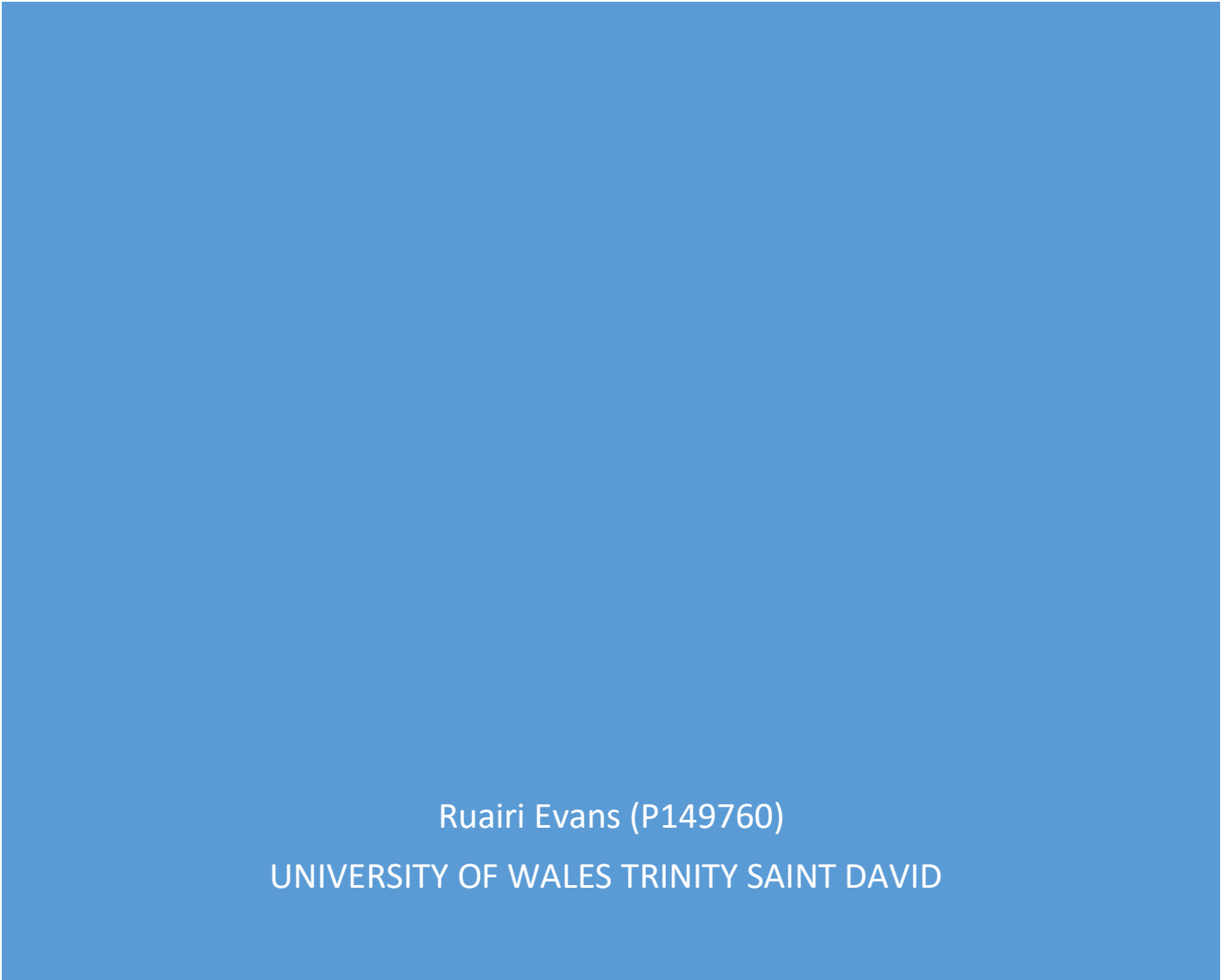




MAJOR PROJECT STAGE 2

Learning Journal



Ruairi Evans (P149760)

UNIVERSITY OF WALES TRINITY SAINT DAVID

Concept

The concept of the animated scene was from Kickboxing. Kickboxing is my favourite sport and I have been doing it for 3 years and in that time, I have learnt a lot of Kickboxing moves that involve a lot of kicks, punches and blocks.

The reason why I chose Kickboxing as the subject of my animation was because it one of my favourite sport and one of my big interests. I also want to promote the sport to people because of all of the great moves and wellbeing that it teaches.

My Target Audience would consist of young people and adults that would be aged 13 and above and people who are interested in Kickboxing and Martial Arts, I chose this Target Audience because I wanted to create some seriousness in my animated scene and I would be able to create more action and tension. If this was to be made for a younger target audience then I would have to tone down the punches and kicks which could be frighten the young audience.

At this moment of time, I have a blue belt in Kickboxing which is the sixth belt that I have achieved so far. Throughout the project, I had a green belt which was the fifth belt achieved in my Kickboxing club.

Other moves consist of being able to dodge punches and kicks and blocking them as well.

My animated scene would involve two characters that would fight in a boxing ring in an arena and it would have grey fences that would surround the characters as a way to mark where they have to fight. The set would be very simple by the background being coloured black and simple and there would be two spot lights above the characters to give them their focus.

Set Design

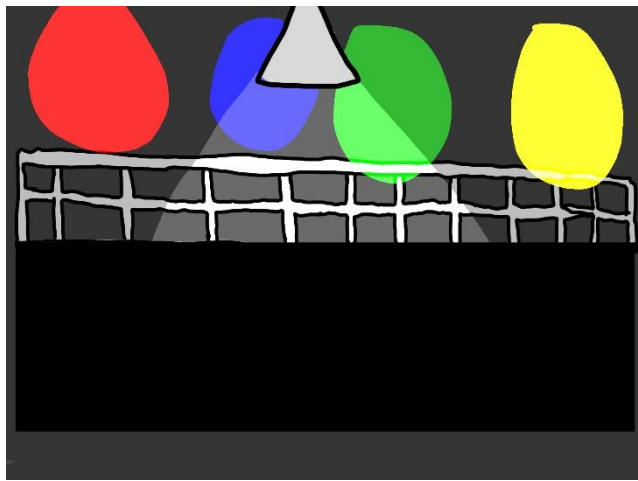
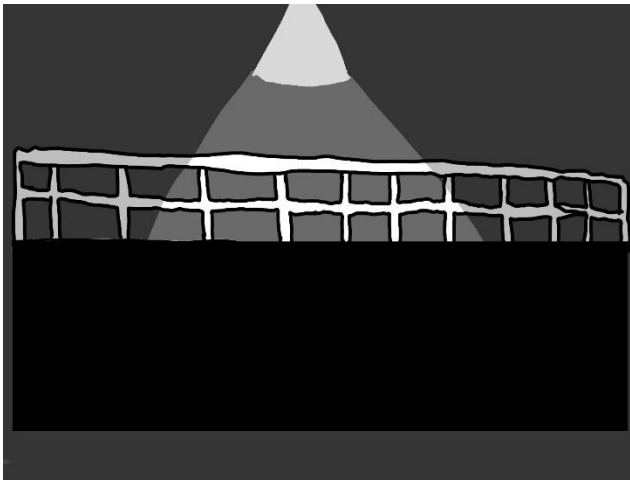
There are a lot of designs that I have made in my work in order to help create the look of my scene.

What I wanted to create was a boxing ring as my scene would take place in an arena.

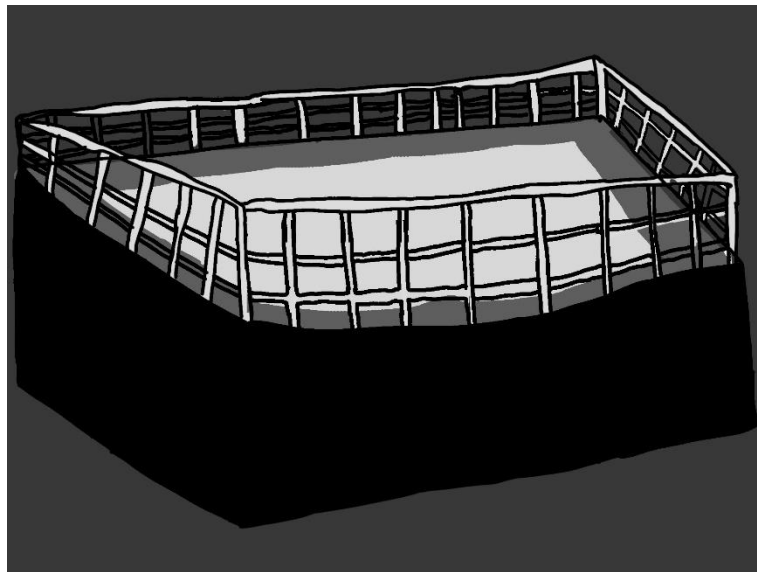


(Explained)

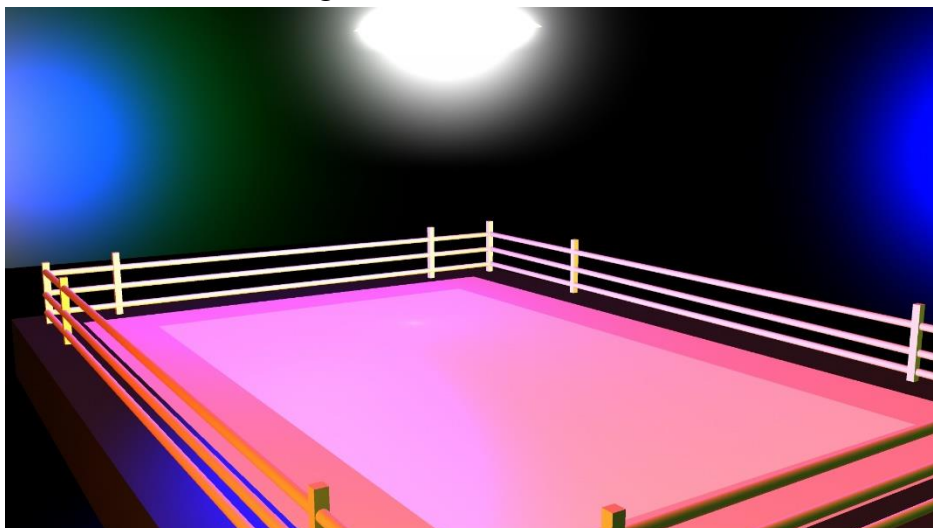
Above is an image of a boxing ring in an arena, this was the reference that I would use in my animated scene as a set, it would not include any background characters or scenery as a way to simplify the scene and have most of the focus on my characters fighters.



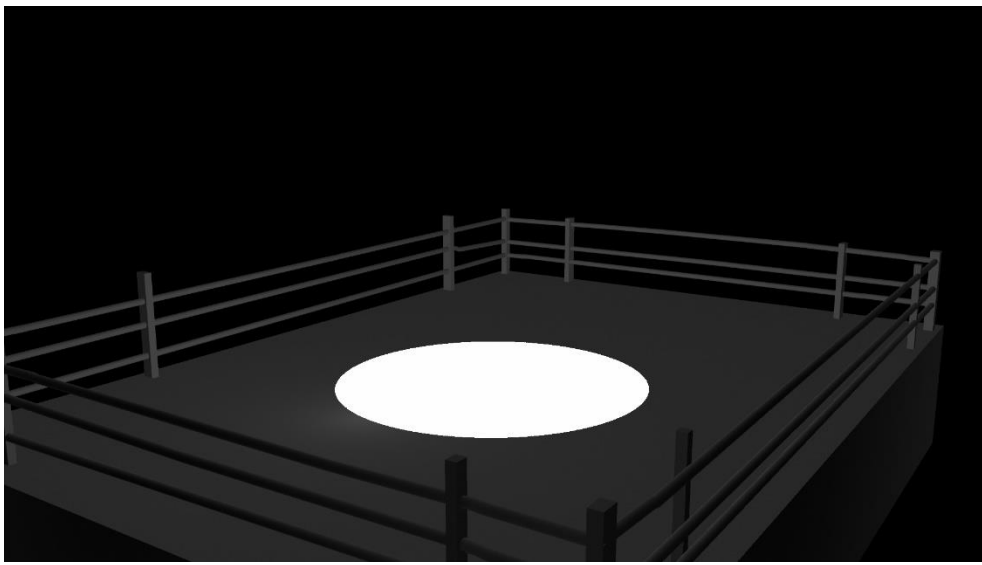
Above are 2D Drawings of my boxing ring based off the image on the previous page. One of my drawing experiments was adding stage lights and more colours.



This image is the boxing ring but this time with a 3D view so that way you can see more than one side of the ring.



This is a 3D Model of the set. The modelled set was created on Autodesk Maya 2018 by simply creating 3D cubes, cuboids, and logs. I have also added a spot light along with extra multi coloured lights around the boxing ring.



Here is an image of my set only this time with only a white spotlight which would point the viewer's focus for the characters in the fight. The reason why I decided to make the 3D Scene have very simple colours was because I felt that it helped make the scene a lot more serious and it would appeal more to the older viewers if it looked a bit darker.



Here is a picture my set with my two characters ready to fight in the set.

Character Design

Another step forward into creating my animation was creating the look for my characters.

Character Design is essential because it helps make sure that you receive a good idea of what you want your proposed character to look like when it has been drawn up.



Here is a 3D view of my drawing of the slim fighter. He wears a blue Gi which and a silver star. The Silver Star which is the logo and the colour blue indicates what group he is part of. The green belt shows what grade the slim fighter is and it gives the audience a good sense of what abilities he should be able to perform. The reason why he has a Head Guard, Gloves, Shin and Foot Guards are to protect provide protection from any serious injury.



Here is the muscly fighter. He wears a red Gi with a silver S which also indicates what Kickboxing group he is part of, he also wears a black head, shin and foot guards for protection and has a black belt in indicate that he is at the top grade so the audience expect him to perform some brilliant abilities and execute them to perfection.

I chose the colour theme red and black as a way to make my character look evil and intimidating. I will be display my colour inspiration later in the write up.



Here are the references for the outfit that both of my characters wear, these pictures were taken by myself.



These pictures are of me in full Kickboxing Sparring Kit which is also a reference for my characters. The pictures were taken by a member of my Kickboxing Class.

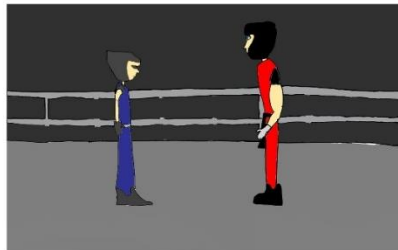
Storyboards

When it came to writing up my animated scene, I needed to draw up some storyboards as a way to show my idea for what my scene would look like and what action there would be.

Here is the sequence



Introduction Shot



Two fighters face each other ready to bow.



Slim Fighter bows.



Muscly Fighter does not bow showing disrespect.



The Characters bounce.



The camera zooms to the Slim Fighter's face



The Camera pans to Muscly Fighter.



Muscly Fighter Kicks and punches Slim Fighter.



Slim Fighter is knocked to the ground



Slim Fighter gets some heavy punches



Muscly Fighter Spins Slim Fighter in the air.



Slim Fighter gets a heavy punch.



Muscly Man punching non stop.



Slim Fighter takes some heavy hits



Muscly Man then lifts his hand for a fatal punch



Slim Fighter looks terrified



Closer Shot of the fist



ECU of eyes to show fear.



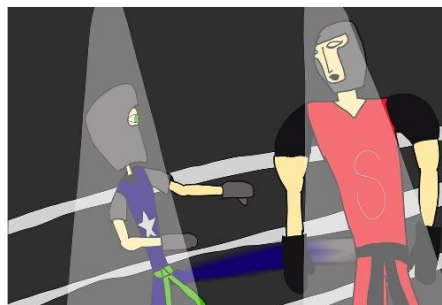
Slim Fighter rolls over and avoids the fatal punch.



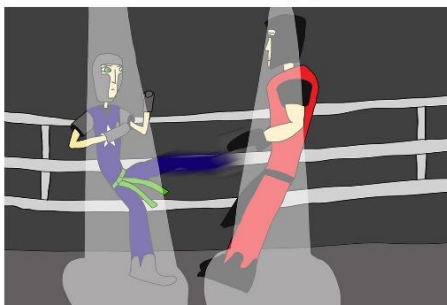
Muscly Character is confused into what has happened.



Slim Fighter side kicks Muscly Fighter.



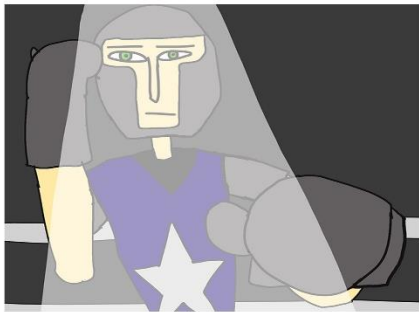
Slim Fighter kicks Muscly Fighter.



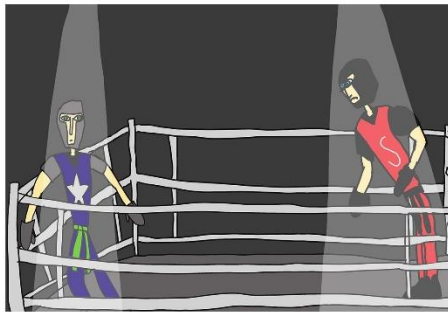
Slim Fighter Kicks Muscly Fighter to the middle of the ring



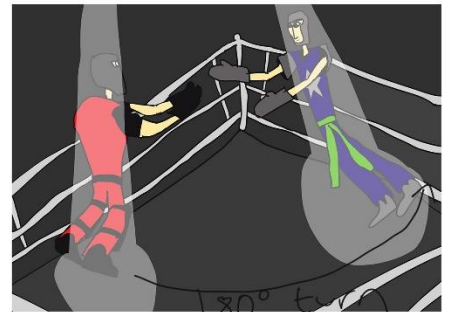
Muscly Fighter gives a punch.



Slim Fighter gives a punch



They get flown to the edges of the ring



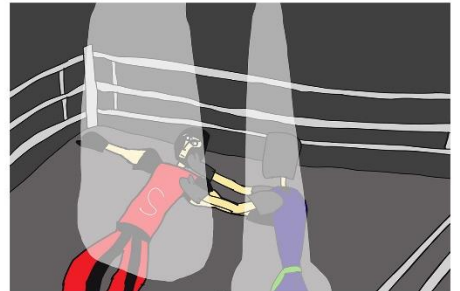
They then jump towards each other



They freeze mid air



Slim Fighter gets ready to hit



Muscly Fighter gets knocked to the ground



Slim Fighter punches Muscly Fighter



Muscly Fighter gets kicked into the edge of the ring



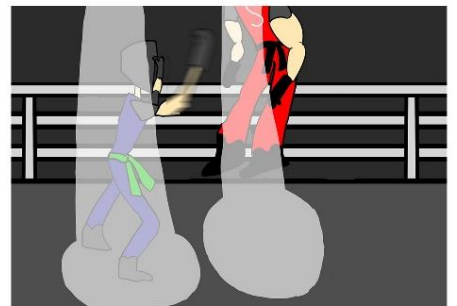
Muscly Fighter snarls in anger



Muscly Fighter flies towards Slim Fighter



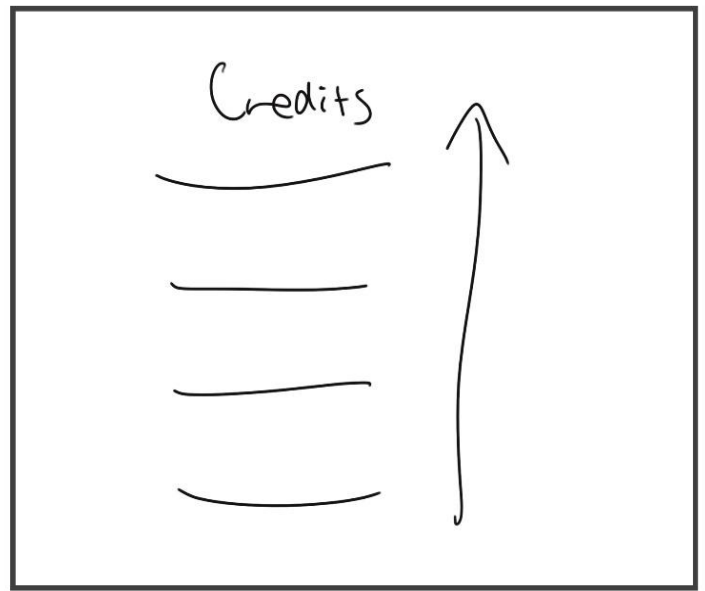
Slim Fighter gets ready



Slim Fighter sends Muscly Fighter into the air



Slim Fighter sends Muscly Fighter flying off the ring and declares himself Victorious.



Ending Credits

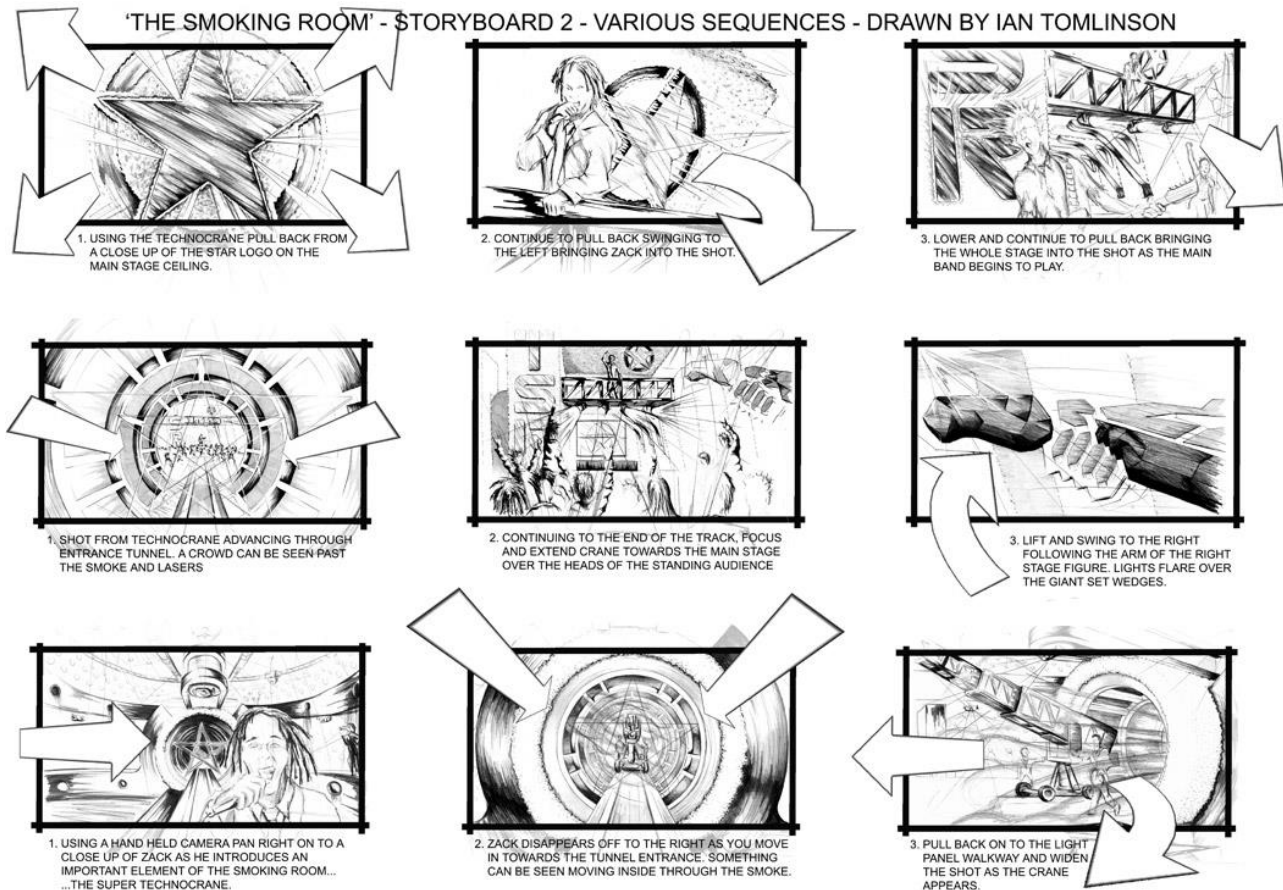
The reason why I chose to add colour to my storyboards was because I felt that colour can help identify each character. For example, I wanted the muscly fighter to wear a red Gi so that way whoever reads the storyboard or watches the animated sequence can identify that he is the evil character.

I also feel that by adding detail to each storyboard helps to inform the reader the sense of the tone, background and the emotion being described in the visual story.

I also decided that it was necessary to include lighting effects. In my storyboard images, I included some spot lights that were edited on Adobe Photoshop by reducing the opacity to create a light effect. I felt that the spotlights were needed as a way to show the viewers watching the scene which characters and action had to be focused on.

Storyboards are very important because they help to tell the proposed story visually through a sequence of pictures, you can even draw up the scenes and write up some small notes for your planned shots.

'THE SMOKING ROOM' - STORYBOARD 2 - VARIOUS SEQUENCES - DRAWN BY IAN TOMLINSON



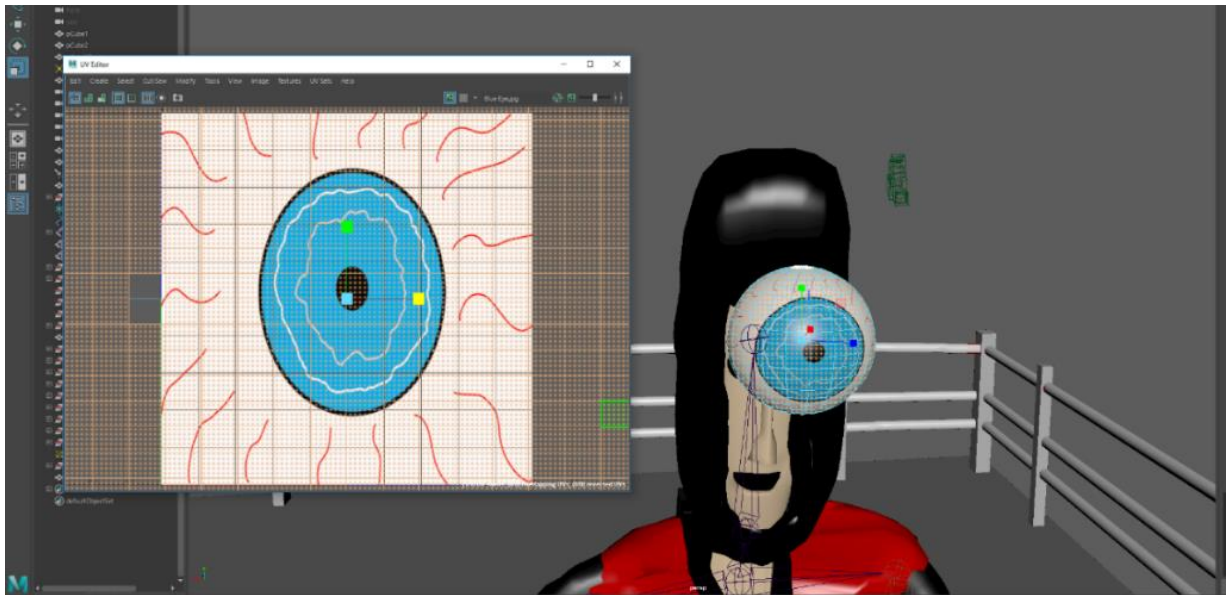
(Mediarocks100, 2013)

The picture above is a storyboard sequence, it is drawn in Black and White to make it look very simple. There are arrows around that point in different directions to show the planned movement of the cameras and the characters, the descriptions below the shots help to explain what happens in the shot but the drawings display the emotions and the detailed action.

Modelling

After designing my work, it was time to animate. The first step was to go on to Autodesk Maya 2018 and start to use 3D shapes to create the characters.

Modelling is very important and needed urgently when it comes to animation because it is the method of creating the characters, their shapes, colours and any textures they may have. Without modelling, there is no character, animation or set.

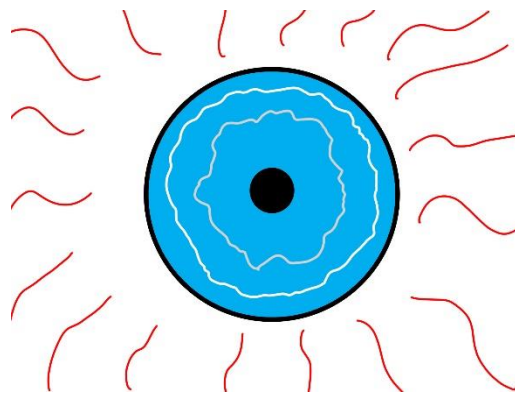


One of the techniques I used was the UV Editor. I created an image like the one above which is the iris and the blood vessels around the eye. I would make the 2D drawing into a new texture and with the UV Editor, I would make sure my image fitted a particular shape.

The UV Editor is handy because it helps the Maya user scale the size their picture to place on their chosen texture.



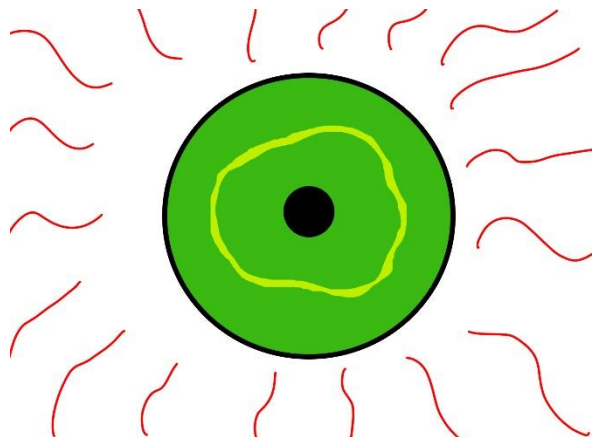
(Heitong OD)



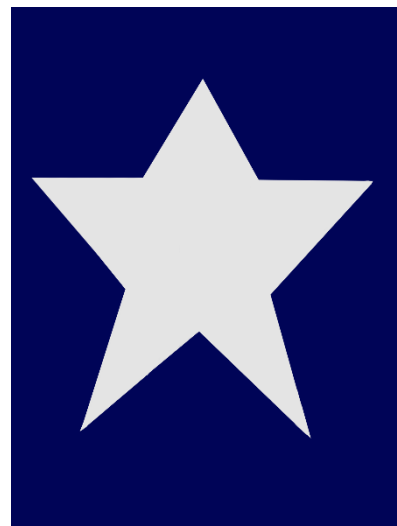
The picture on the left is a blue eye that is the source for my 2D Texture of the blue eye.



(MO. Issa, n.d.)



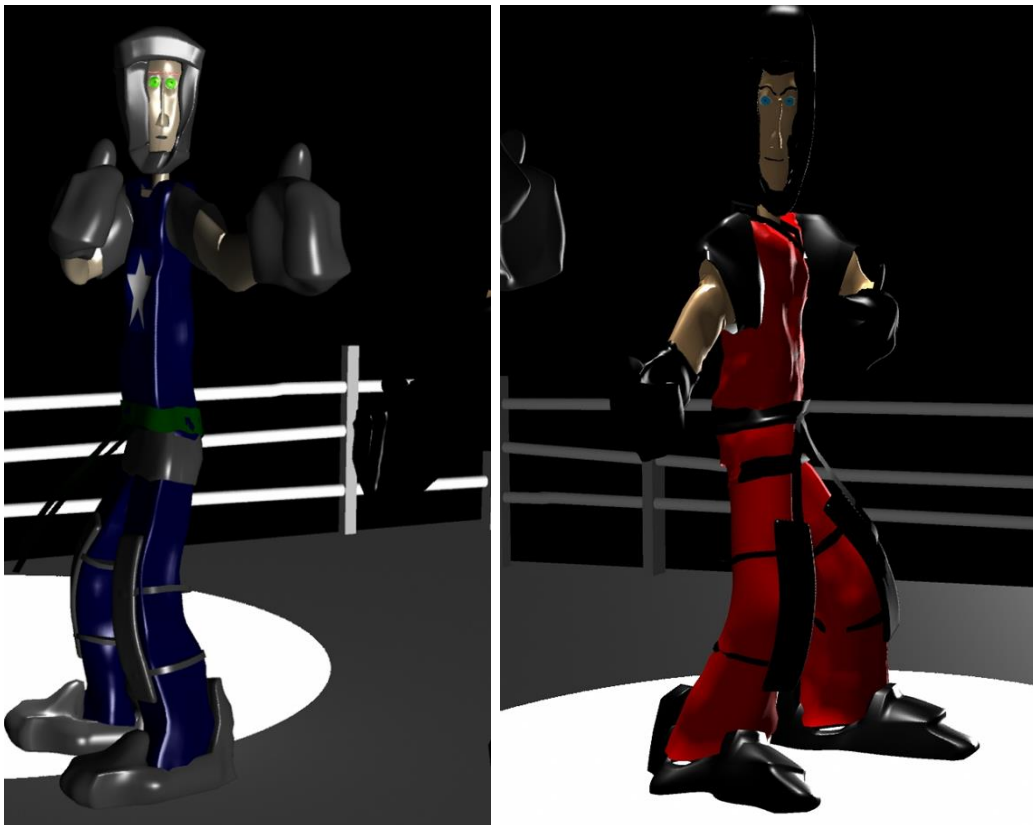
This picture on the left is a green eye which is the reference to the green eye I made as a Maya Texture.



These images are the logos of the clubs that each individual character is from. The red logo with the silver S is the muscular fighter's club blue one with the Silver Star is the Slim Fighters club. I did not reveal the club's names as I did not feel that would have been necessary.



This is the source for my logos. It resembles two dragons which is the name of my club and the dragons symbolise the name of the club and they help others with identifying which Martial Arts club I am part of based of the logo. The colour red also makes me stand out as being a member of a particular club.

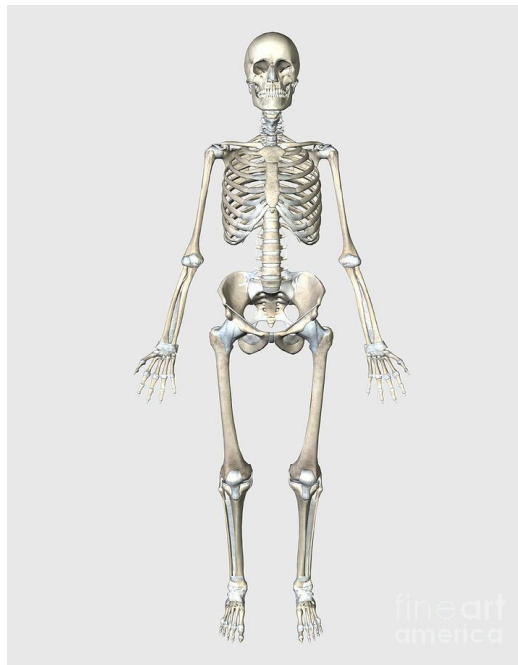


Here are my two characters fully modelled and based from my drawings. The slim fighter is on the left and the muscly fighter is on the right. This is the result of designs and modelling the characters.

Rigging

After the modelling stage was completed, it was time to move on to rigging. Rigging is an important stage when you create your character because that is when you add the joints to the character and the joints then create the movements of the character along with other movements on its bodies such as the arms and legs.

I added joints all across the bodies of my characters to help them move realistically. I had a joints for the body, shoulders, elbows, hands, neck, head, thighs, knees and feet. I did not create any figure or toe joints as they would not be necessary for the movements and the figures and toes would not be seen anyway.



(Images)

Above is a human skeleton which is the reference for the rigging of my character. It was important to use a human skeleton as a reference as it would help me to gain an idea of how I could create the joints for my characters and where they should be.

References to other fight scenes

There are a lot of fight scenes and Martial Arts actors that I looked at. I felt that it was important to look at different fight scenes because they could have good choreography, sound effects, camera positions, sets and backgrounds to make the fight scene appeal more to its intended audience.



(Filmbox, 2019)

One of the fights scenes I looked at was from *Star Wars Episode I: The Phantom Menace* (Star Wars Episode I: The Phantom Menace, 1999). This is the fight scene when Qui Gon Jinn and Obi Wan Kenobi fight Darth Maul near the end of the film.



(Filmbox, 2019)

What inspired me in this fight scene was the look of Darth Maul, I thought that he looked very villainous by the details on his face. Maul's red face signifies the evilness of his character and all of the black tattoos with edges which are also on his face help to display his malicious character.



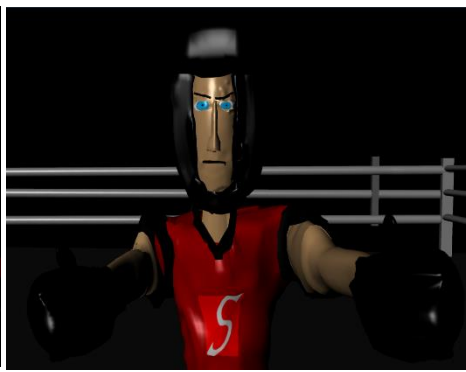
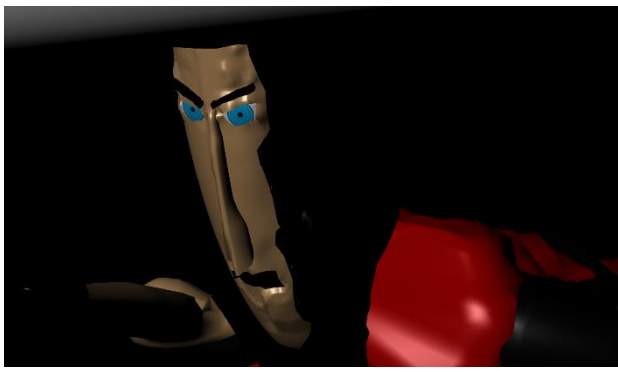
(Filmbox, 2019)

Here are some character expressions of Darth Maul. As a way to explain to the viewer that Darth Maul is a nasty character, he shows a lot of expressions as pictured above, he snarls when he gets frustrated and he smirks when he is excited and to intimidate his opponent.



(Filmbox, 2019)

Darth Maul also wears black robes and wields a double ended red lightsaber. The double bladed sabre makes him look unapproachable and invincible and the dark coloured theme of red and black visually displays him as a villain.



I based the muscly fighter's character description and colour theme from Darth Maul (Star Wars Episode I: The Phantom Menace, 1999). The colour theme of red and black displays darkness and danger and his character expressions for example when he lowers his eyebrows and smirks and snarls help to tell the audience that he is the villain. The dim lighting also shows the gloom in his character.



(Filmbox, 2019)

As for Qui Gon Jinn and Obi Wan Kenobi (Star Wars Episode I: The Phantom Menace, 1999), to help say that they are the good guys, they wear cream robes as a way to show the brightness and goodness in the characters. The look more approachable because they only have single bladed lightsabers and they are coloured green and blue respectively so that way, the viewer knows that they are the heroes.

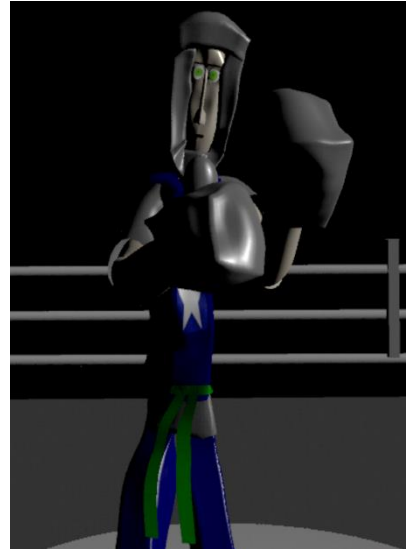
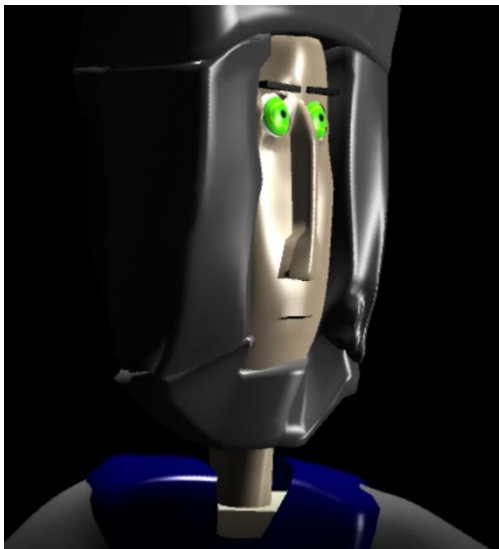


(Filmbox, 2019)



(Filmbox, 2019)

To show that Qui Gon and Obi Wan (Star Wars Episode I: The Phantom Menace, 1999) are not evil, their lips are shut and their eyebrows are not lowered so that way they looked focused and determined when they fight.



I based the colour theme of the slim fighter from Qui Gon and Obi Wan (Star Wars Episode I: The Phantom Menace, 1999). I felt that if I applied the colours blue and green, that would say to the viewers that this fighter is the good character and to further display the good in him, I placed him in bright lighting and gave him neutral expressions and closed lips so that way he would not appear evil.



(BruceLeeVideos, 2009)



(BruceLeeVideos, 2009)



This is a fight scene from *Enter the Dragon* (Enter the Dragon, 1973) when Lee fights O'Hara. Based on this fight scene, I decided to base the muscly fighter's disrespectful attitude from O'Hara when he bashes a board instead of bowing. The reason the writer has made O'Hara do that is to say to the viewer that he is the villain and does not respect the rules.



(BruceLeeVideos, 2009)



In this part of the fight, O'Hara breaks the rules. He grabs Bruce Lee by his legs, I made the muscly fighter do the same because that also shows the disregard of the rules and selfishness of the character.



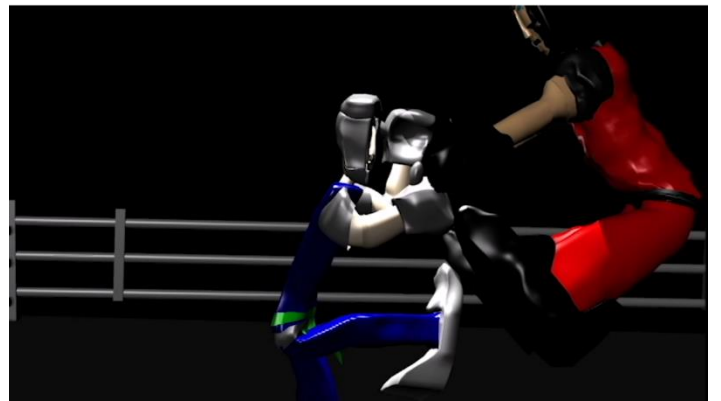
(BruceLeeVideos, 2009)

Lee kicks O'Hara to the edge of the battle. By O'Hara being knocked to the edge of the battlefield, it visually displays that he has been beaten and there is no point for him to continue to fight (1973). This is another reference to my animated fight near the end when the muscly fighter gets flown on to the fence in the boxing ring.



(BruceLeeVideos, 2009)

The final part of my animated fight is based off the end of the scene when Lee kills O'Hara . The reason why animated it in slow motion was for the viewer to see the movements of the punches and to create some tension for them as well. I thought that they will see more tension if the final shot is in slow motion.





(Movieclips, 2015)



(Movieclips, 2015)



The scene when the slim fighter gets beaten badly is based from a fight scene in *Raging Bull* (Raging Bull, 1980). I chose this reference as I like the camera shots above because they show you the emotions of the characters such as determination and fear. The dark colours also show the danger as well and the emotion as well.



(movieclips87, 2017)



There are also some references to Indiana Jones and the Raiders of the Lost Ark (Raiders of the Lost Ark, 1981) as well. One example is Indiana Jones fighting a large and muscular man just like my animated scene has a tall man with large muscles. I chose this reference because I wanted to show a challenge between a shorter slim fighter and a large muscular fighter.



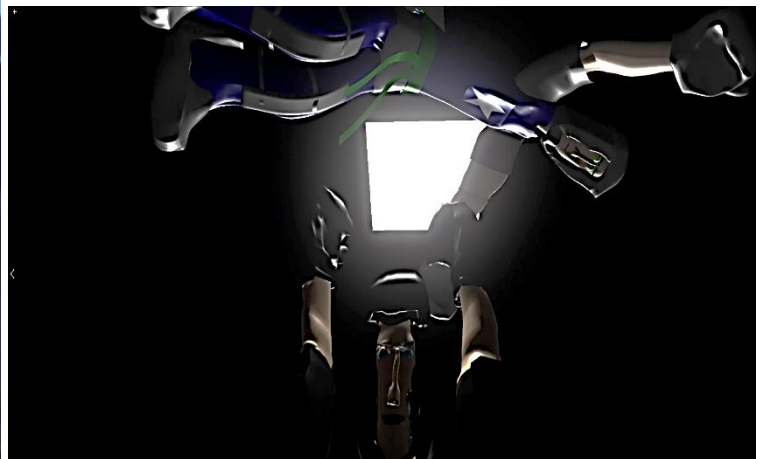
(movieclips87, 2017)



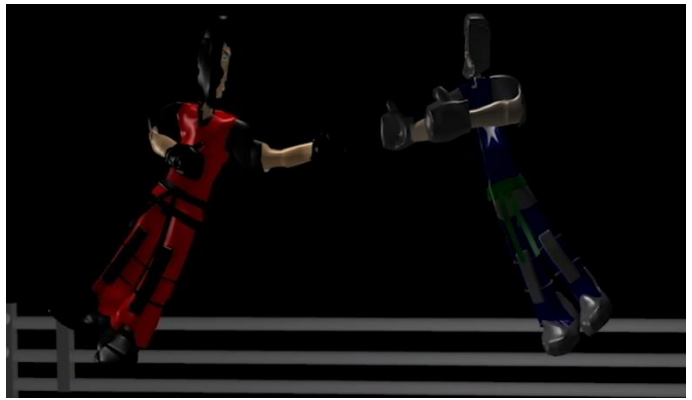
I thought the shot of the camera pointing upwards to the muscular fighter (Raiders of the Lost Ark, 1981) was a good way to make him look powerful and dangerous so as a result, I did the same thing with my camera pointing up to the Muscly Fighter as well.



(Movieclips, 2018)



There were also two scenes from Shrek (Shrek, 2001) that I thought would be good to reference in my animated scene. One of them was when Shrek spun a knight mid-air, I chose this reference to make it appear that the Muscly Fighter is trying to show off.



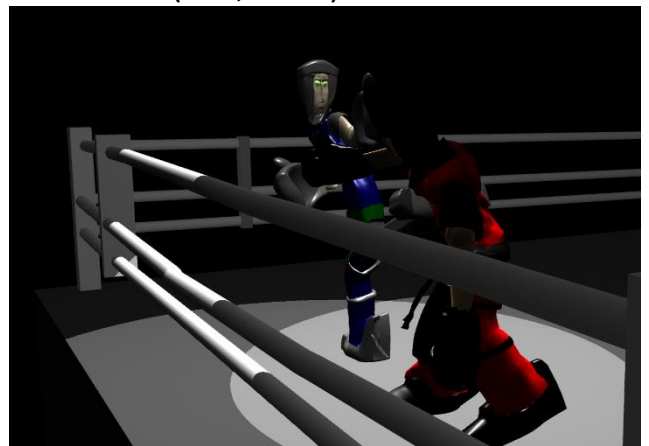
(Anthony, 2017)

My favourite reference from Shrek (Shrek, 2001) was when Fiona fights Robin Hood's group of men. When two of the men jump and surround Fiona, the camera makes a 360 degree turn as a way to make the viewer wonder who Fiona will hit first. In the animated scene I made the camera do a 180 degree turn in my scene as way to make the viewer question who will hit first.

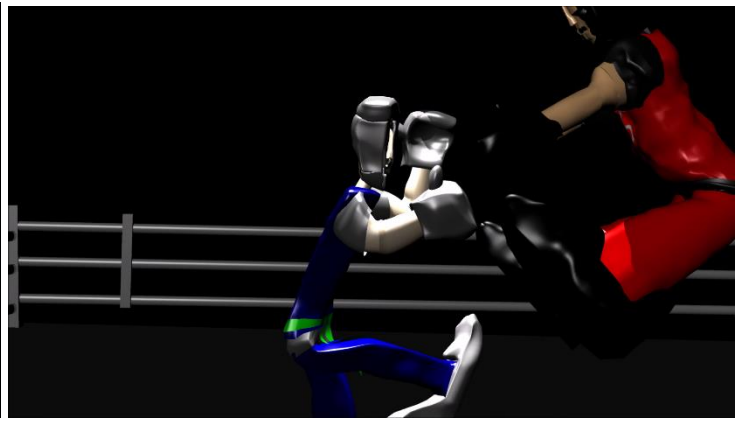


(ALZ, 2009)

(ALZ, 2009)



Finally, I also looked the fight scene from Kickboxer (Kickboxer, 1989) when Kurt takes on a giant man. The references I chose from this scene are two different camera views which I liked because I thought that it was important for the viewer to see the action from a different point of view.



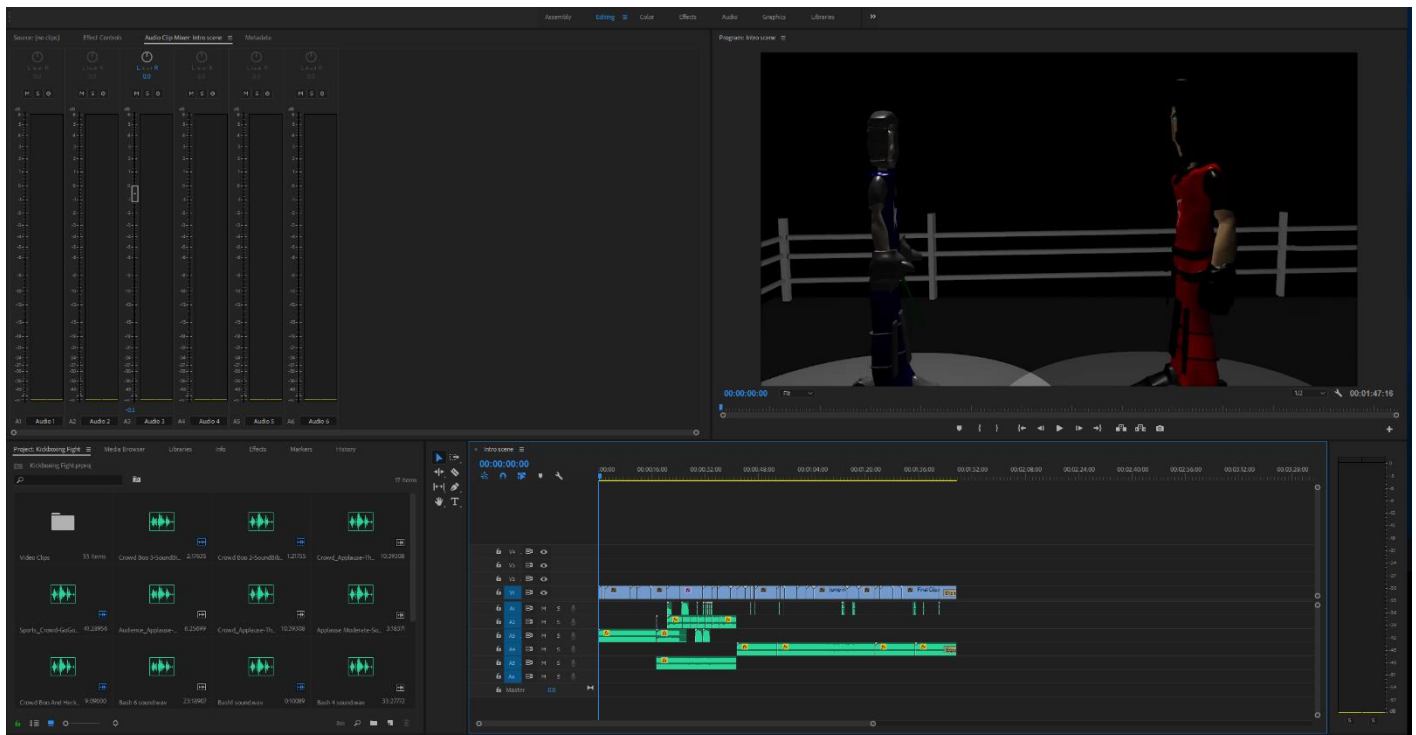
(ALZ, 2009)

I referenced the end of the fight when Tong gets kicked out of the ring (Kickboxer, 1989). The reason why I based the end of this fight scene from Kickboxer was because I felt that it was a good idea to show the muscly fighter get kicked out of the arena as a way to conclude the fight and it would make the scene appeal more to the viewer.

End of the project

After animating, I rendered all of my scenes but it was very important that the scenes were tested to make sure everything was perfect in each scene.

I also recorded my own sound effects for the animated scene and they were for the punching and kicking sounds. I also downloaded some sound effects online for the audience cheering and booing in the background (FreeSound) as I felt that if I applied sound in the scene, it would enhance the storytelling more when combined with the



I edited the video on Adobe Premiere. The editing stage is very important because that is when you add all of your visual and sound clip together and then you clean and modify them, place them in their correct positions and once they're ready, export the video into an appropriate video format.

I also used Movie Maker to save my rendered scenes into MP4 files as the avi renders were too big in terms of data to store and play without pausing.

And that concludes this Learning Journal completed in May 2019.

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