

3D CHARACTER ANIMATION

Research

Document

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Visual References

My first inspiration came from Vietnamese egg coffee (Robusta coffee with condensed milk and egg cream). I was talking to my friends about how odd Vietnamese foods are these days. And that's how I came up with the idea of a unique Vietnamese food or drink. I remember back in the days when my cousins and I went to drink Vietnamese egg coffee, and I was thinking how odd this drink was, but it was surprisingly good. Vietnam is also the world's second-biggest coffee exporter, so it represents Vietnam very well.

My second inspiration came from a street barber. I was riding around the city looking for inspiration when suddenly I saw a barber doing his work on the pavement. My memory just flashed back to the time I played the game Hang Rong, where this character is a barber on the street too.

I want to combine these two.



Figure 1a, 1b. Vietnamese Egg Coffee



Figure 2a, 2b. Street Barbers in Vietnam

Visual References

Here are more of my inspirations. for the outfits and accessories.

My outfit was based on Vietnamese men from the 90s with a touch of contemporary features to make a Vietnamese old money style for the character. I also like how older Vietnamese men always tuck in their shirt and pull up their pants high to the belly, which inspires the outfit.

I'm also inspired by Dinh Doc Lap architectural structures. It represents the place I live, Saigon. I will make the textures for the shirt using Dinh Doc Lap structure.

Prayer beads inspire me to do the accessories. I think Buddhism influences Vietnam a lot, so most Vietnamese wear these beads.



Figure 3. Street Barber from the 90s

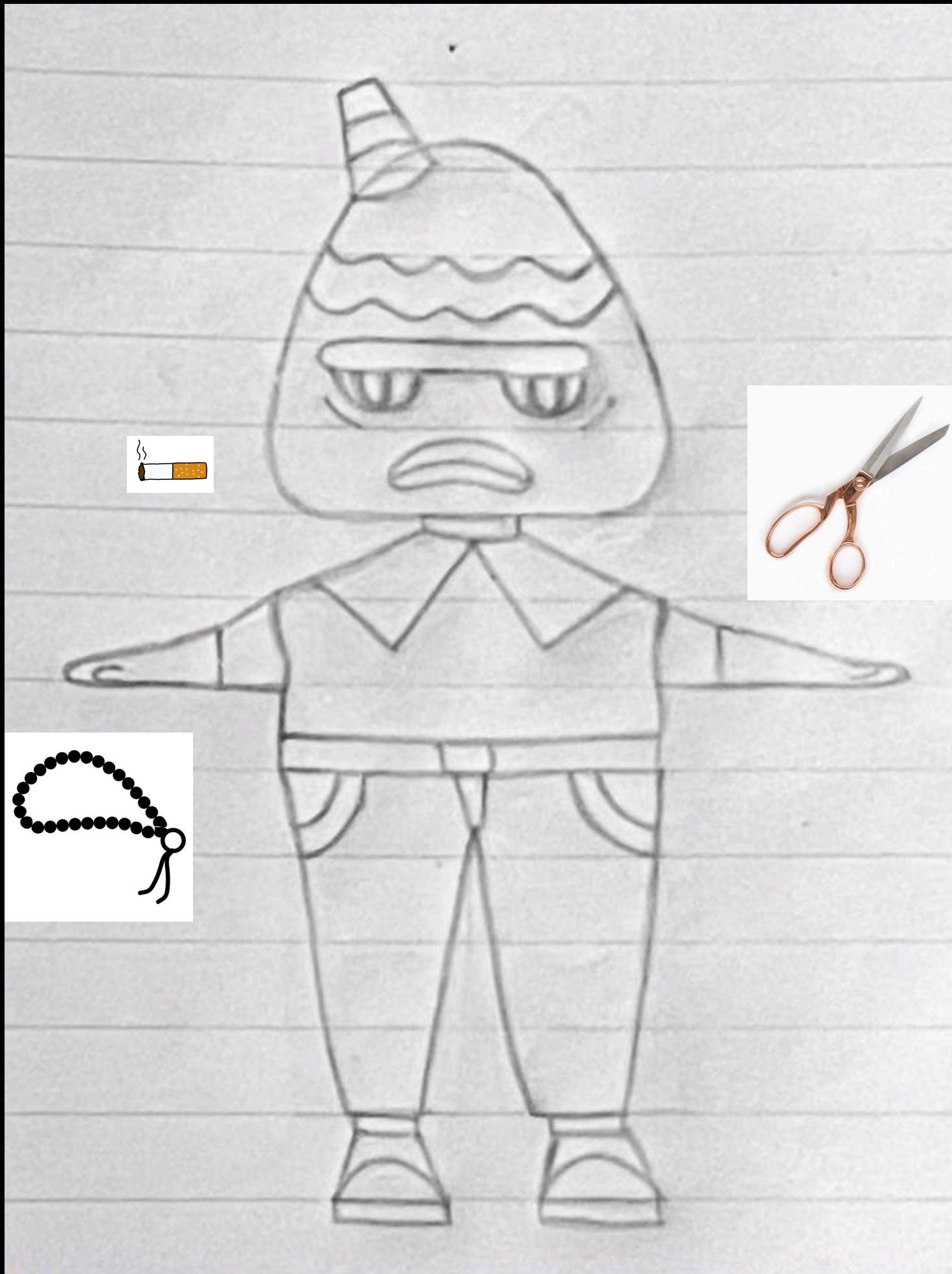


Figure 4. Dinh Doc Lap structure



Figure 5. Prayer beads

Character Concept



CÖIFFÜR TRÚNG

AGE: 40

TRAITS: GRUMPY, BAD TEMPERED, RIGID

DISLIKE: HAIR CLIPPER (MACHINES)

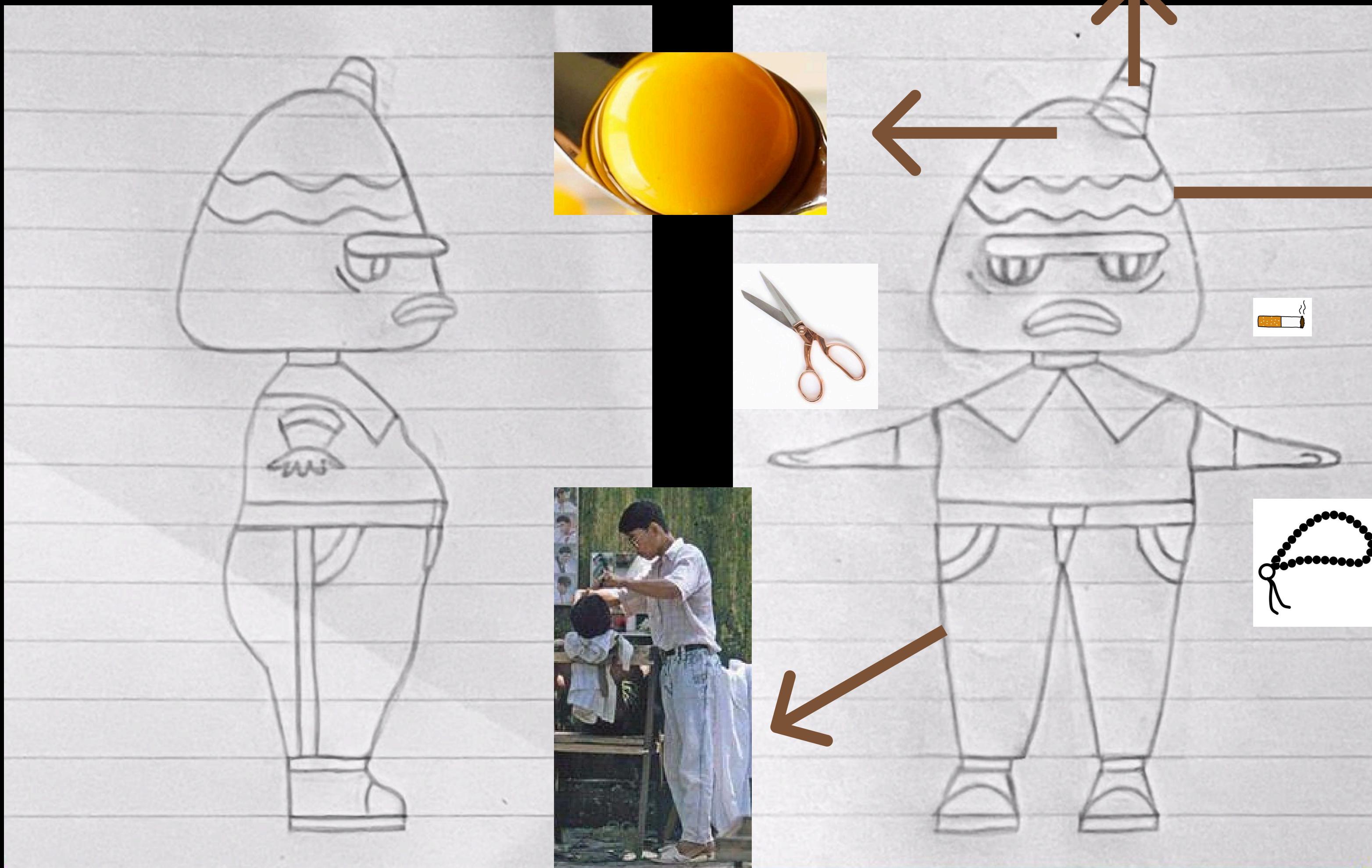
FAVORITE DRINK: COFFEE EGG

HIS IDOL: GUSTAVO (BREAKING BAD)

He was a very rich asshole in the past. However, after he was put in jail because of corruption, he changed himself to become a better person. He learned how to do haircuts from the prisoners and became a street barber afterwards. Even though he is poor now, he still dresses like the old days, very well-mannered, just like Gustavo from Breaking Bad.

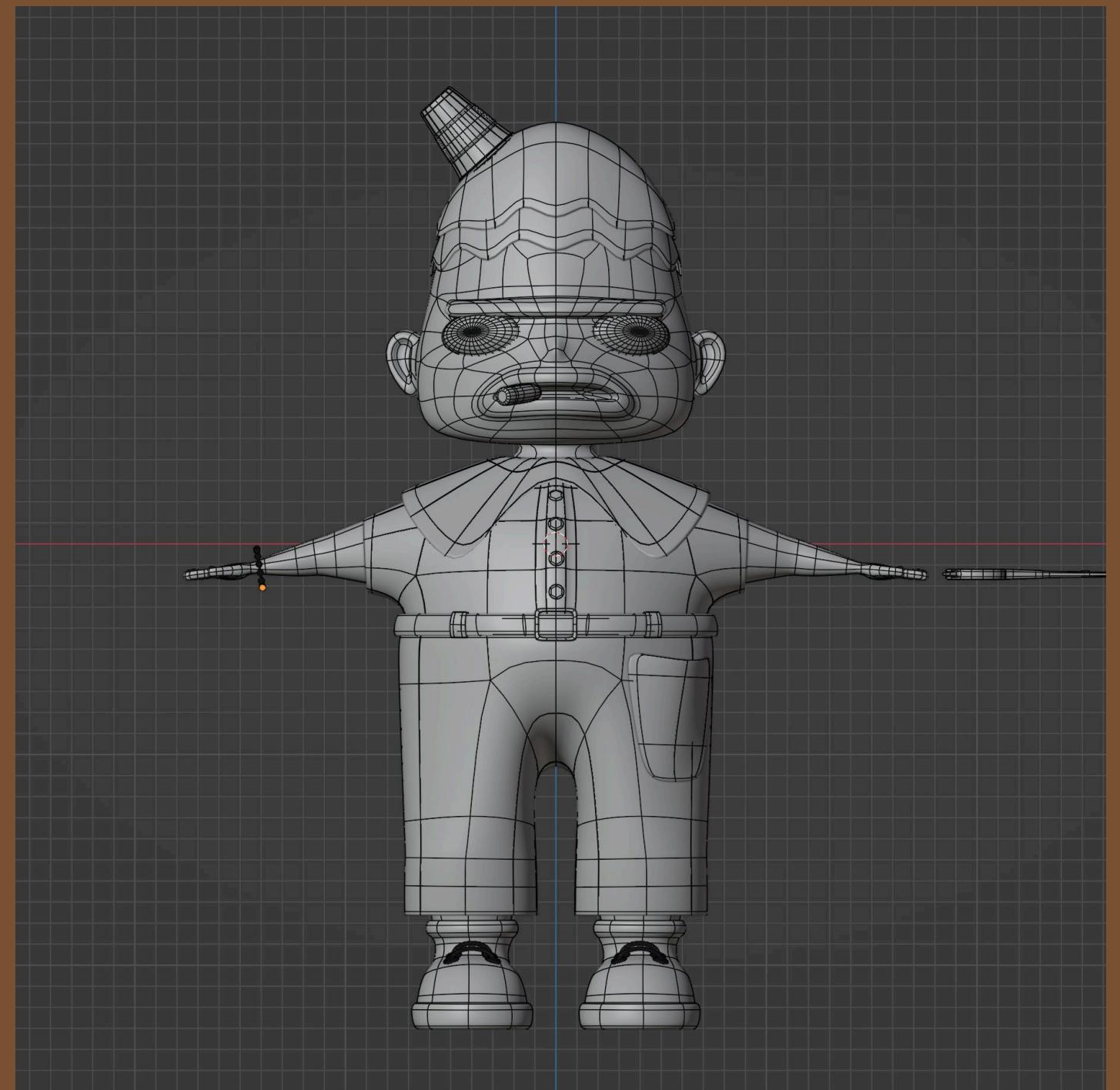
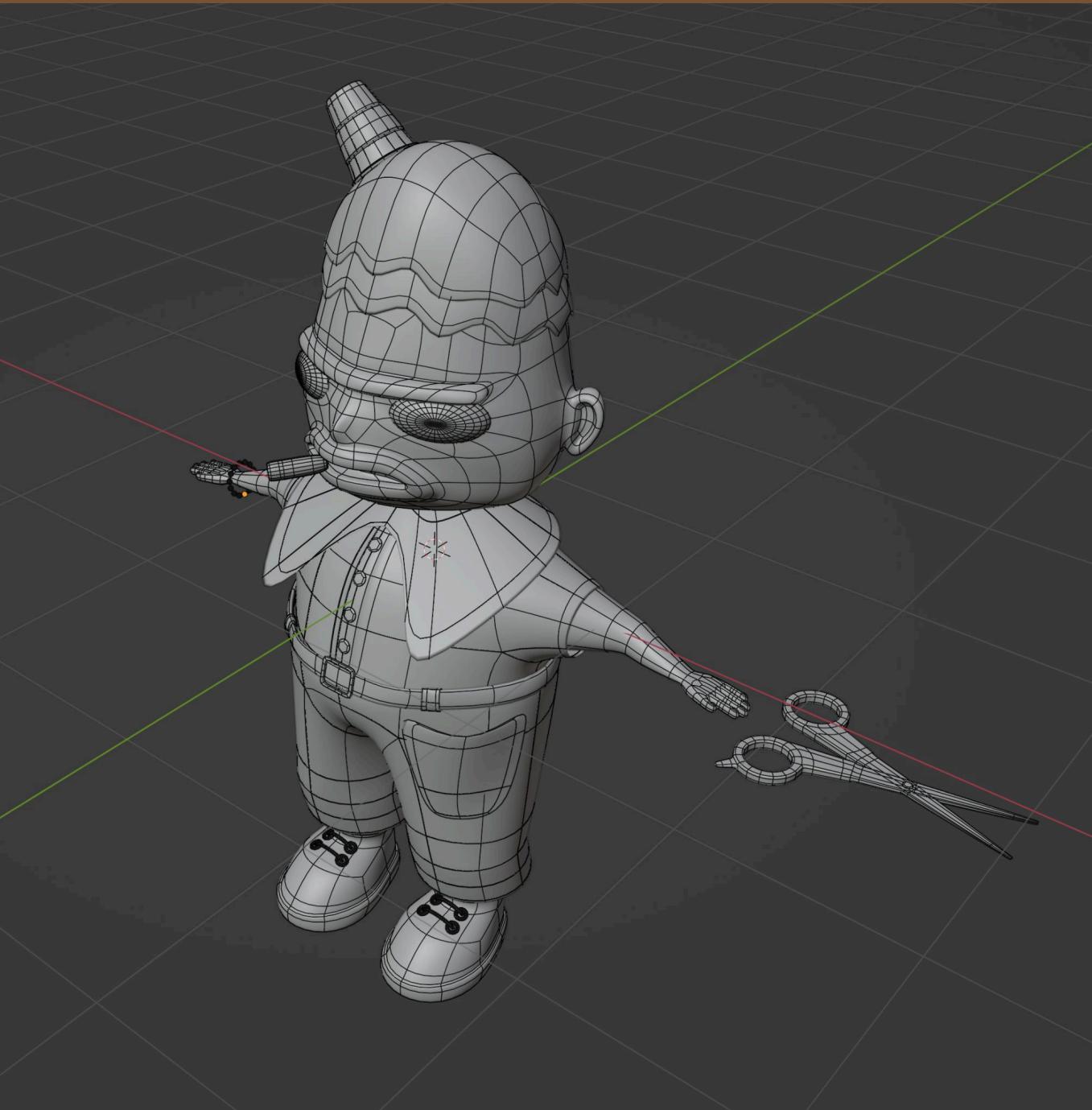
He is very hot-tempered and rigid; if you talk about hair salons, he will cut you because he likes traditional haircut. However, he will help if you get in trouble. He had to work all day and night so that's why he needs coffee to stay awake. That's why he has eyebags underneath his eyes.

Character Design

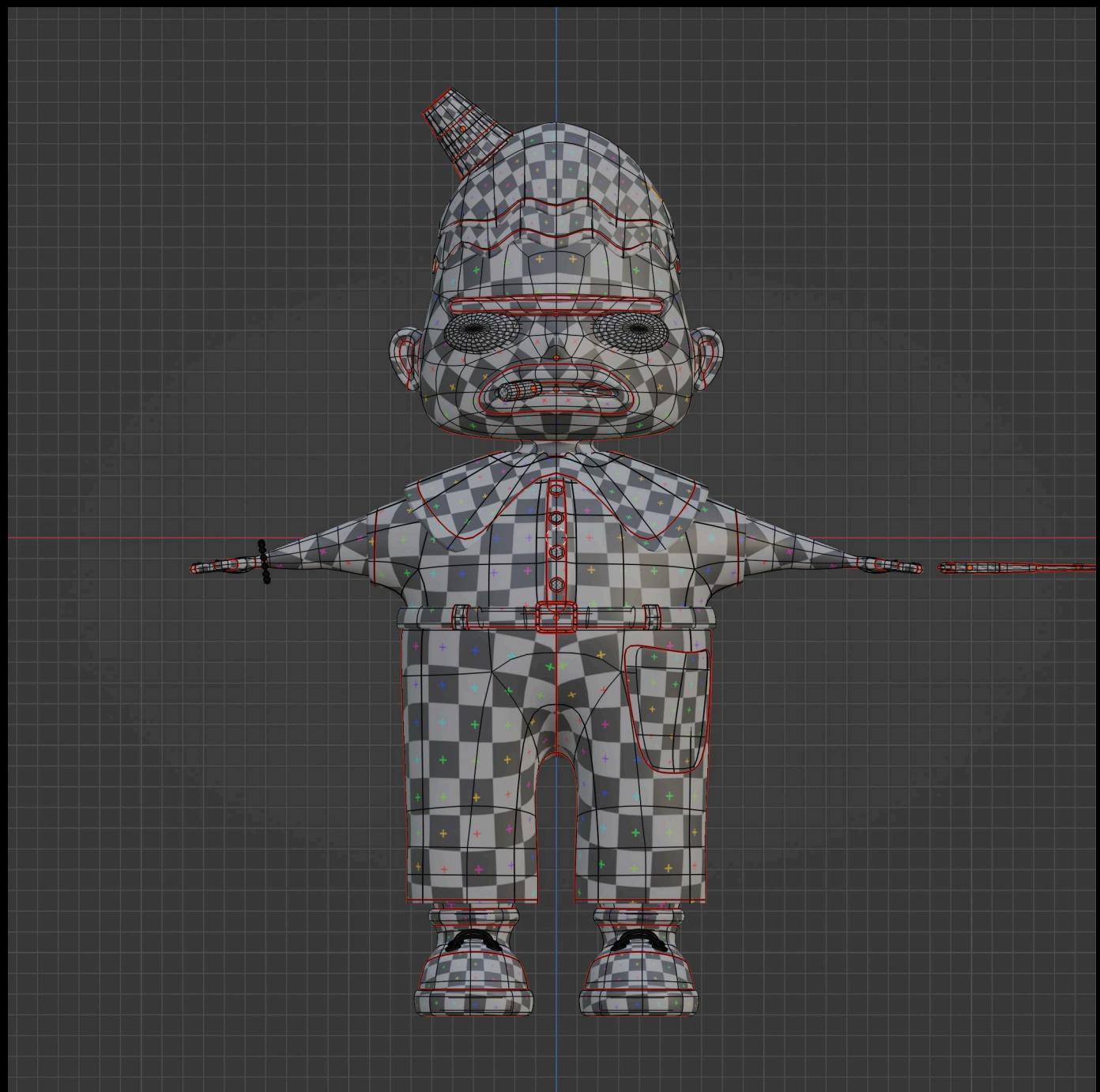


Modeling

I modeled the body based on the topology model in class. For the clothes, "hat," and shoes, I duplicate faces from the body and separate to model on them. I got help from the tutorials on YouTube to make the prayer beads. Moreover, I used mirror, solidify, and subdivision modifiers.



Texturing



I had to do the UV unwrapping first. and apply all the modifiers It was pretty challenging for me to identify the mark seams of these objects. I used Substance Painter to make textures. It was quite challenging to texture the cigarettes and the egg "hat". I have to use dots brushes to make the coffee powders on top of the egg "hat".

Texturing



Figure 6. Dinh Doc Lap

Figure 7. Cigarette Filter

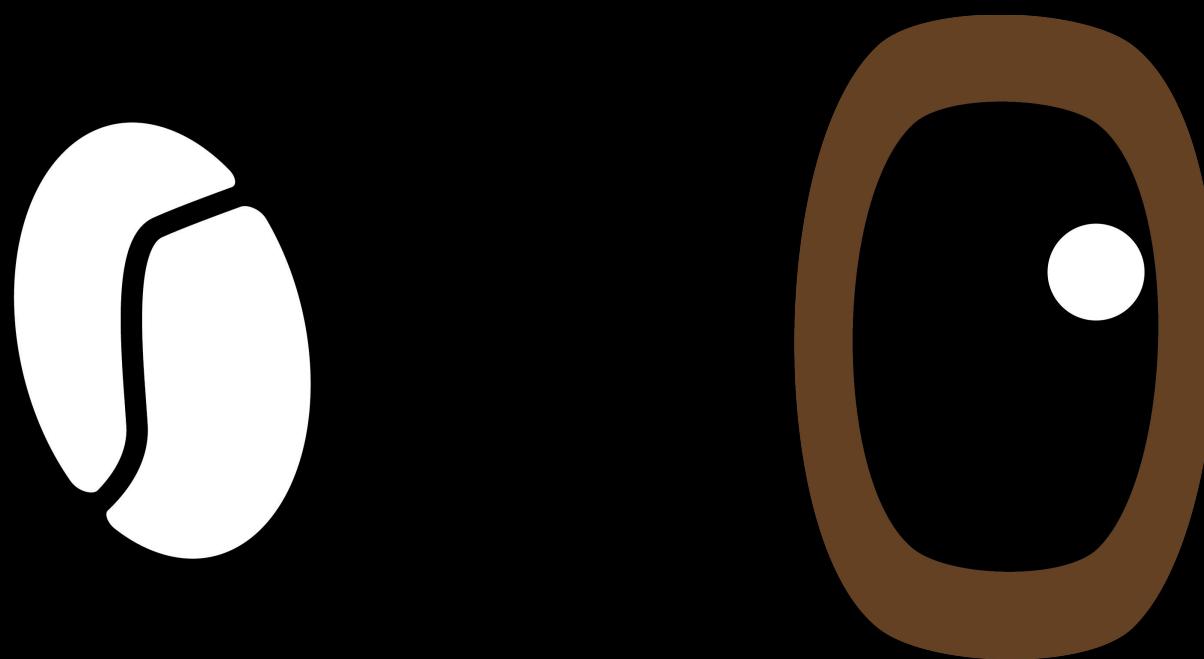
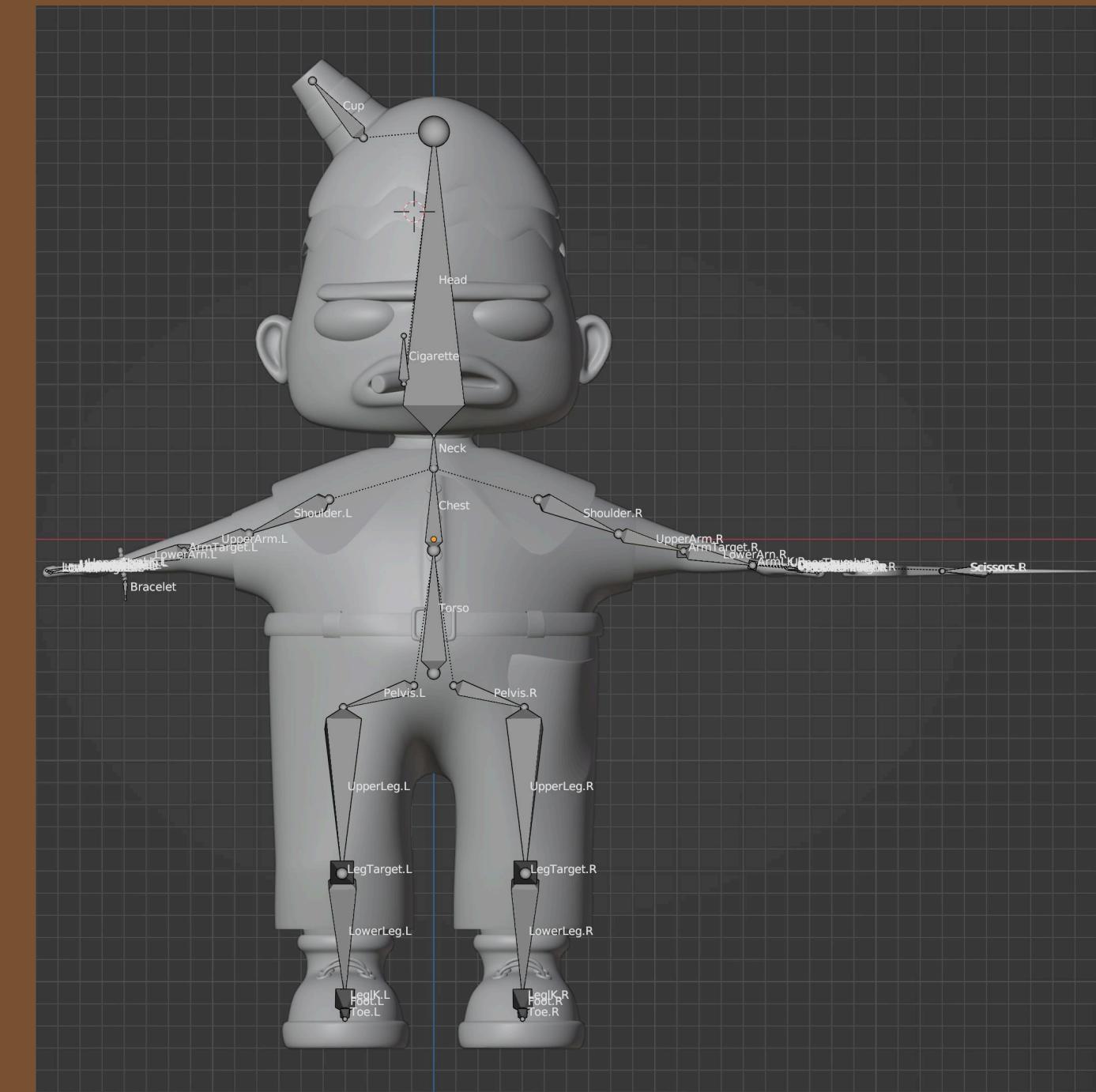


Figure 9. Coffee Bean

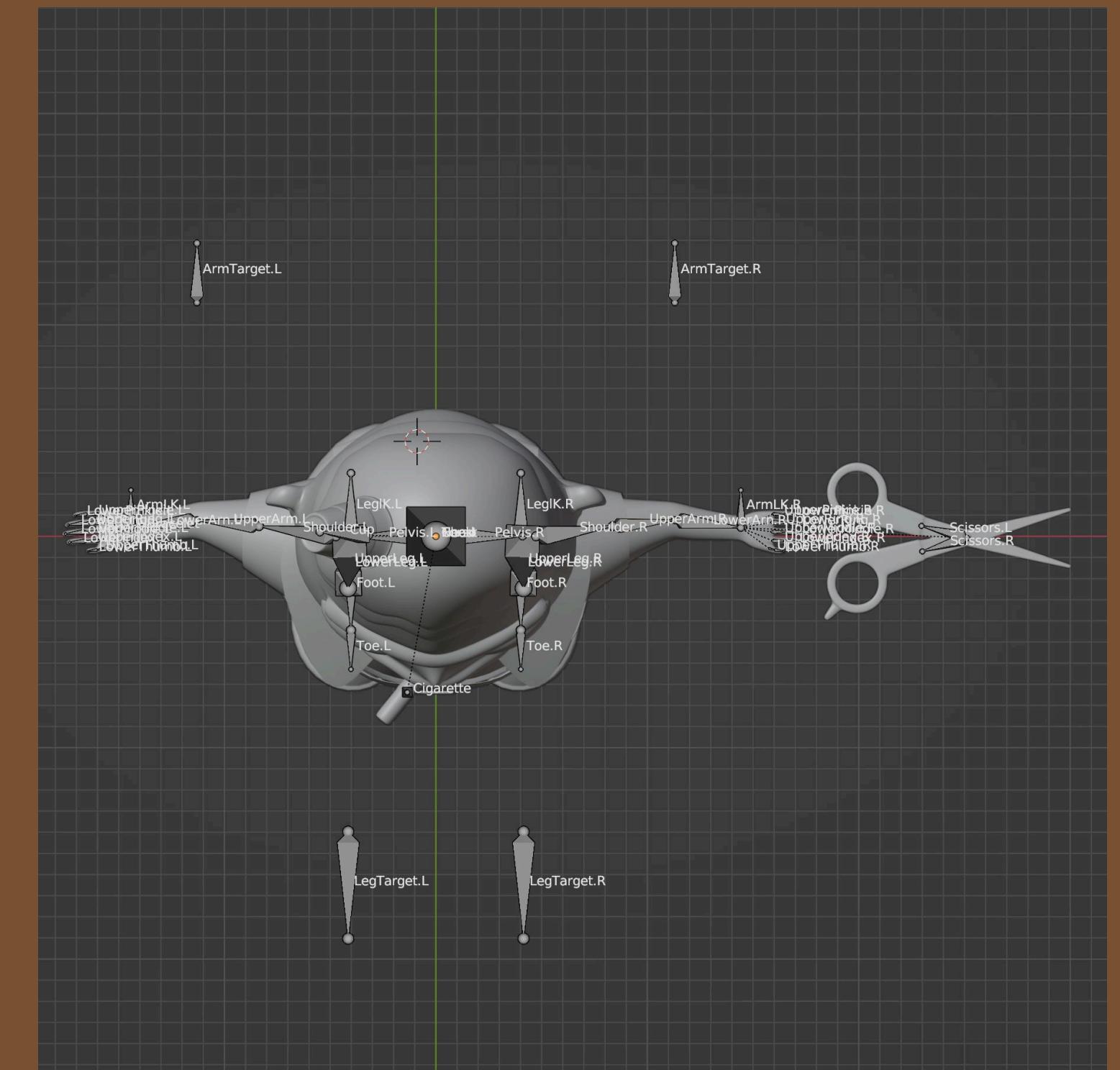
Figure 8. Iris

Here are the graphics I created to texture my character. I used one graphic and some textures I downloaded on Adobe Stock and Substance Community.

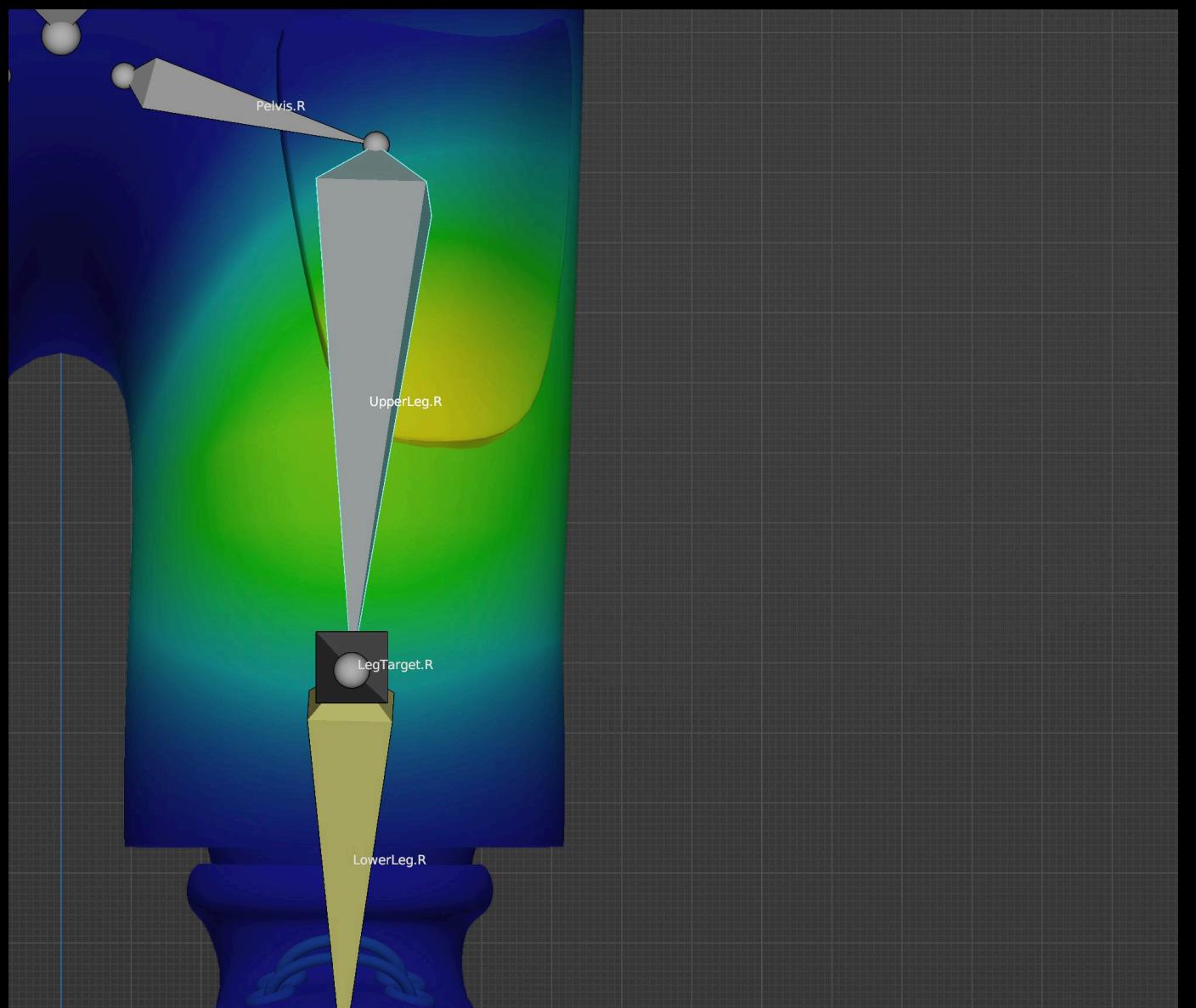
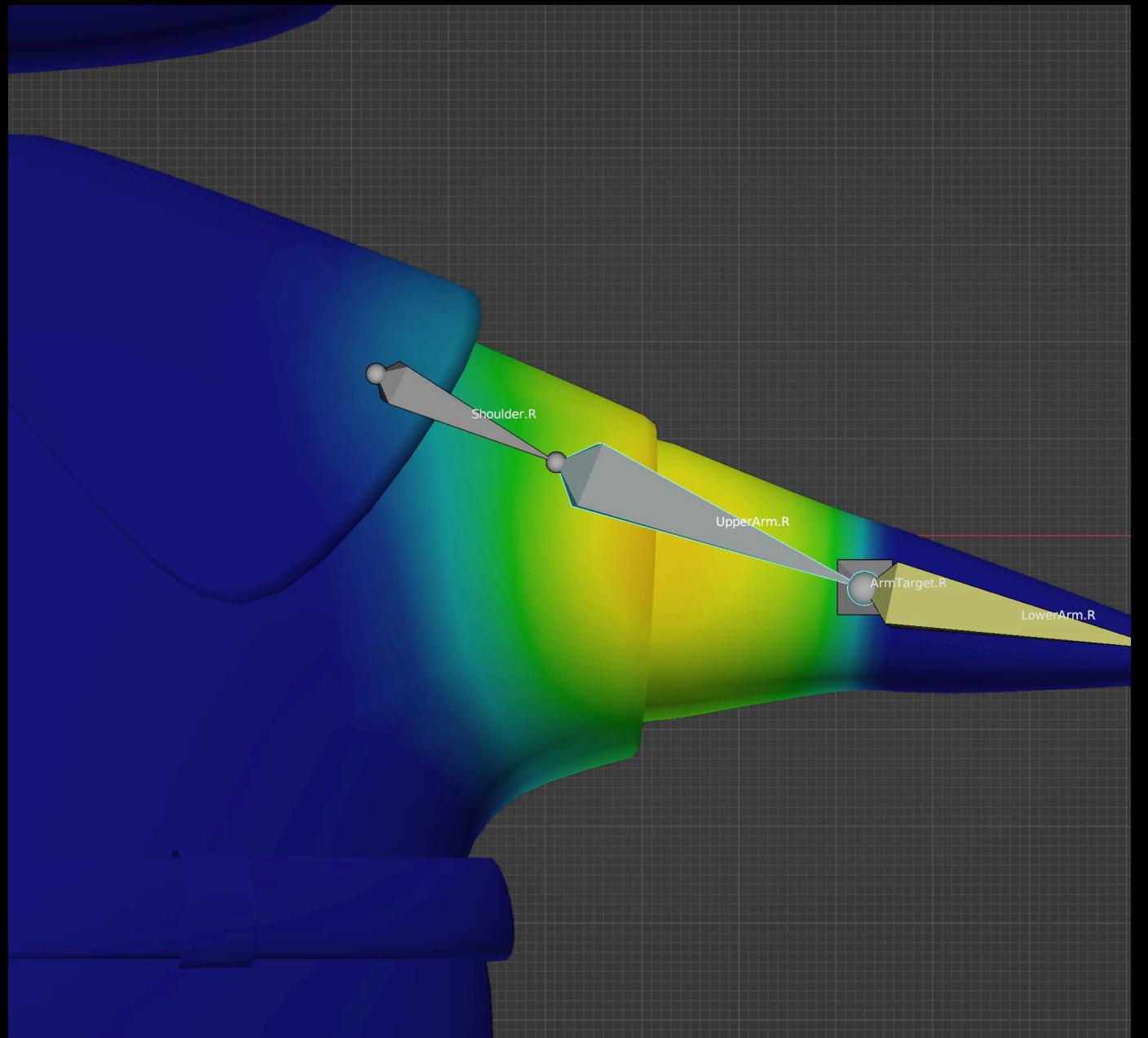
Rigging



I did the rigging based on the lab session. I add one bone to the cup, the cigarette, and the bracelet. I add two additional bones to the scissors.

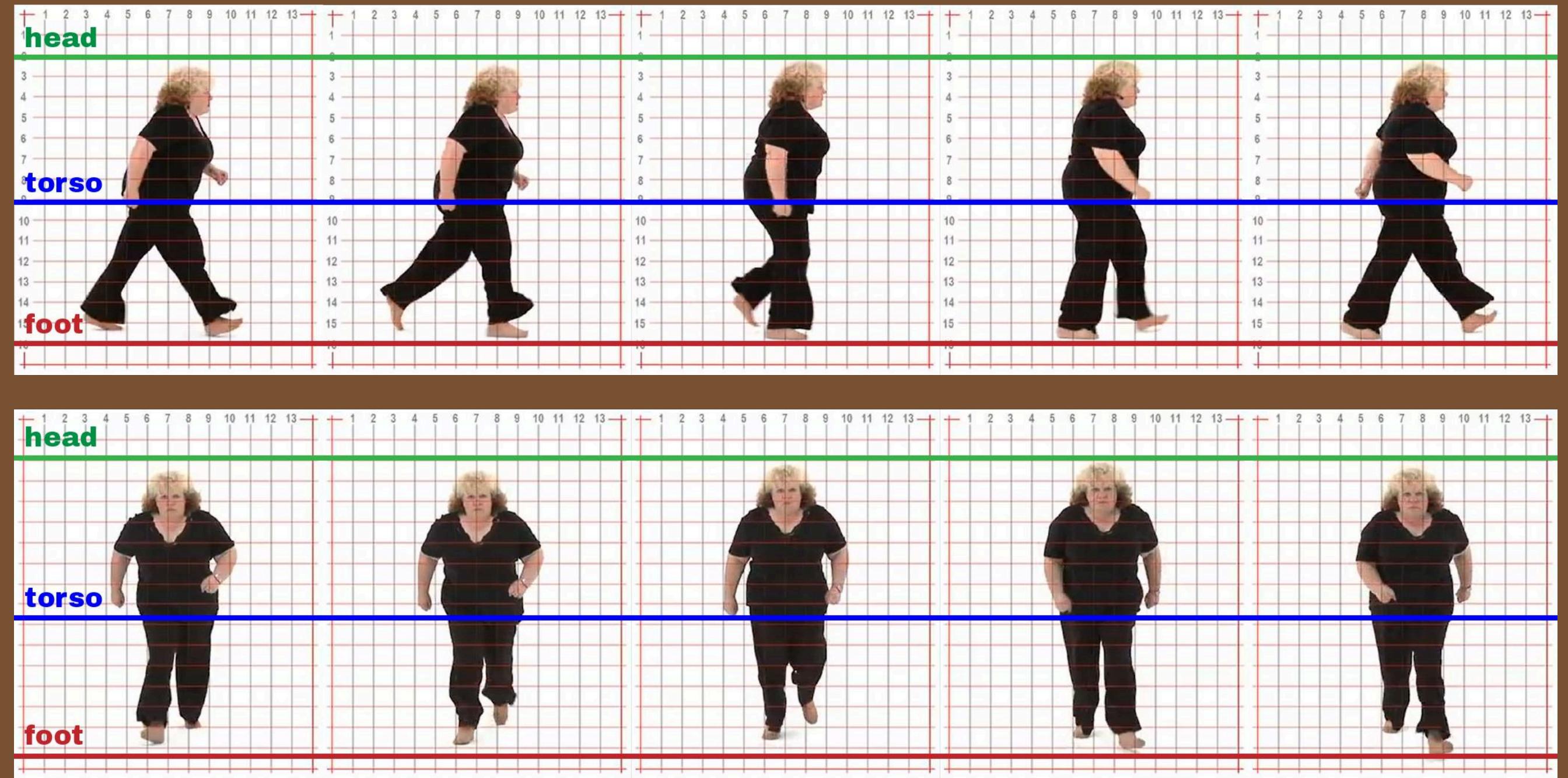


Weight Painting



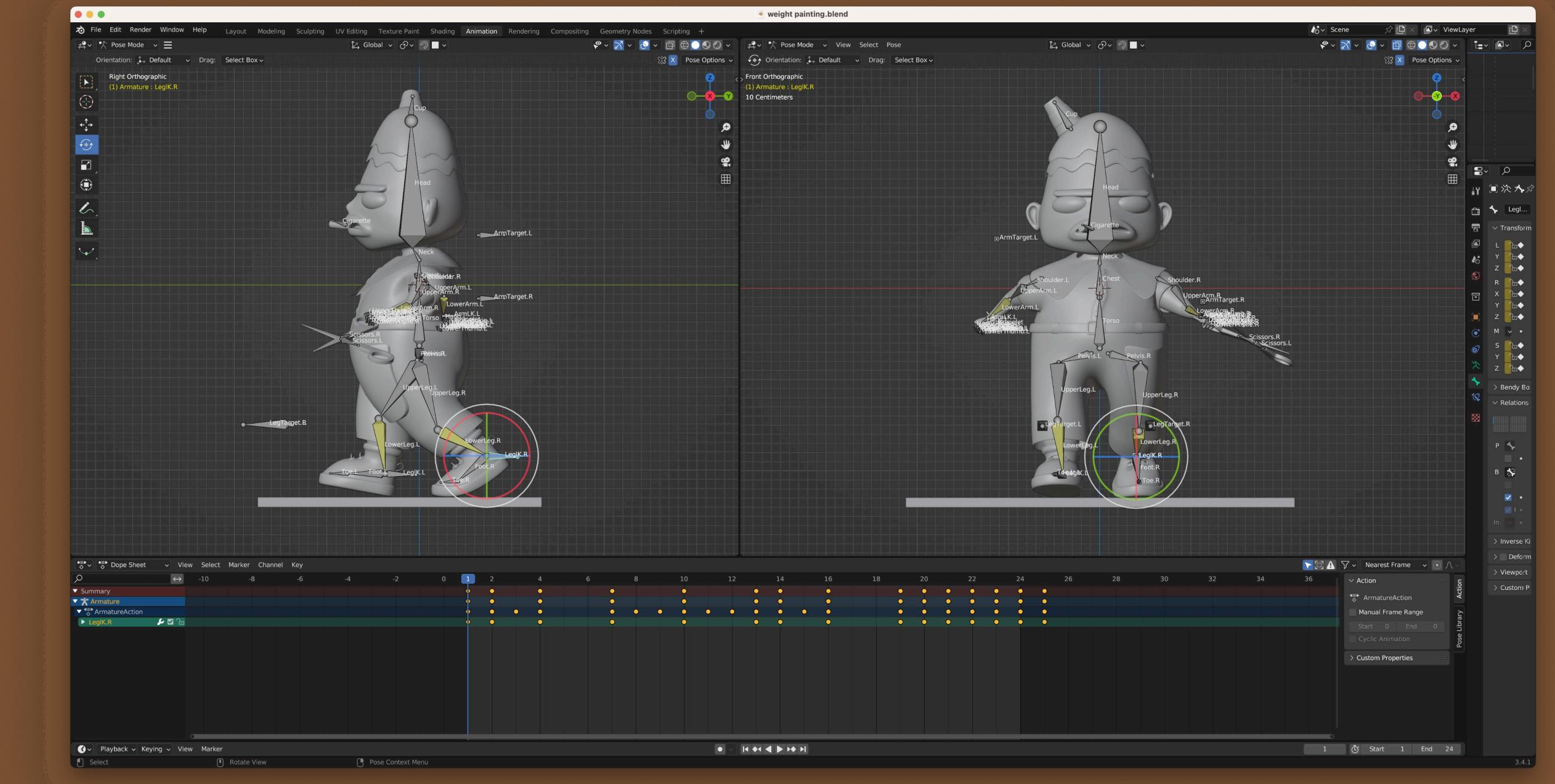
Weight painting was definitely the most challenging process for me. The automatic weight paint did not weight paint most of the vertex groups correctly, so I had to do most of the vertex groups manually. The symmetry was also not working on my Blender, so I had to copy vertex groups and mirror them. I tried my best.

Animation



I used this as the walking reference for my model because the shape of her body is similar to my character. I also moved my character neck to the front, like the reference, to make my character look angry when he runs.

Animation



Beside doing the walking key frames, I also did the animation for the cup, the cigarette, and the one side of scissors.

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