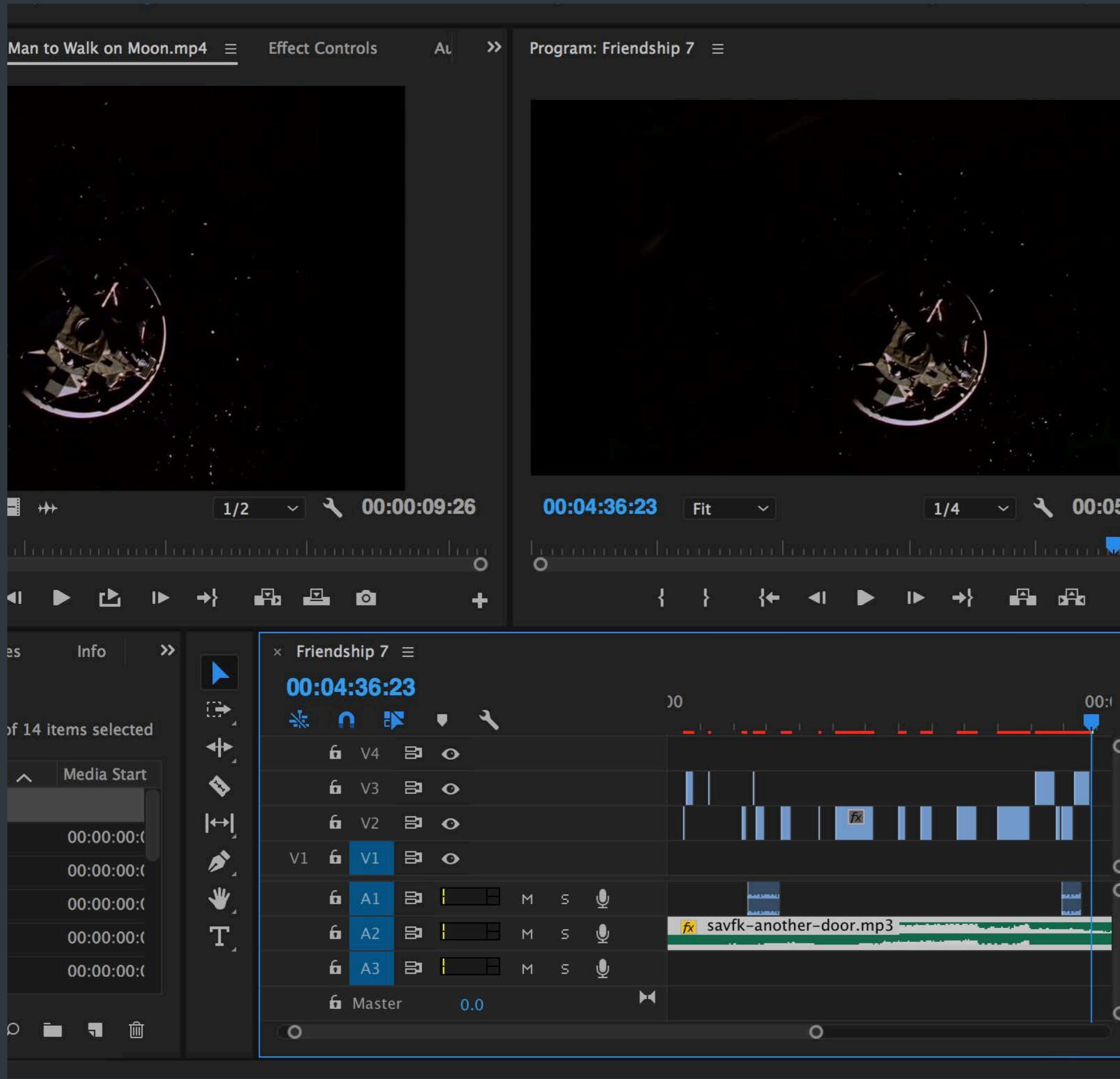
I didn't feel that Earth and the Moon needed to stick to the colour palette as they needed to be recognisable.



## Making Mars

Here are examples of the circles each element was contained in. These would be adjusted for even movement.



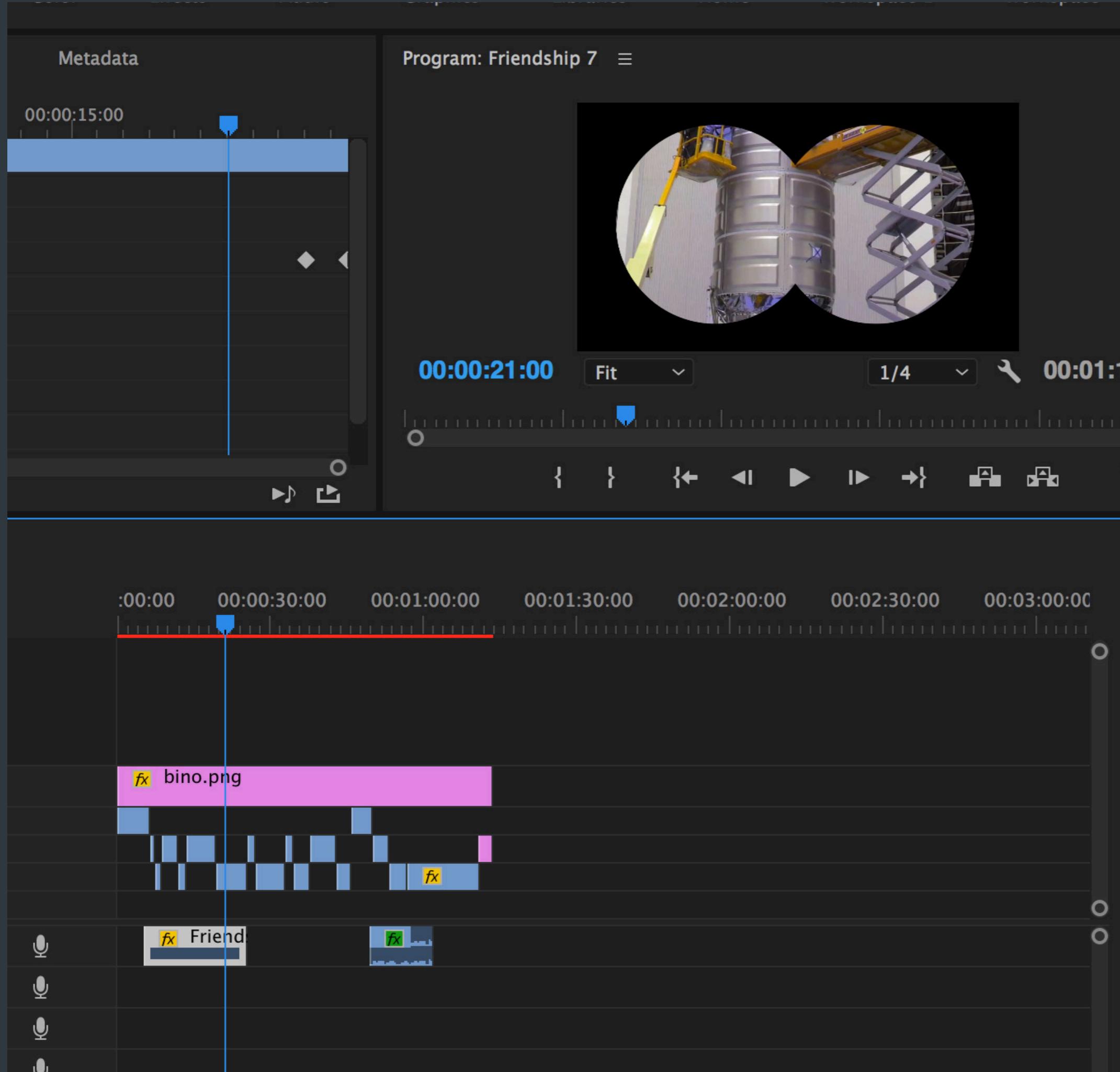


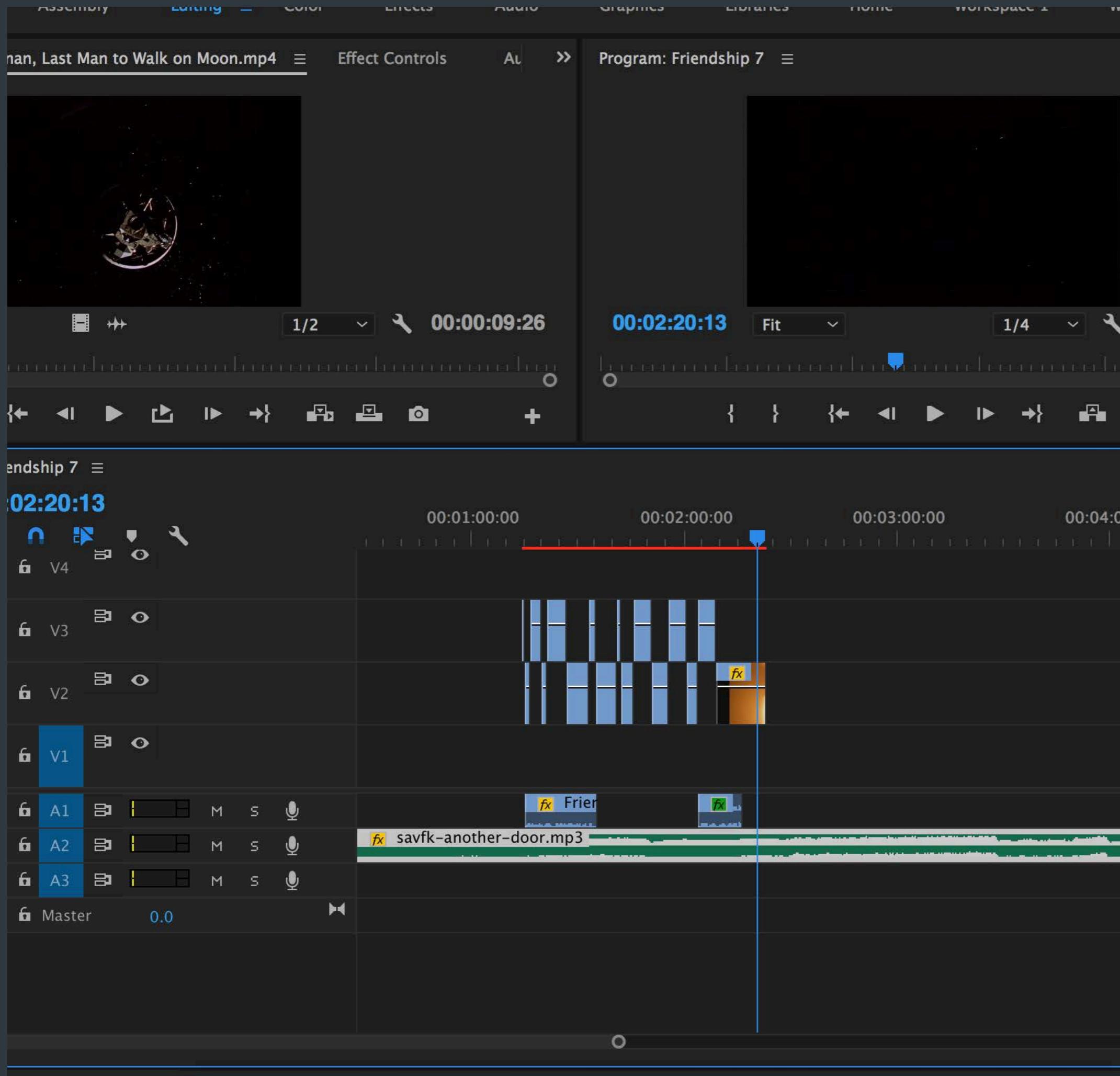
## Earth View

After looking through Nasa YouTube footage, I cut it down to a minute, telling the story of Orion from start to finish.

## Earth View

I tested the binocular view, as expected it looked amateurish and didn't fit the film as I wanted.





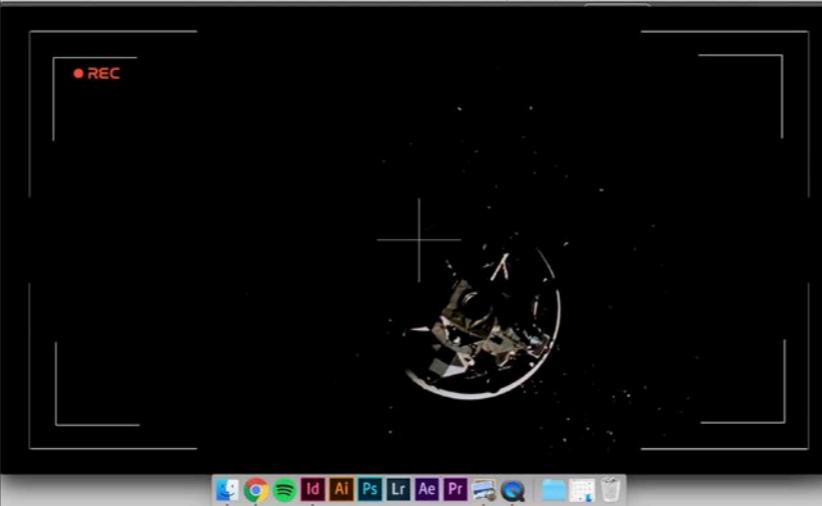
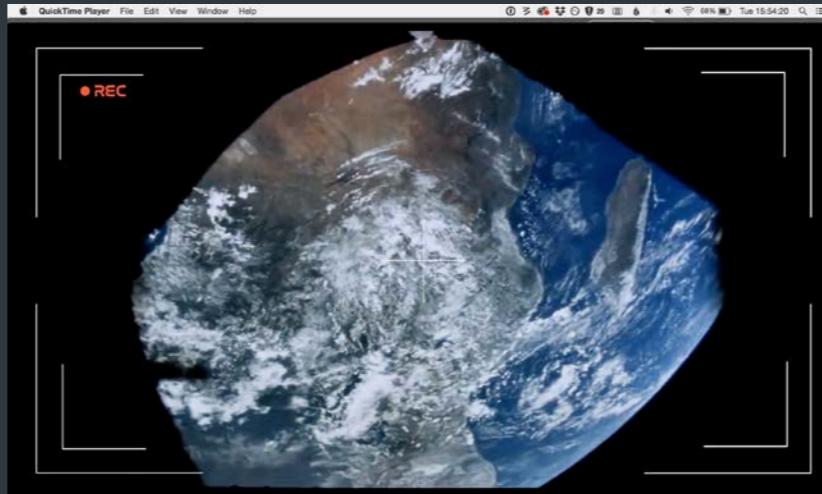
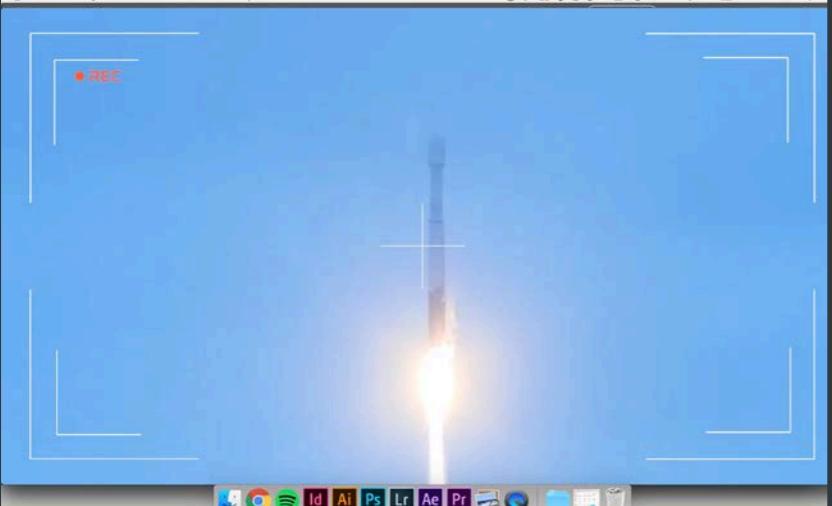
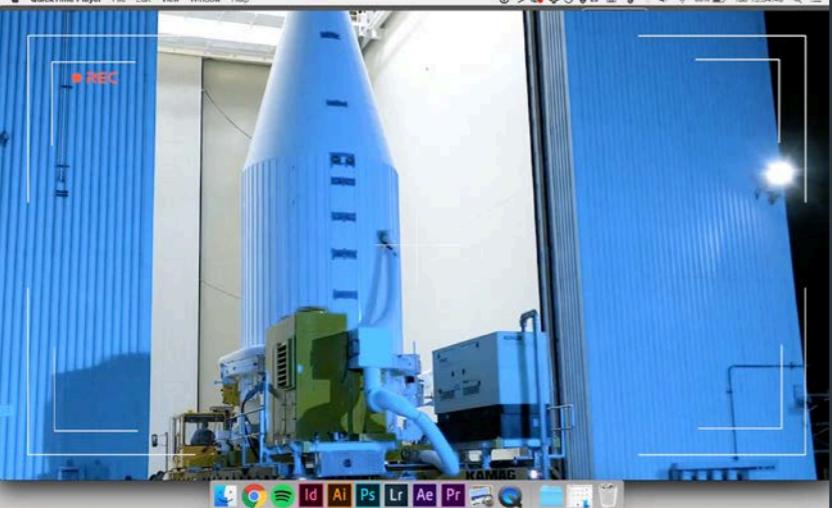
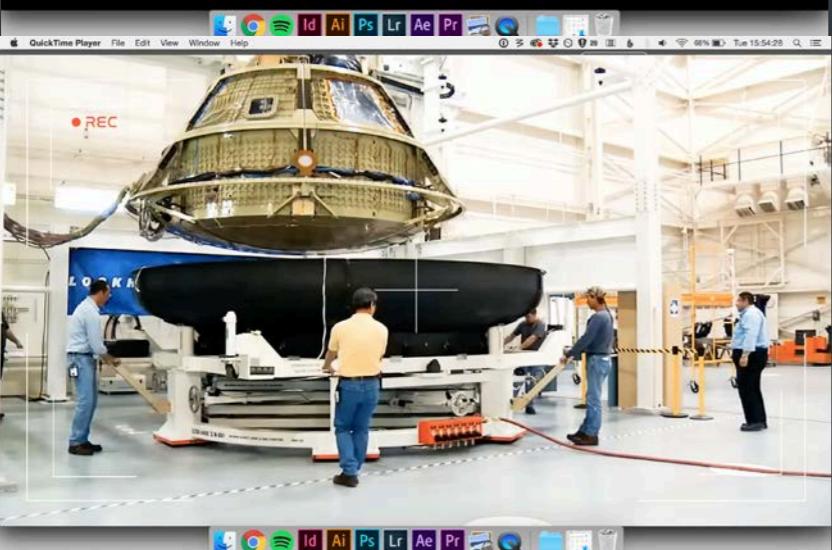
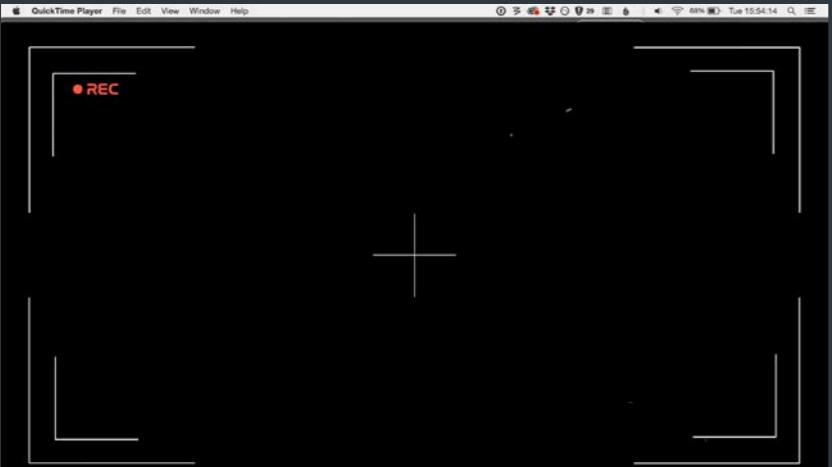
## Earth View

Whilst looking through video, I also listened out for cinematic audio.

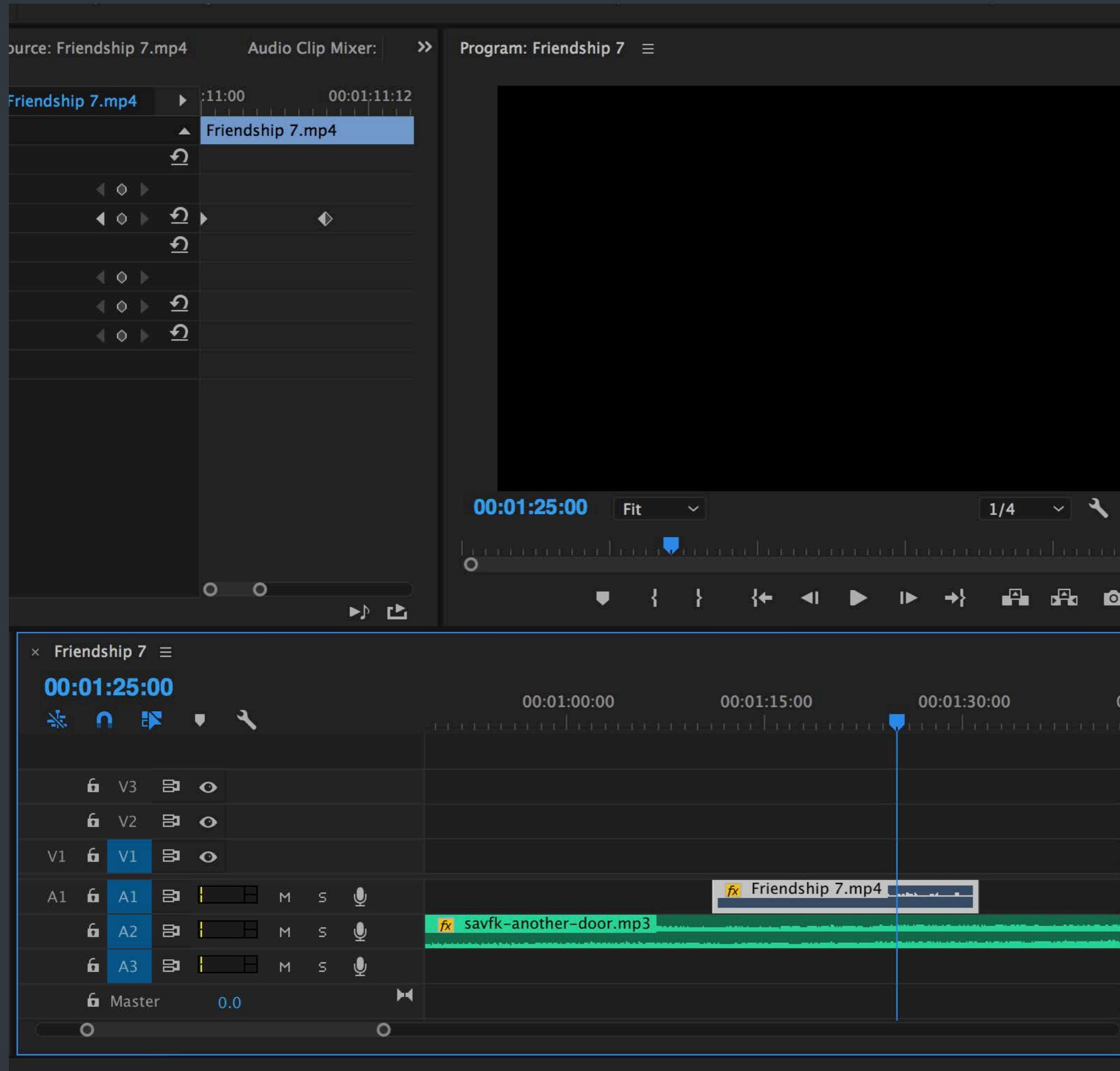
I found two general audio clips that work in context of Mars.

# Earth View

Screenshots of the Orion journey.



# Testing Audio



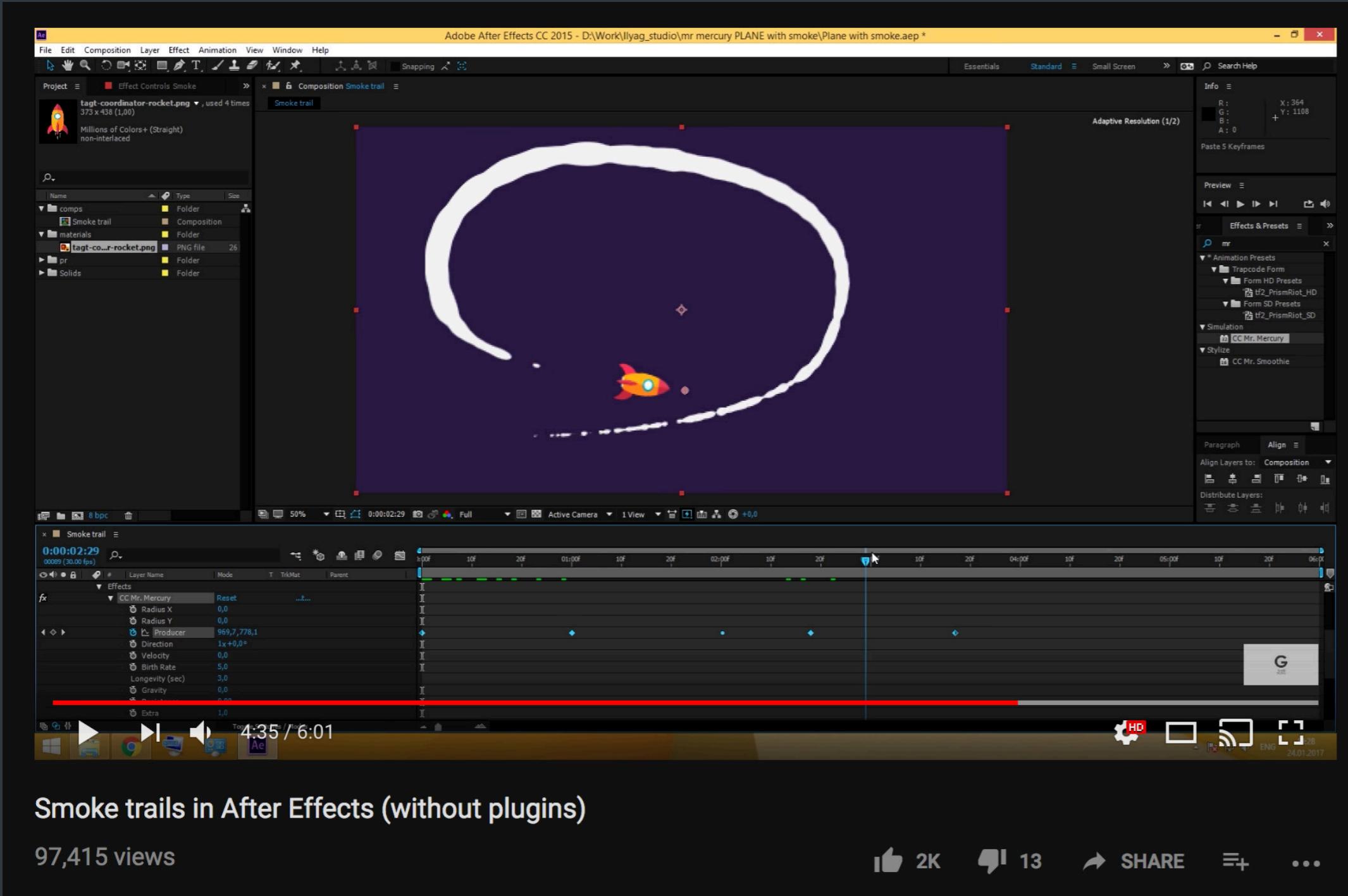
I tried to figure out where on the timeline the 'Earth View' footage should go by pairing it to the music.

# Effects

I really wanted to create landing smoke for craft touchdown.

I considered frame by frame animation, but when scrolling through YouTube tutorials I found an After Effects smoke tool video.

It used CC Mr. Mercury, that I believe is used for creating realistic water effects.



Smoke trails in After Effects (without plugins)

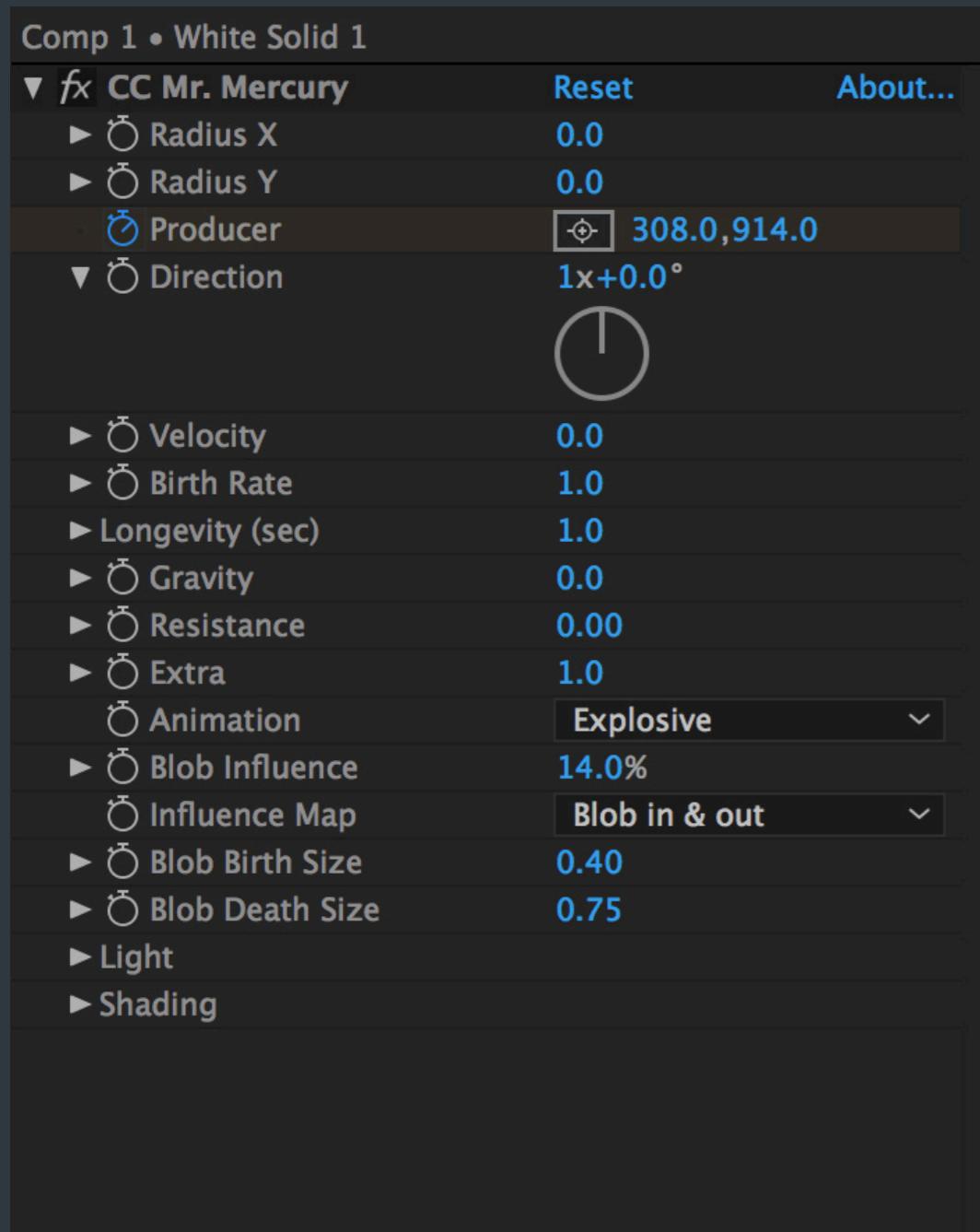
97,415 views

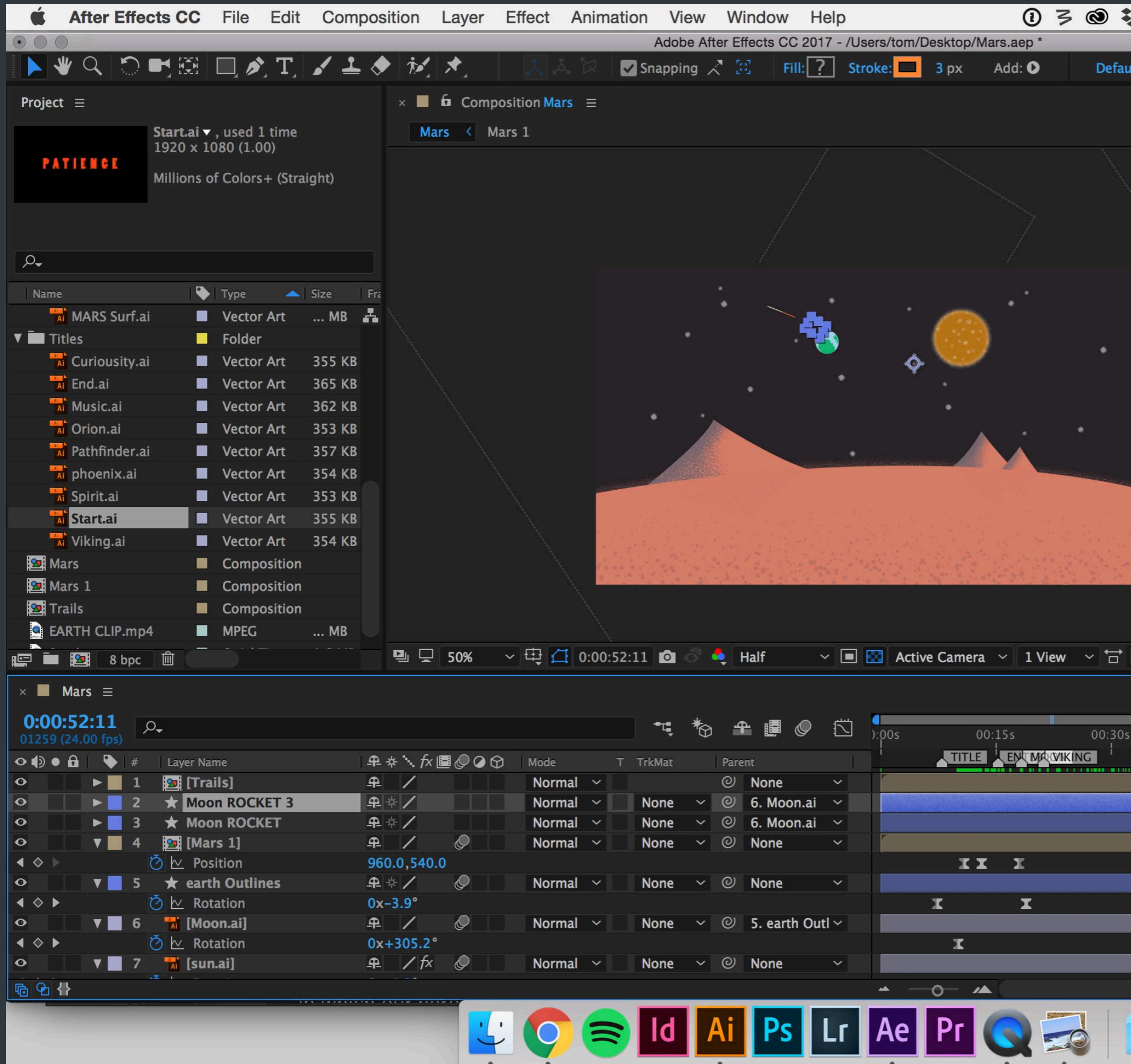
1K 2K 13 SHARE ...

## Effects

It took a lot of adjusting of the effect settings to make it appear to be smoke.

I duplicated the first one four times to make a perspective effect too. Gradually lowering the opacity gave it a feeling of dissipating.

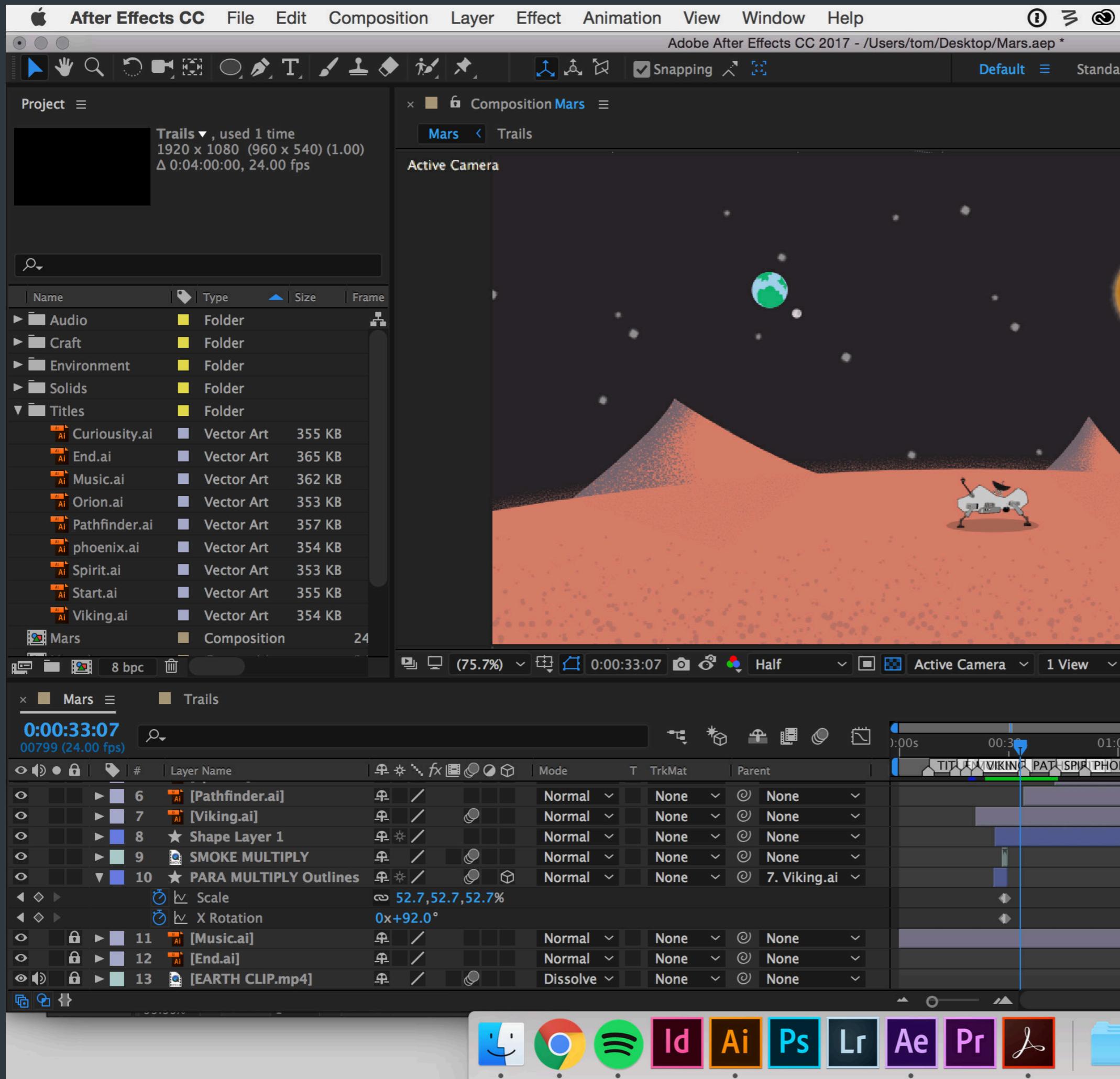




## Construction

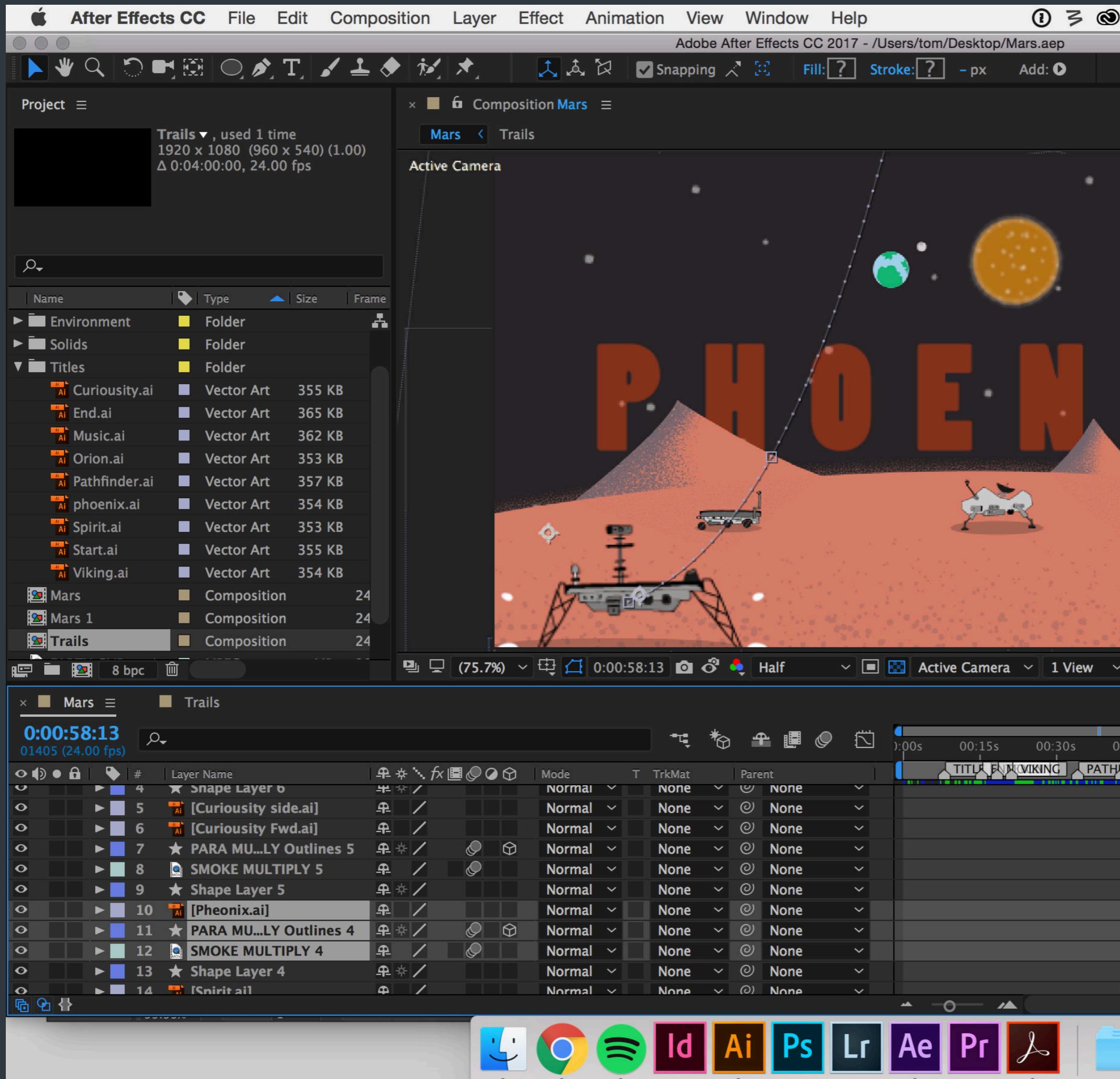
I organised the assets into categories on After Effects. It made changing anything far easier.

Also pre-composing groups kept the work area clearer.



# Construction

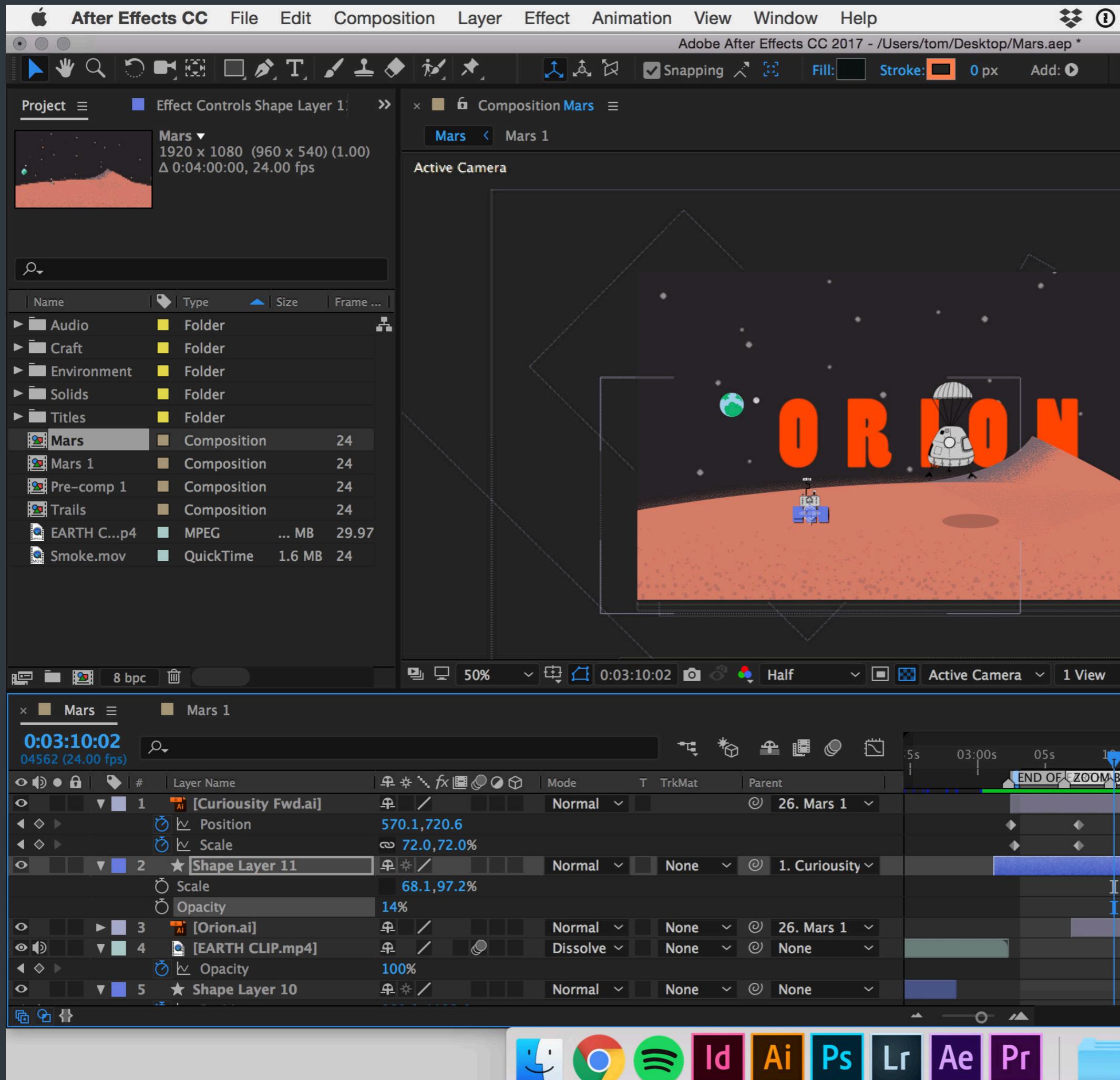
I kept a large number of the assets as .ai files until just before exporting as to make them easily changeable.



## Construction

It was hard to keep track of multiple asset property's, so I tended to do the project in stages. The effort then came in making sure each followed fluidly from the last.



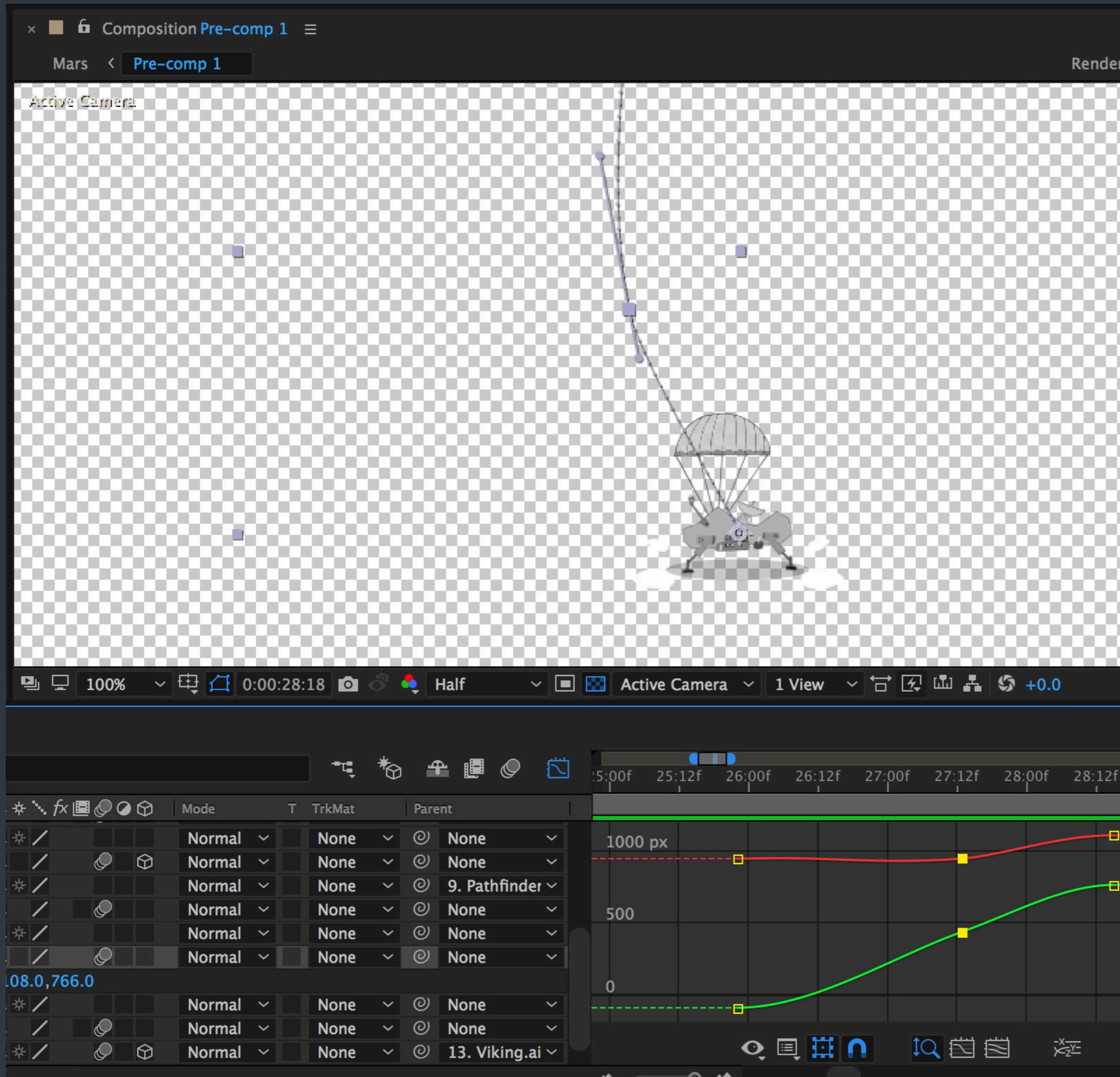


# Construction

To create a pleasing and realistic feeling I added shadows to craft as they descended.

Also independently moved these as the sun moved across the sky.

# Construction

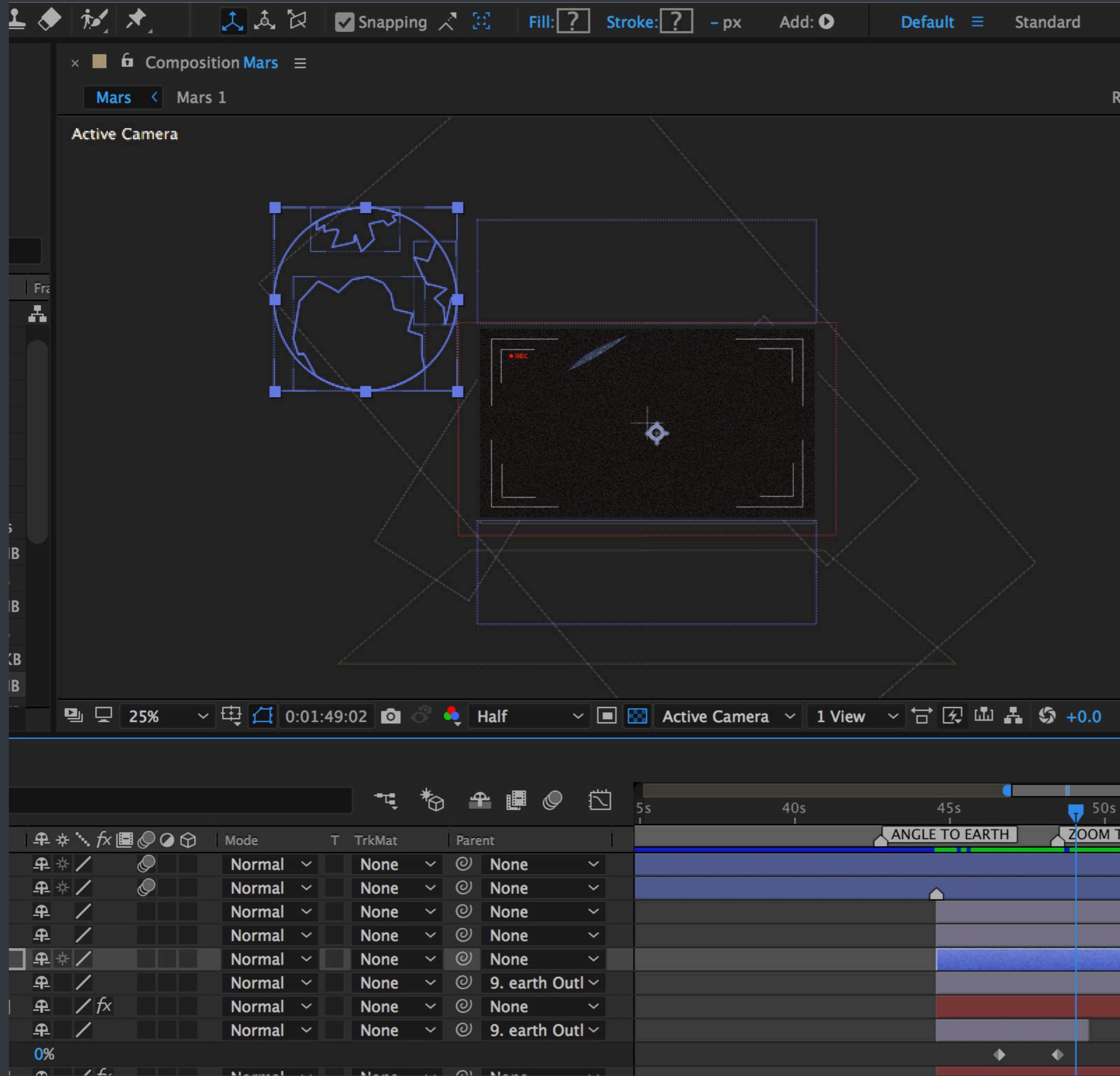


This is inside the craft precomp.

To make the craft landing sequence feel natural, using animation curves became mandatory.

Fast decent, slow touchdown.

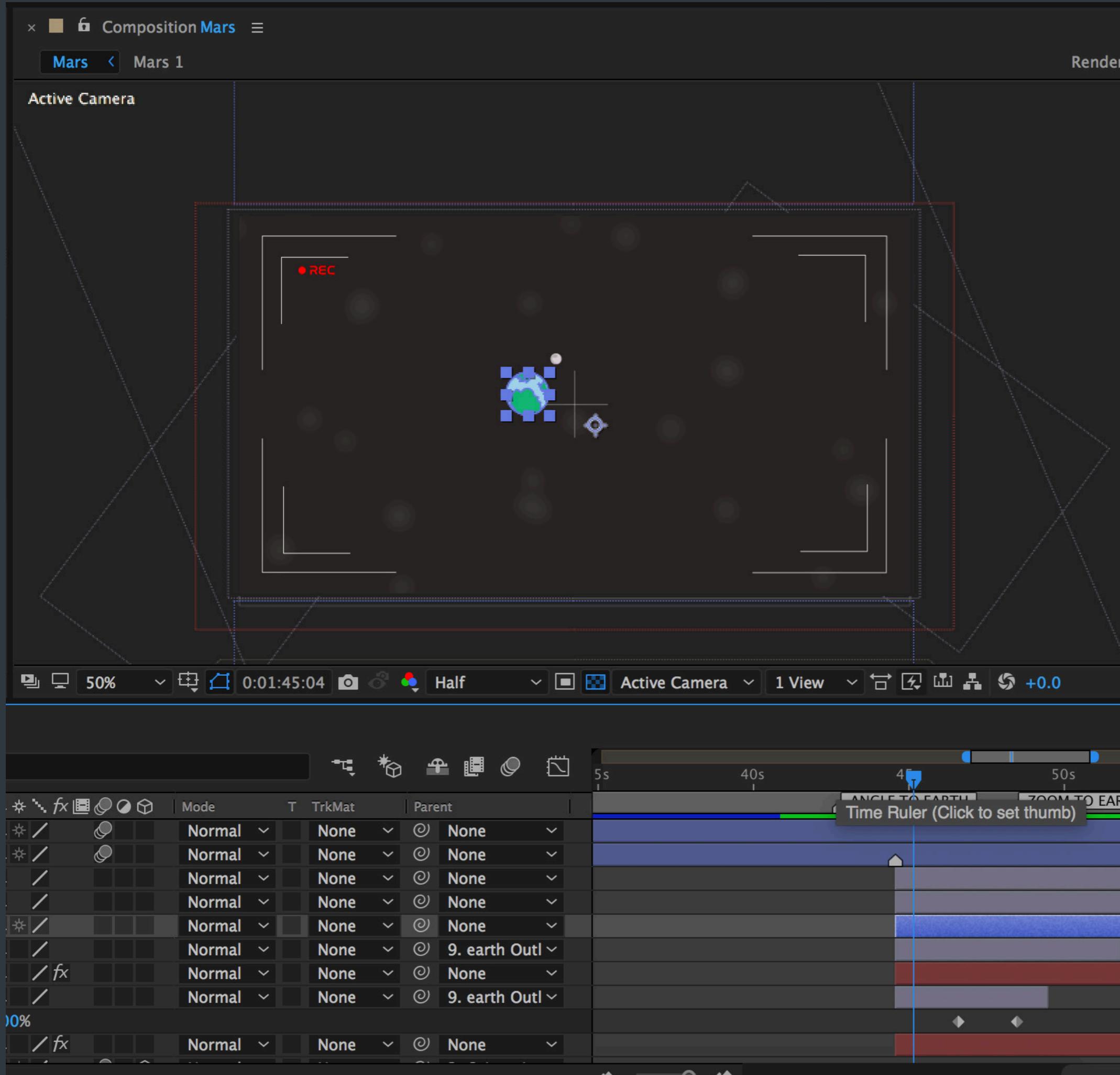
# Construction



Here is the cross over view of animation to footage. The view grid was the same in both so it was just making sure Earth ended up roughly in the same place.

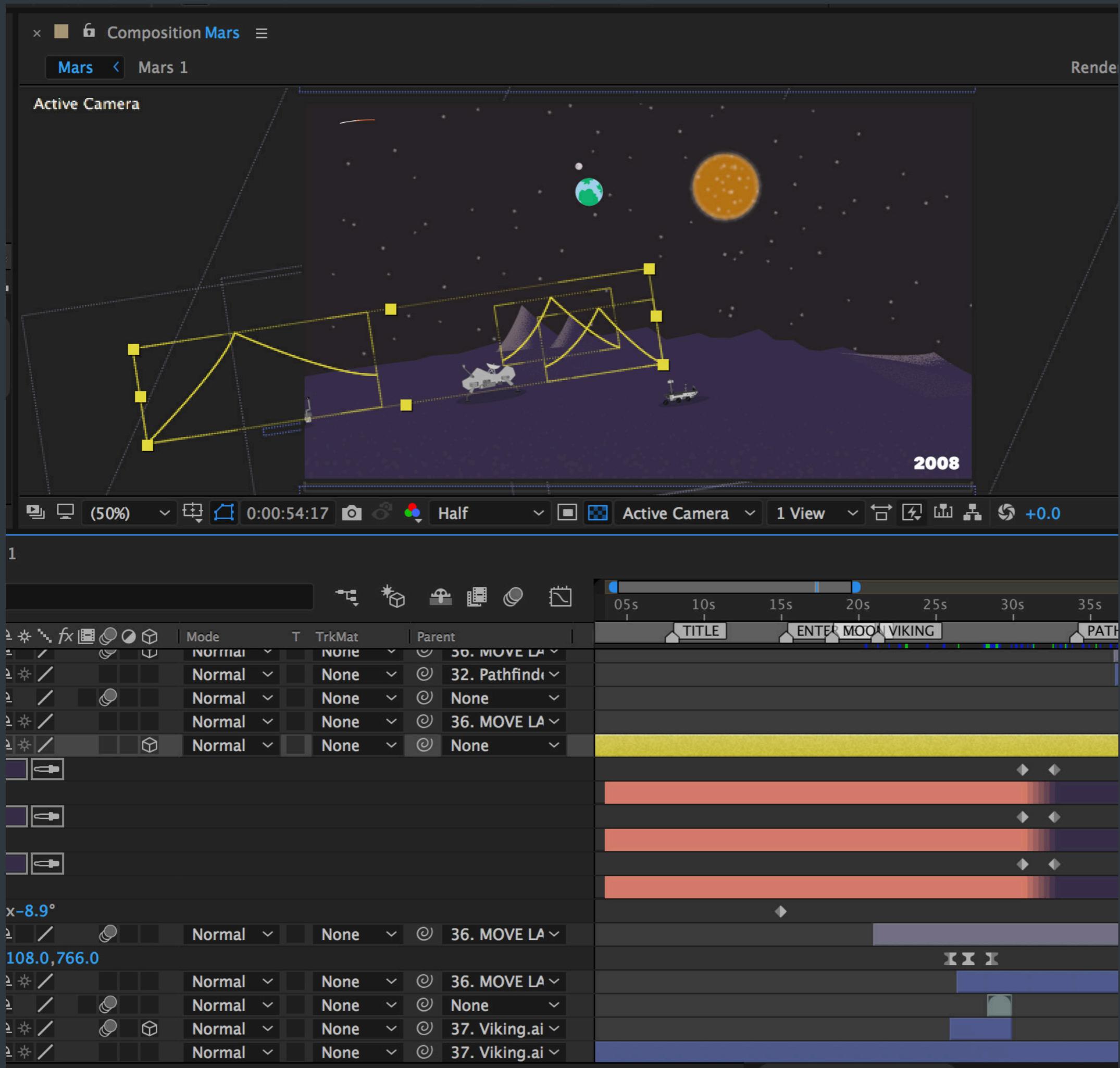
Also I added a camera focus sound effect to the zoom, giving it that extra bit of feeling.

# Construction



As mentioned on the previous page, the focusing on Earth was important to try and convince the viewer that they were seeing the perspective of Curiosity.

# Construction

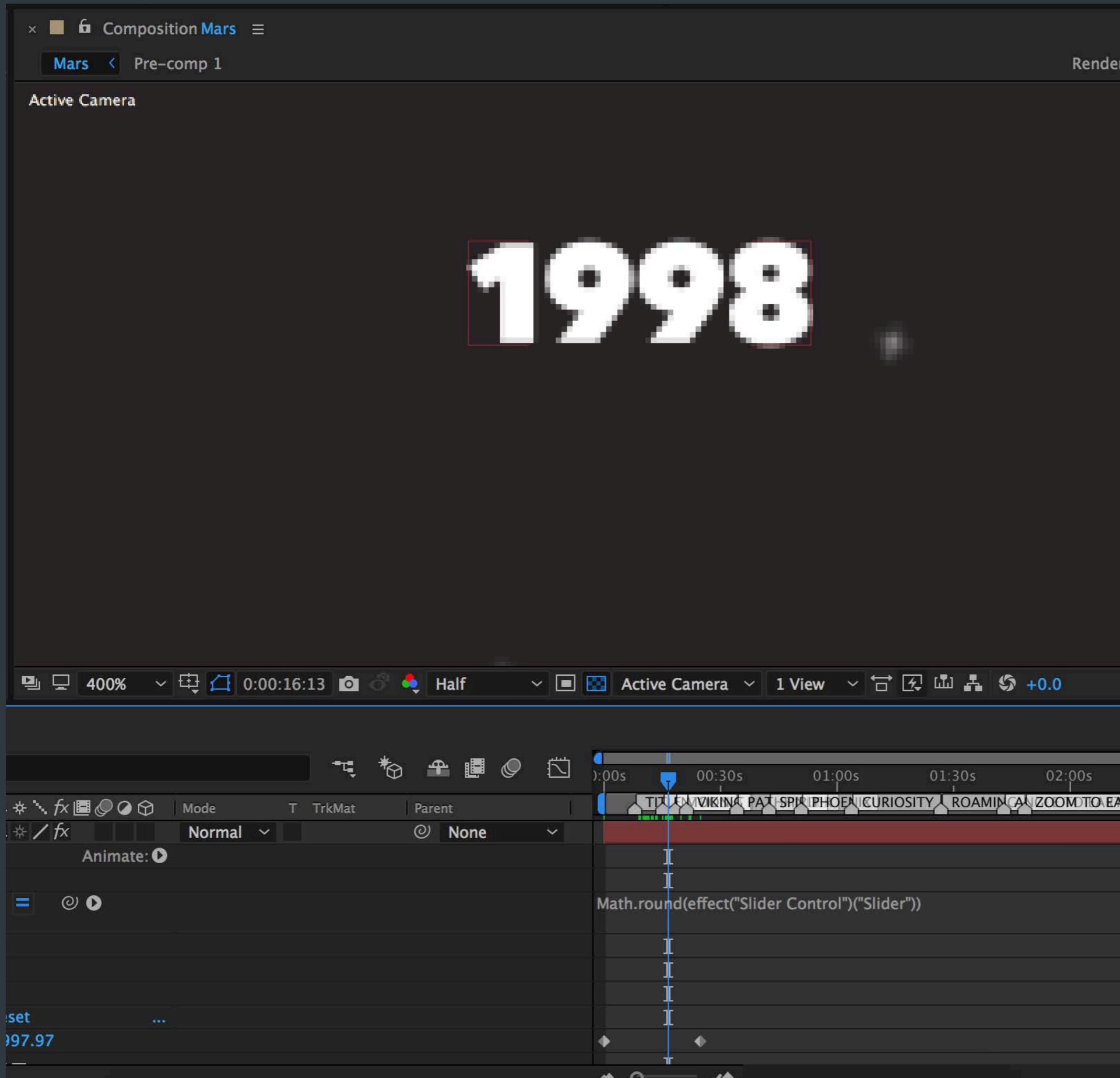


You can see the night view of Mars here, the colour was gradually transitioned back and forth to fit with craft landing and moving around.

For example accelerating forward quickly through time - lots of colour change.

The craft were attached to a duplicated hill layer with the same properties as the real - only with 0% opacity.

I tried a mix of techniques to change the 'set', the other was fading the hills backwards with a moving craft.



## Construction

To have complete control over the date changing I used the slider tool.

This effectively counts up to a keyframe on demand.

A YouTube tutorial showed me the expression to put in.

Final



Final



# Film References

## Audio

<https://www.youtube.com/watch?v=yNxPO6nYqLc>

<https://www.free-stock-music.com/music/savfk-another-door.mp3>,  
<https://www.free-stock-music.com/savfk-another-door.html>

<https://www.soundjay.com/camera-sound-effect.html>

## Video

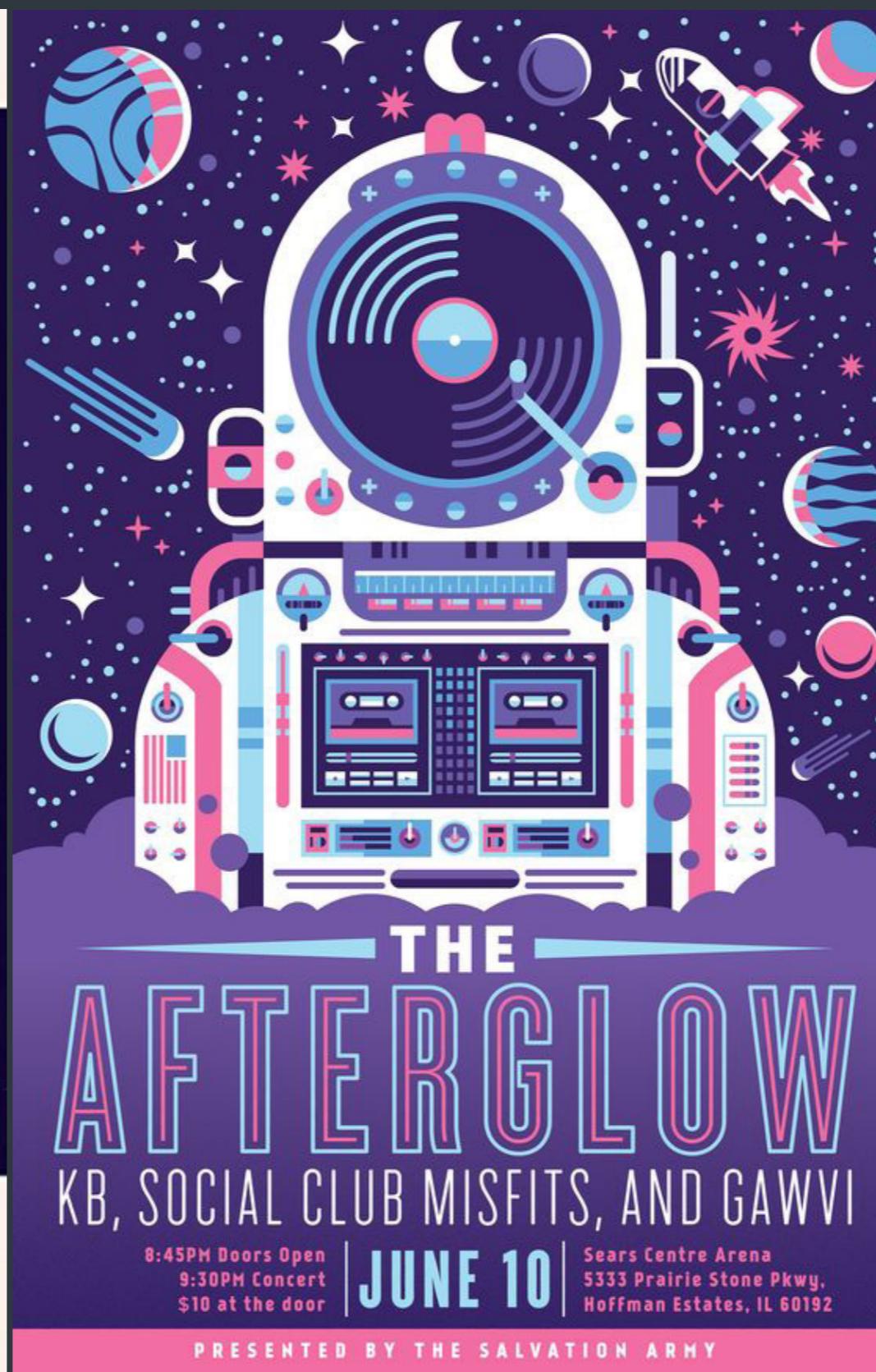
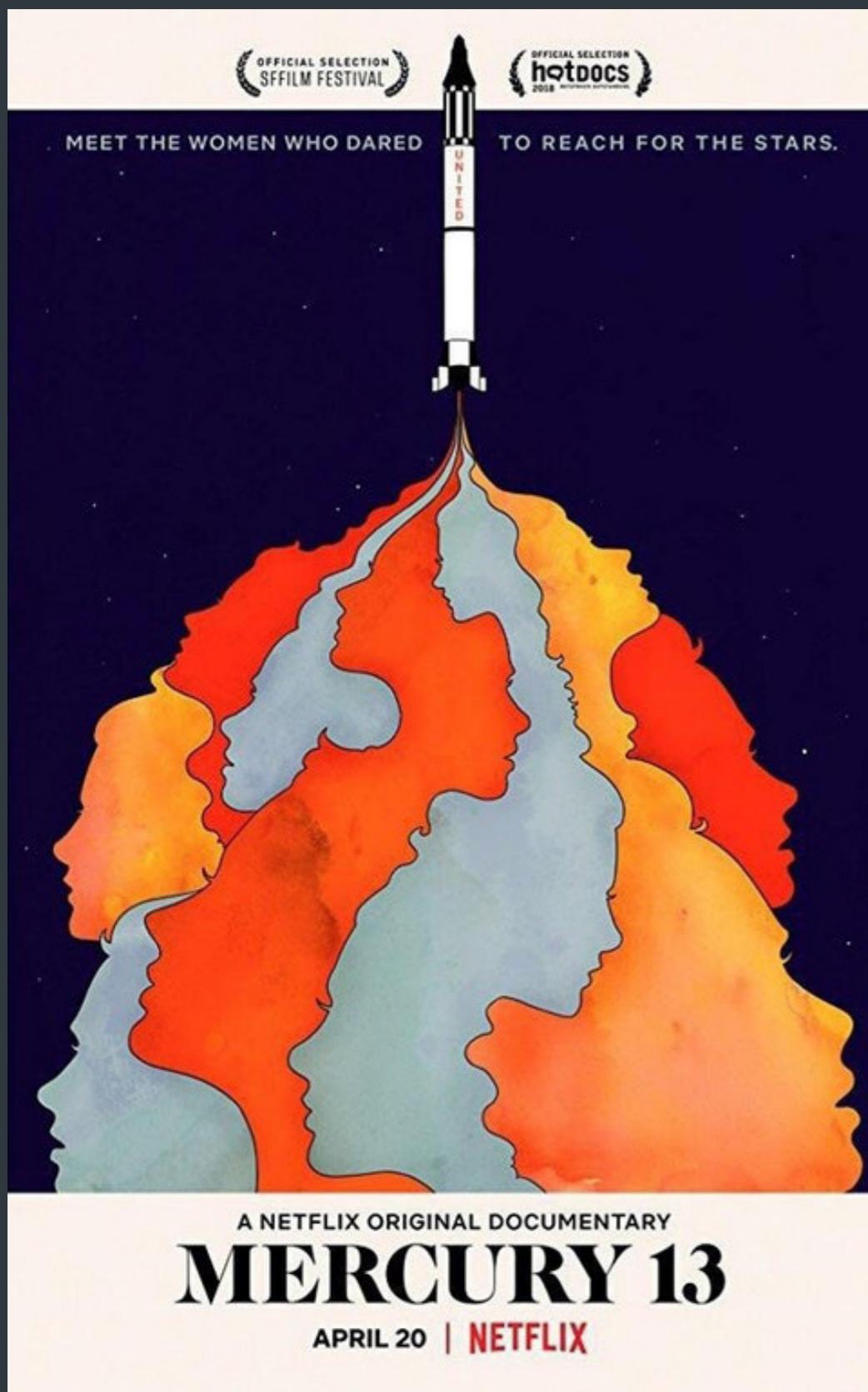
<https://www.youtube.com/watch?v=GMA8JrNQX1Y>  
[https://www.youtube.com/watch?v=UEuOpxOrA\\_0](https://www.youtube.com/watch?v=UEuOpxOrA_0)  
<https://www.youtube.com/watch?v=NtrVwX1ncqk>  
[https://www.youtube.com/watch?v=22-Ji8\\_kDwg](https://www.youtube.com/watch?v=22-Ji8_kDwg)  
<https://www.youtube.com/watch?v=wZYa9ZKZeDk>  
<https://www.youtube.com/watch?v=Fd4I7qqZJYk>  
<https://www.youtube.com/watch?v=noEod29Tr6c>  
<https://www.youtube.com/watch?v=QMs7sWGm9q0>  
[https://www.youtube.com/watch?v=wxFFm12L\\_Ak](https://www.youtube.com/watch?v=wxFFm12L_Ak)

# Patience

## Mars Poster

Tom Lansdown  
Art Direction 2

## Reference Images



I wanted to use certain elements from the film without it just being a screencapture.

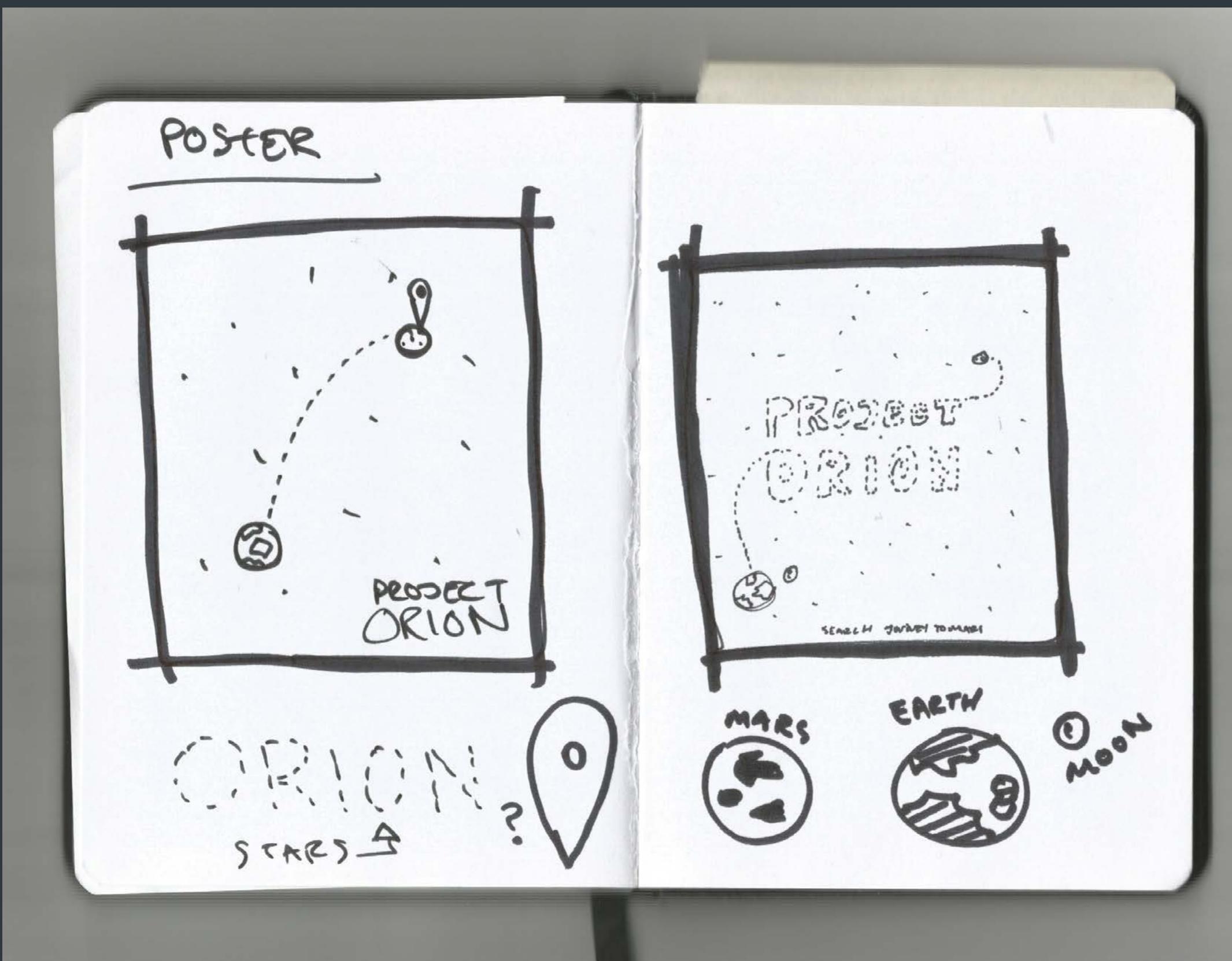
These both struck me as clever and satisfying posters, limited amount of information, strong, clear message.

## Idea

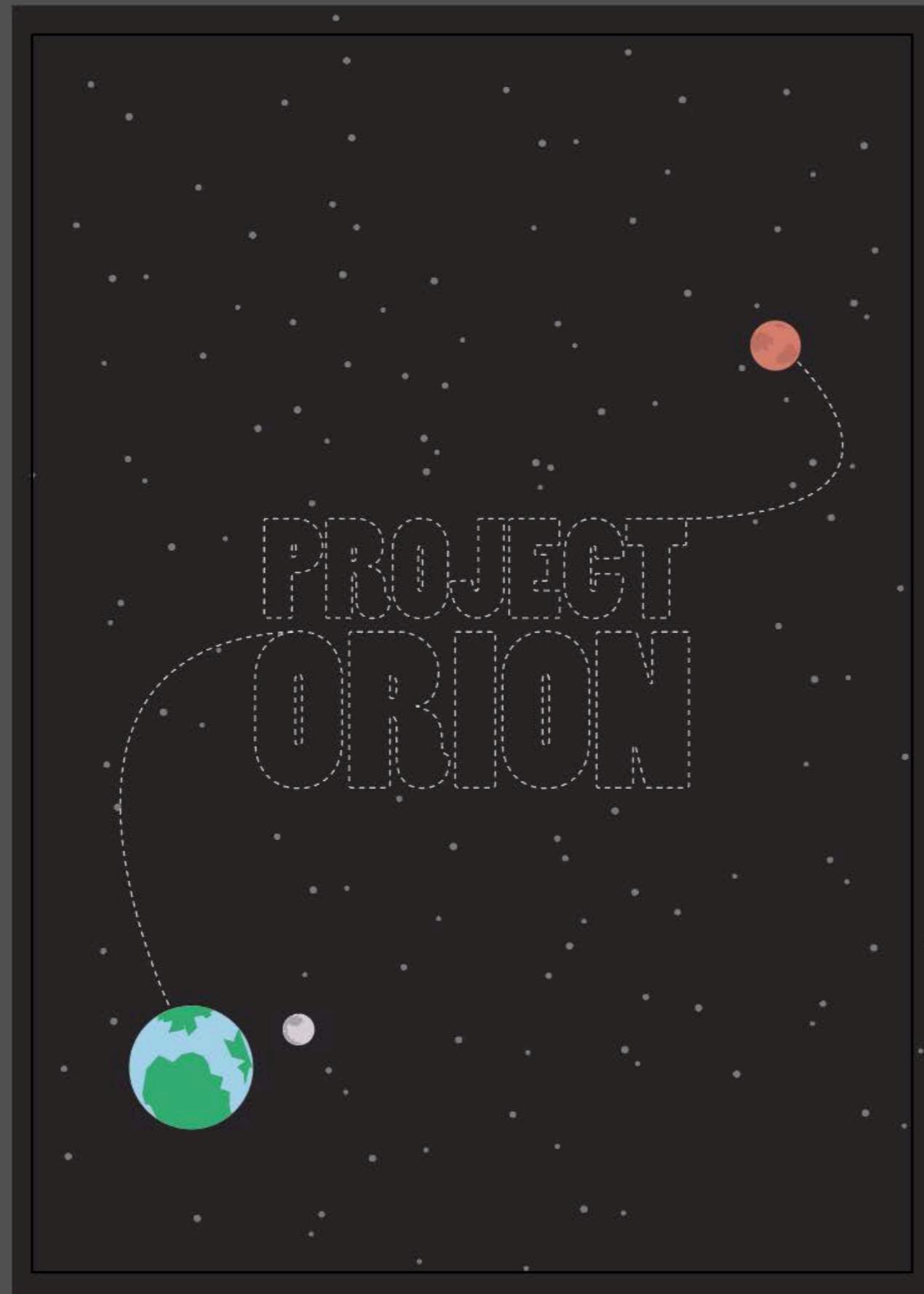
Quick plan in my sketchbook of how I wanted to use the Earth, Moon and stars files from the film.

Firstly I thought about having the Google Maps icon on Mars and a dotted line between that and Earth. However it didn't look satisfying enough.

So I moved to a slightly more developed idea, having 'Project Orion' spelt out using dashed lines. Ideally the viewer would interpret these as stars, or the rocket trail from the film (if viewed together).



## Idea Development



First digital version, it took a while to get the right angle for the planet trails.

The viewers eyes should see 'Project Orion' immediately, then follow the lines to the planet - the whole story told very quickly.

# Final Poster

This is the final poster, I am very pleased with how it turned out.

I purposefully tried to incorporate a multi use hierarchy, someone may read 'Orion' first then 'our modern explorer' or vice versa.

