

The background is a light blue gradient with several thin, light blue circles of varying sizes. A small white arrow points to the right, positioned to the left of the main title.

The Road

Yuxin Li
2026.7.30



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2026.07



01.



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Part one

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Introduction

Project Overview

This animated horror short film tells the story of two middle-aged men driving along a remote mountain road late at night. As they make their way through thick fog and darkness, a series of unsettling supernatural events begins to unfold. Eerie sounds, distorted sat-nav prompts and the appearance of a mysterious elderly nun gradually transform their journey into a terrifying nightmare. As fear gradually takes hold of them, the line between reality and hallucination becomes increasingly blurred. Through realistic visuals, atmospheric sound design and a suspenseful narrative, the film creates a tense and immersive horror experience, exploring the unknown and the psychological impact of fear.

My Responsibilities

Character modeling

Character texturing

Character rigging

Individual animation storyboard

4-minute animation production

Animation rendering

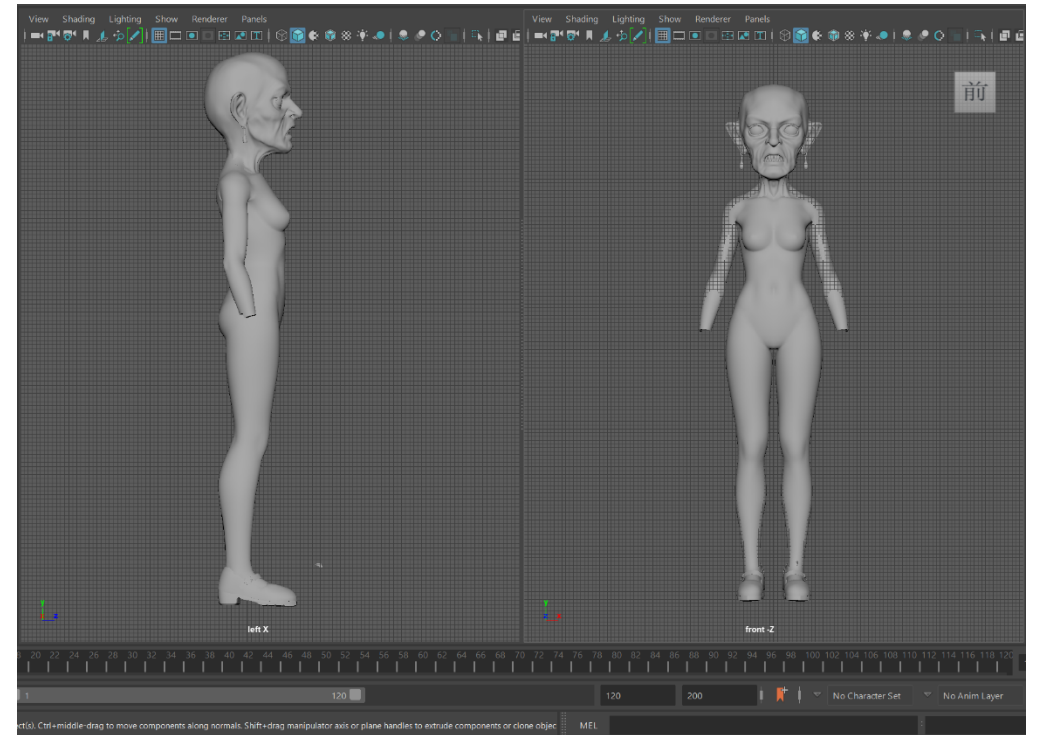
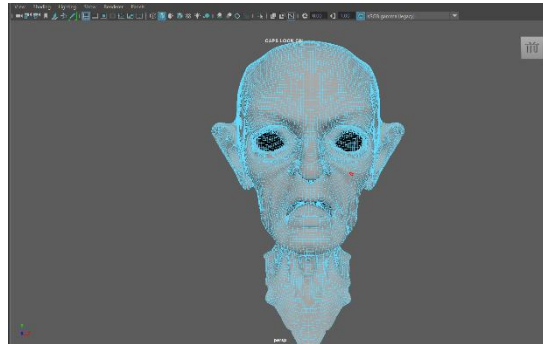
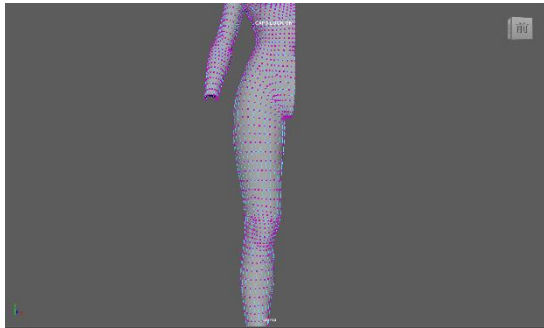
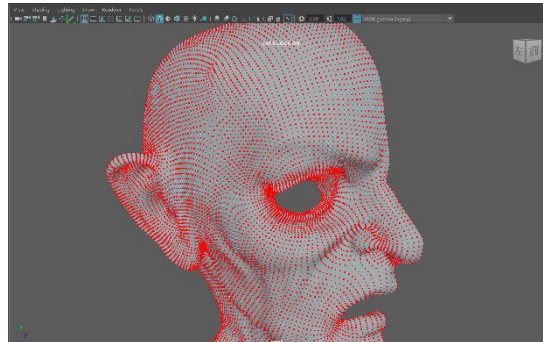
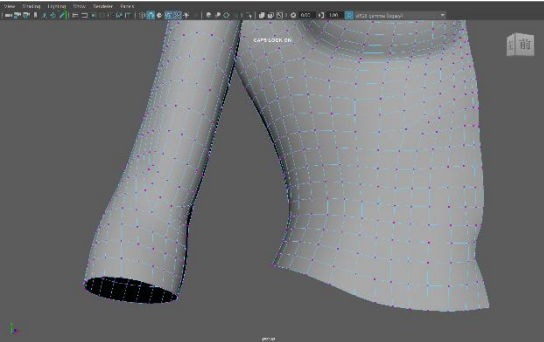
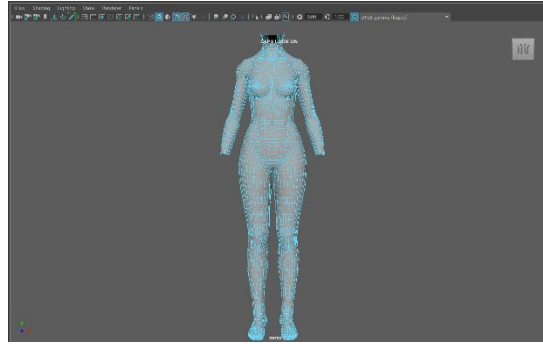
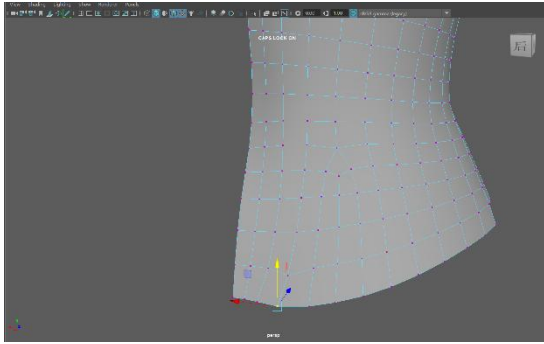


Part two

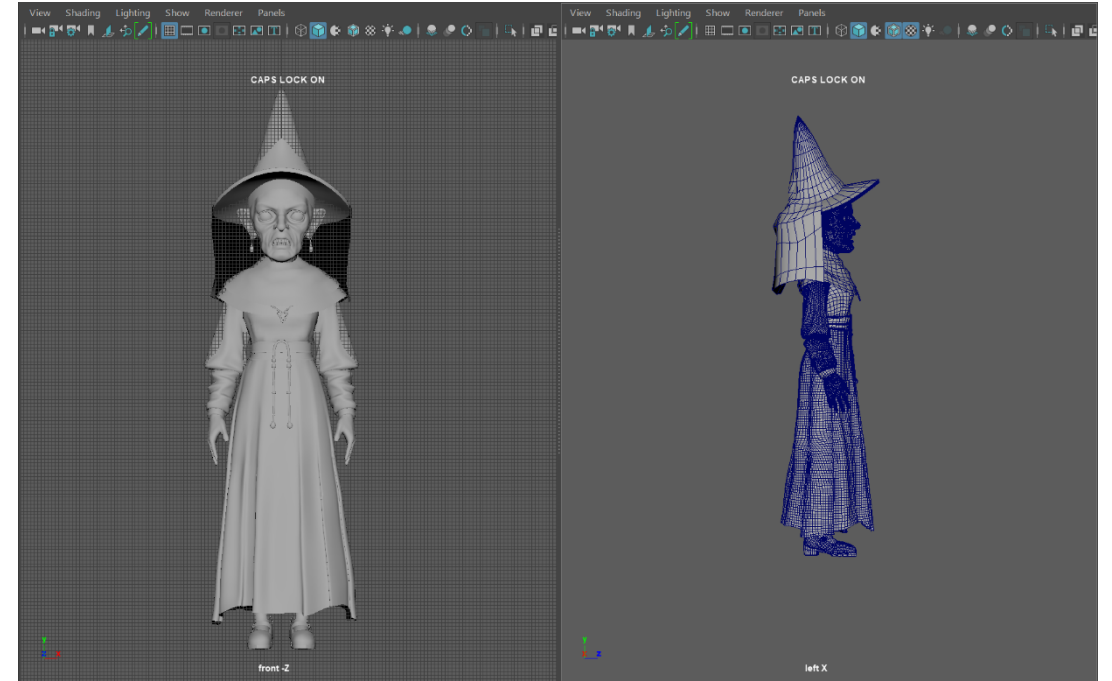
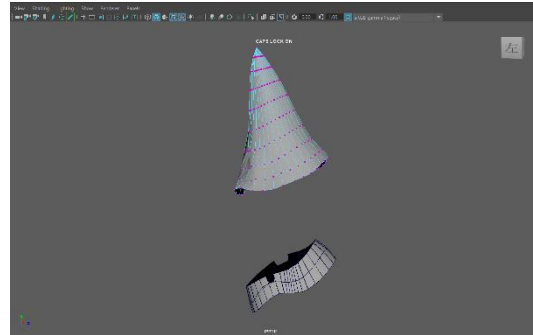
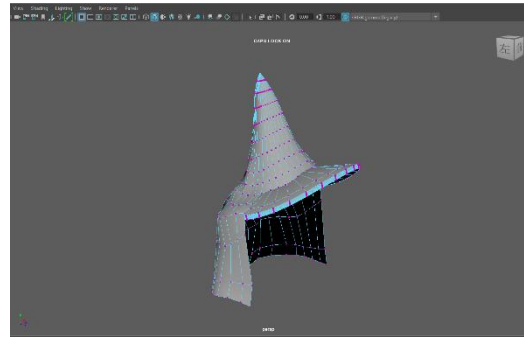
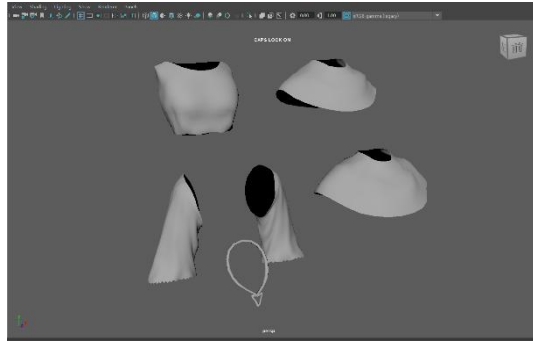


Current Progress

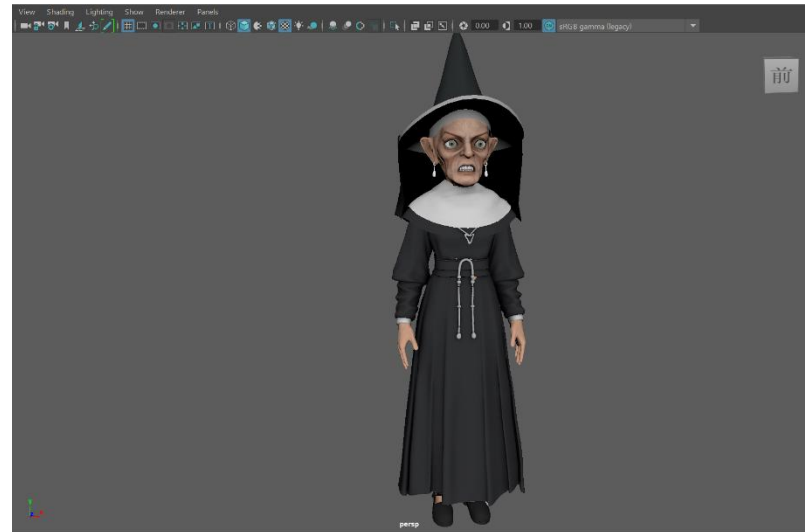
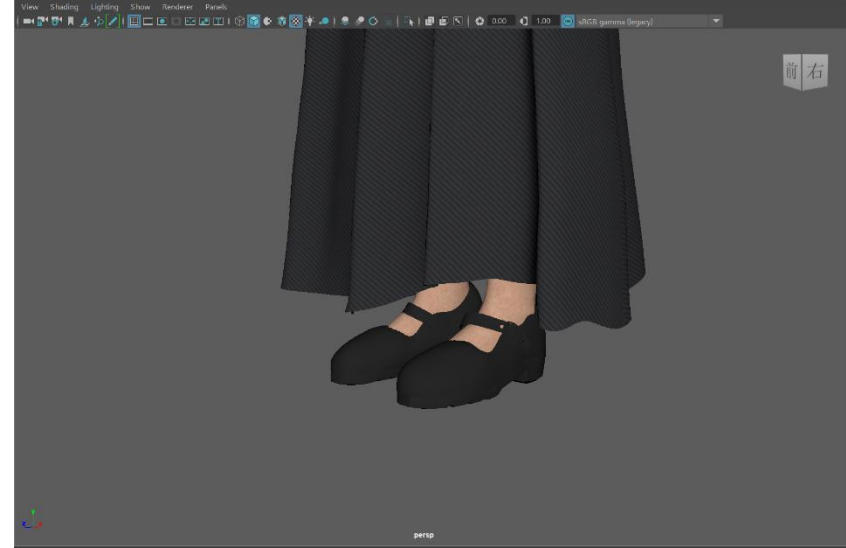
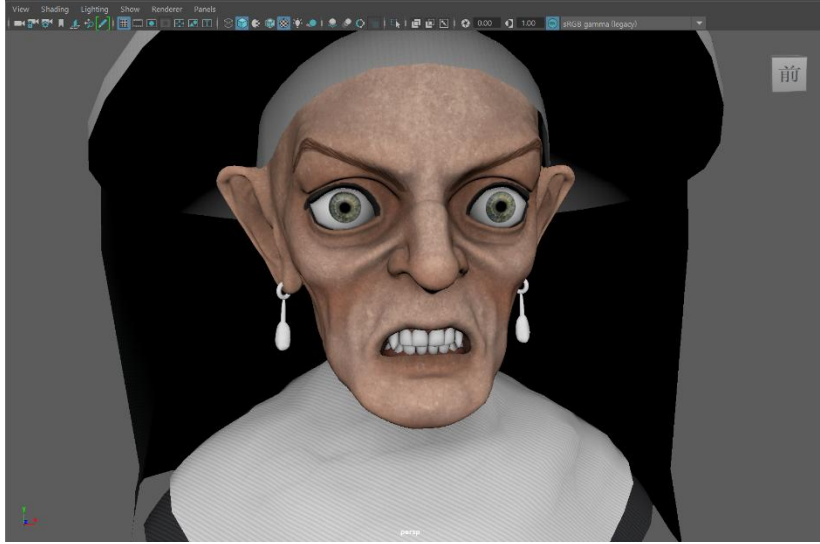
Character modeling



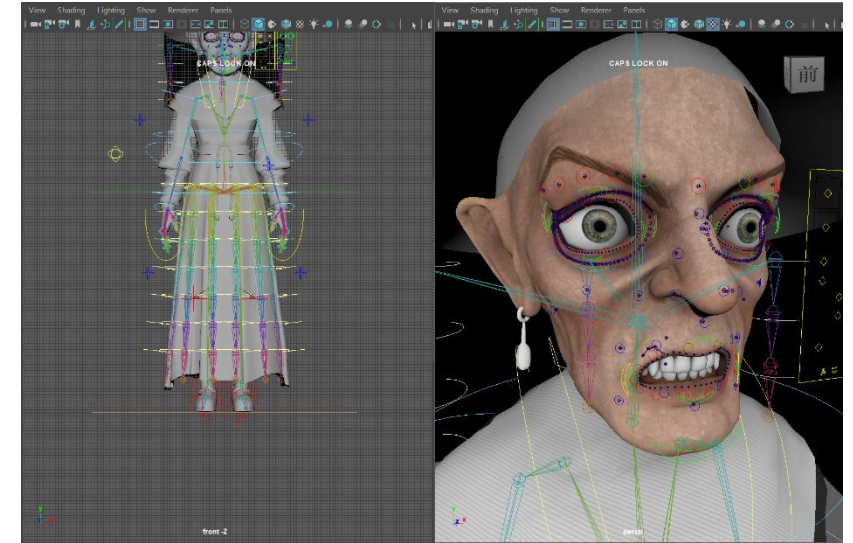
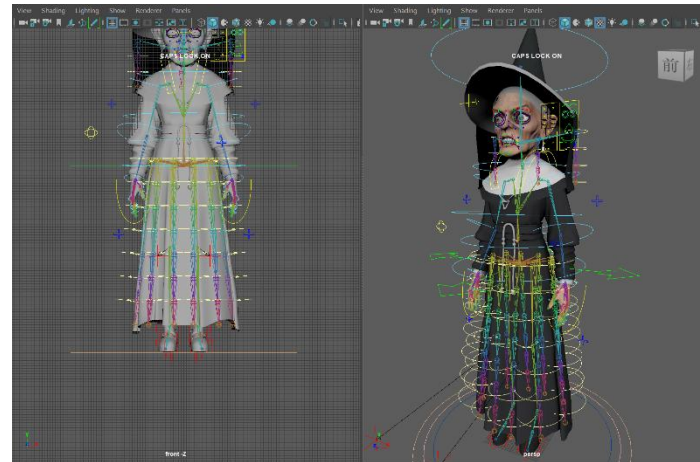
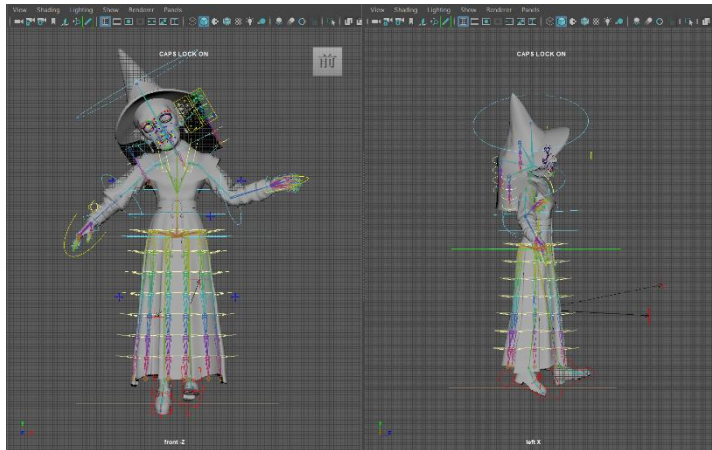
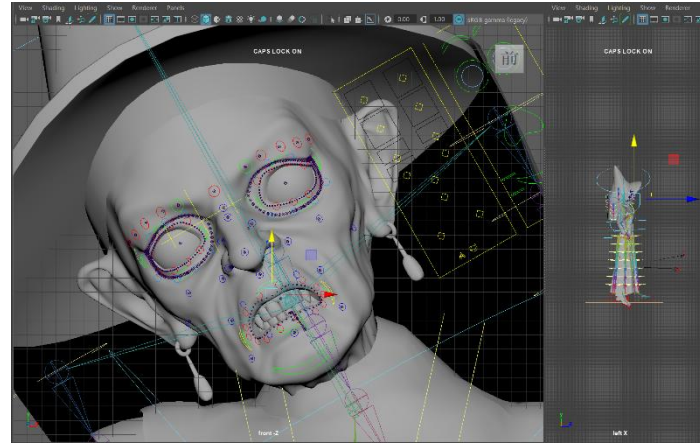
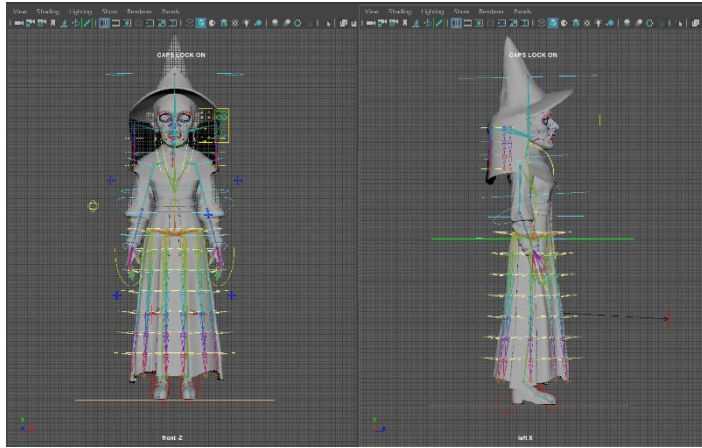
Character modeling



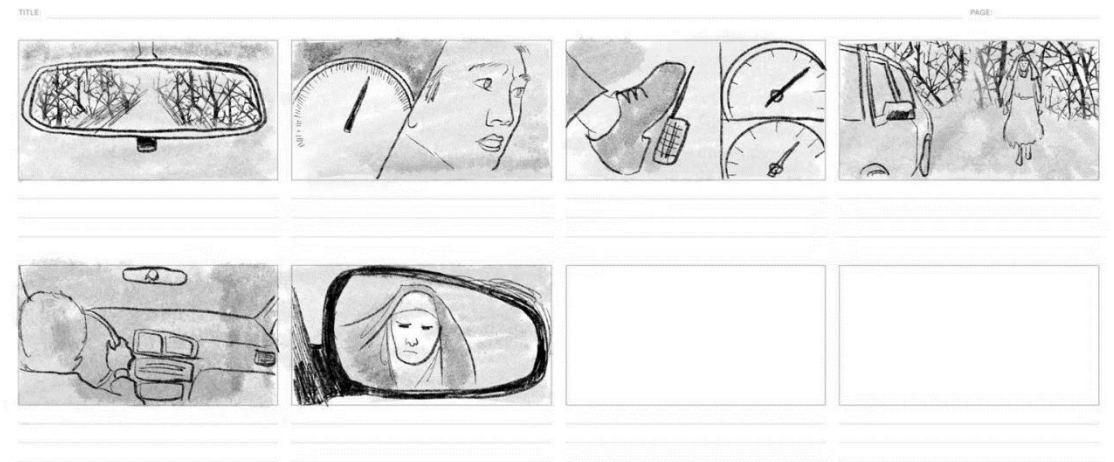
Character texturing



Character rigging

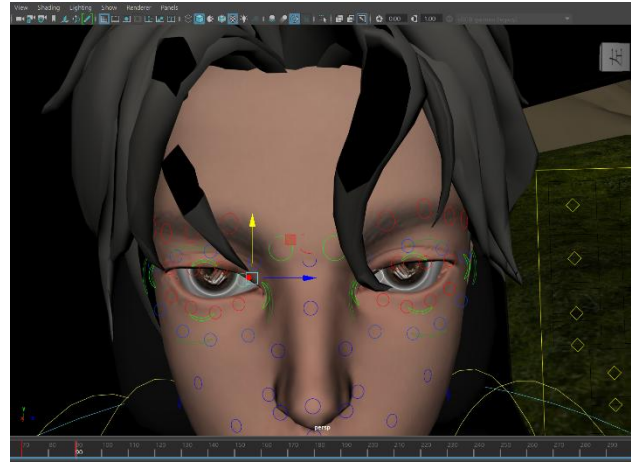


Individual animation storyboard

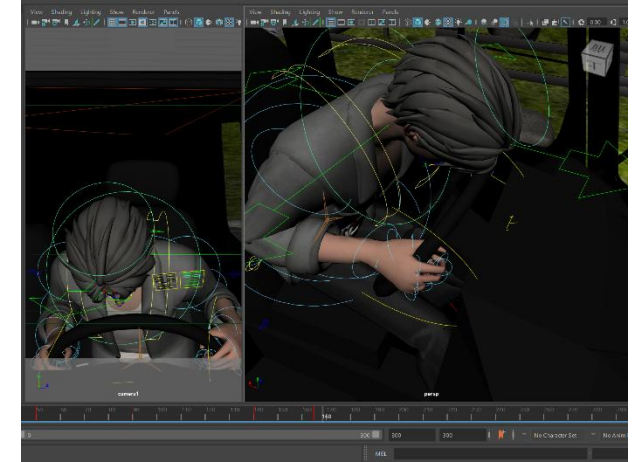


Animation

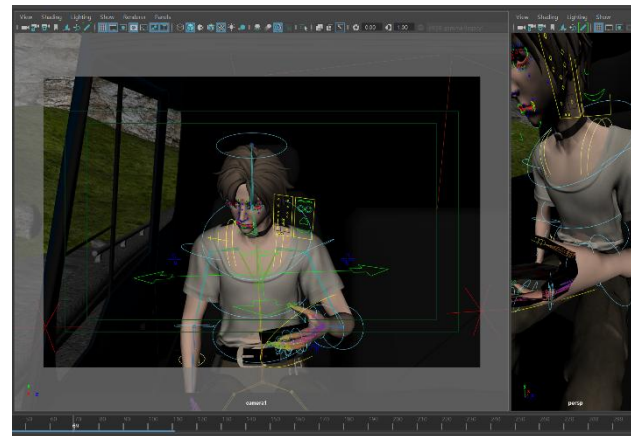
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Facial animation



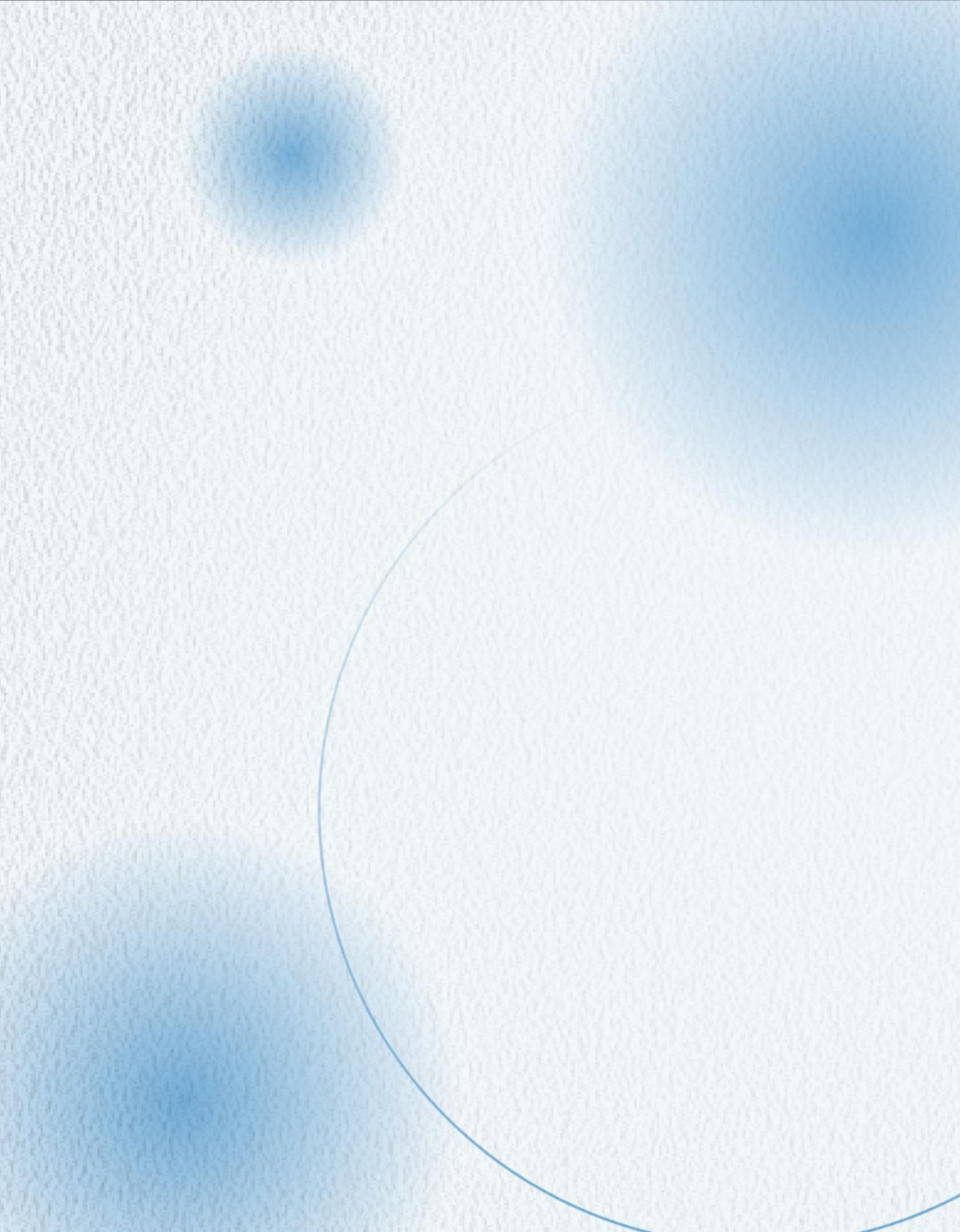
body animation



body animation



scene animation

The background of the slide is split. The left half features a light blue and white abstract pattern with a large, thin blue circular arc. The right half is a solid white background.

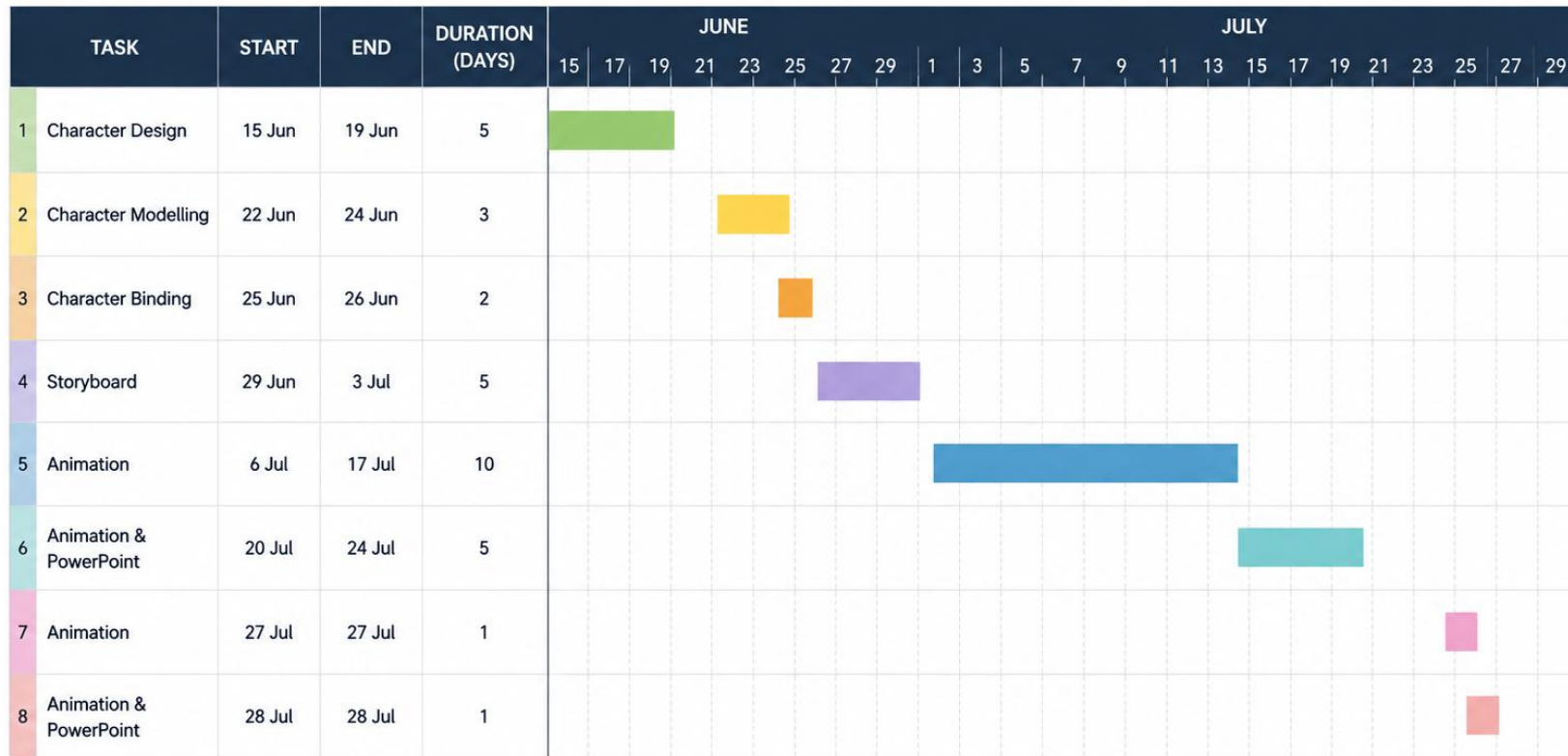
Part three

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Project Management

Gantt Chart

PROJECT GANTT CHART



STATUS LEGEND

Completed	Completed	Completed	In Progress
Completed	Completed	In Progress	In Progress

NOTES

- DOCUMENT OF INTENT DEADLINE: **2 JULY**
- TUTORIALS: AH (17 JUN, 8 JUL) / NM (1 JUL) / PMo (29 JUN)

Problems and solutions

Problems:

The car movement isn't realistic enough. The body of the car, the tyres and the character's movements are out of sync.

Solution:

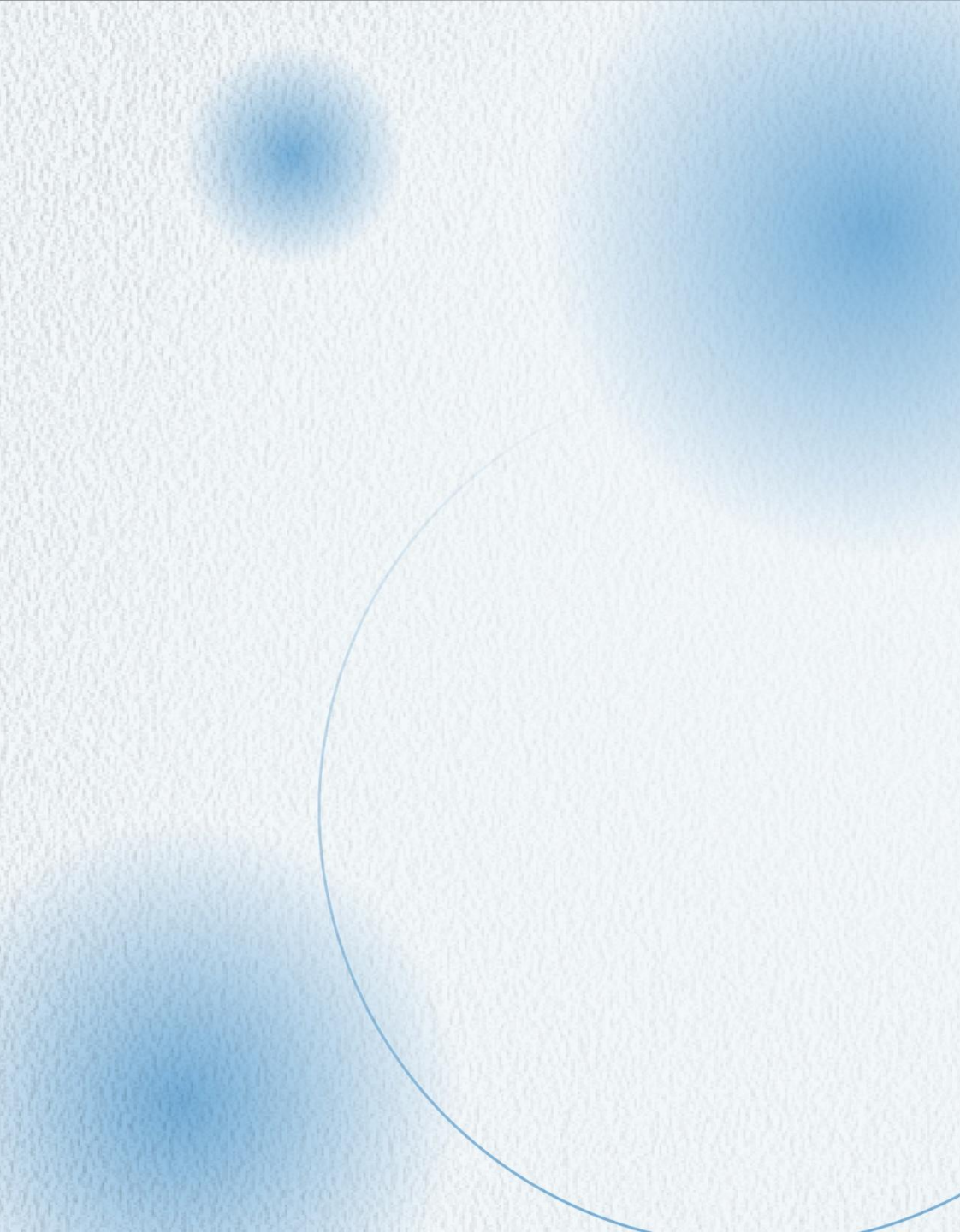
Use real-world driving footage as a reference. Adjust the vehicle's motion curves and timing. Check the parent-child constraints to ensure sync.

Problems:

The scene is too dark or too bright overall. The lighting is inconsistent between different shots.

Solution:

Use Arnold Area Lights and Skydome Light. Standardise the exposure and colour temperature.



Part four

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Future Development

Next Steps

1. Complete the Remaining Animation

- Finish the final 30 seconds of character animation.
- Refine camera movements and animation timing.
- Polish character performance and scene transitions.

2. Final Rendering

- Finalise scene lighting and materials.
- Render all animation sequences using Arnold.
- Check render quality and fix any visual issues.

3. Final Report

- Complete the 3,000–4,000 word production report.
- Reflect on personal contribution and learning outcomes.



THANKS