

Document of Intent

1 Introduction

This document lays out my intended work roles within the Witch and Deer Project that I am currently undertaking as part of a group for my Major Project.

Initially, with help from Henry guiding us on some of the main roles, the group sat down and started to talk about their possible responsibilities for the project work. Items were added a list over a few weeks of discussions, which Rachel, as the Production Manager updated and added more information. She kindly colour coded each group members list, so we could all easily identify our specific roles.

These are the roles and responsibilities that I have already started or plan on undertaking when necessary during the project. We regularly meet up and talk about the work and make decisions together on the different stages.

There are no rigidly set dates for things, but we will try to keep to the plan Rachel has setup and showed in her presentation.

2 Supervisory Roles

2.1 Environment modelling and supervision

My first responsibility is to create the environment including the shop, some of its contents and any surrounding area which will be seen through the camera at any point in the short animation. I am also supervising the other areas being created so they match up with each other and the mood of the story. We decided to take on a different location each. I am engaging with the members of the group about their respective locations and helping where necessary.

2.2 Lighting Supervision

I feel I have a good enough understanding when it comes to creating lighting, whether for large areas or small highlights or mood lights I will undertake the lighting when I can and help the others with their lighting needs. The general lighting has been made into reference files, so they can be brought into the scenes when they are animating. I think this will keep a consistency of lighting throughout the animation, unless more specific lighting may be required.

2.3 File Document Supervisor

I setup a OneDrive group for all of us to engage with our group files during Pre-Production and we use it every day. This role is quite important, as I keep an eye on our group files. The role might involve setting up specific folders for tasks or helping and/or checking files are being uploaded to in a timely manner and to the correct location.

The only issue now is the difficulty of access for my friend who is doing the music. So, I have setup a folder in my account for him to access the files, rather than get him to join the group and deal with lots of unnecessary files and messages.

An important part of the role is to backup the group files on a regular basis, which I do to my personal hard drive.

2.4 *Camera Supervisor*

I will work closely with the group when it comes to camera work within the shots. I will help with making the correct shot angles and level of dynamic movement needed on all shots.

3 Primary Roles

3.1 *Shop Environment*

General Modelling

I started off with a basic building shell in the original Pre-Production and have moved onto creating something like the colour sketches Zihan drew. The new shape of the shop and the items seen outside reflect the drawings. I have also helped the others by providing a layout of the shop that works with the animation, so items and areas created will be as intended. So far, I have produced the windows, with frames, the roof and support struts and a second floor. I intend to create a large open lift at the back of the store and some stairs.

I have some ideas of materials/textures for the wall and floor, which will break up the large flat areas, including signs, images and pictures for the walls.

We are in discussions about where to put visible hanging lights and signs.

Electrical Area

I am responsible for the modelling, UVing and texturing of the Electrical area. I have drawn up some possible plans for the area along with the items to populate it. I have created a set of TVs with images of our previous work. I have done some design sketches of other items I intend to create, such as toasters, mobile phones and tablets. I will setup a better stand for the fans Rachel created, including price tickets. I will also look to texture the fans in conjunction with Rachel.

3.2 *Exterior Environment*

I have modelled the exterior areas of the environment and am looking at UVing and texturing the roads, pavements, grass areas and other street ornaments.

Rachel and I will look at the addition of some outside vehicles and a zebra crossing.

3.3 *Child Character*

I took over the model of the child from Beck and have tweaked the model before setting up the UVs, which I have almost finished. I have looked at some cloth textures, which I will experiment with once the UV are finished. I am also looking at a more realistic skin texture which could be applied to all the characters.

Once the UV and texturing has been decided I will have a go at rigging the child for animation. I have never done this before, so I am looking forward to the challenge.

3.4 Lighting

As discussed further up, I will be lighting shots myself and checking others' light setups.

3.5 Compositing

I didn't manage to do any compositing of the Previz, so I would like to work on it for parts of the final animation. I am especially interested in the credit sequences and some of the magic sequences.

3.6 Animating

We have a lot of animating to do, so I intend to take on some of that when the time comes. I will work with Rachel to make sure the animation works well in any sequences I do.

3.7 Rendering

This is a general role that all of us will need to do but I will look at supervising this along with Rachel. It may be tricky getting the machines rendering correctly when we require them to work. I will also be able to use my machine to render some of the complicated scenes more quickly if I am able to.

I have undertaken some renders and plan on getting test renders running on the AD204 machines in conjunction with rest of the group. This will help us plan the time frame for rendering.

4 Secondary or Support Roles

4.1 General Mentoring and technical support

I have been and will continue to provide any support to the rest of the group. This is mainly technical in nature.

4.2 Production Manager

I will cover this role in Rachel's absence and am also supporting her on a regular basis anyway.

4.3 Music Liaison Officer

I will be the contact between my friend and the group when it comes to creating the music for our production. I have been intalks with him already and we hope to get underway properly over the next few weeks.

4.4 Texture testing

I have and will continue to search for materials/textures we can use in our production. I also provide test renders for the group to look at and see if those textures will be suitable or not.

4.5 *Crowd testing*

I have been exploring software to provide us with additional characters for our shop customers. I have experimented with characters using Adobe Fuse and its online animation companion, Mixamo, which allowed the creation of a template style character, which can be automatically rigged and even have animations setup for them.

I am also looking at another program called Daz3D. I want to see if we can find children characters, especially for our ball pit sequence.

4.6 *Plant testing*

I am also testing various vegetation, this is not only for the outside shots but also the plants in the café. We have yet to decide what level of realism we are looking for in the vegetation. I will do some more tests and show the others what we could use.

Once we have decided on the style of plants, I intend to produce those plants for the external shots of the animation. I think, if done properly, this will add a lot of life to the little world we are creating.

5 Standby Roles

5.1 *Production Manager Cover*

I will happily cover the role of Production manager if Rachel is absent for any period of the project. I have already partially covered the role during her recent holiday and updated her on the progress when she returned.

6 Mentoring

I usually pick things up quickly, so I am always looking to help the rest of the group.

Summary

In conclusion, I have taken on several additional responsibilities, and by the end I may need to hand over to other people or may even end up undertaking more roles depending on the timeframe left to finish the project.

I feel I have a lot to give to this group and hope we can make a successful short animation to be proud of.