

Advanced Character Performance

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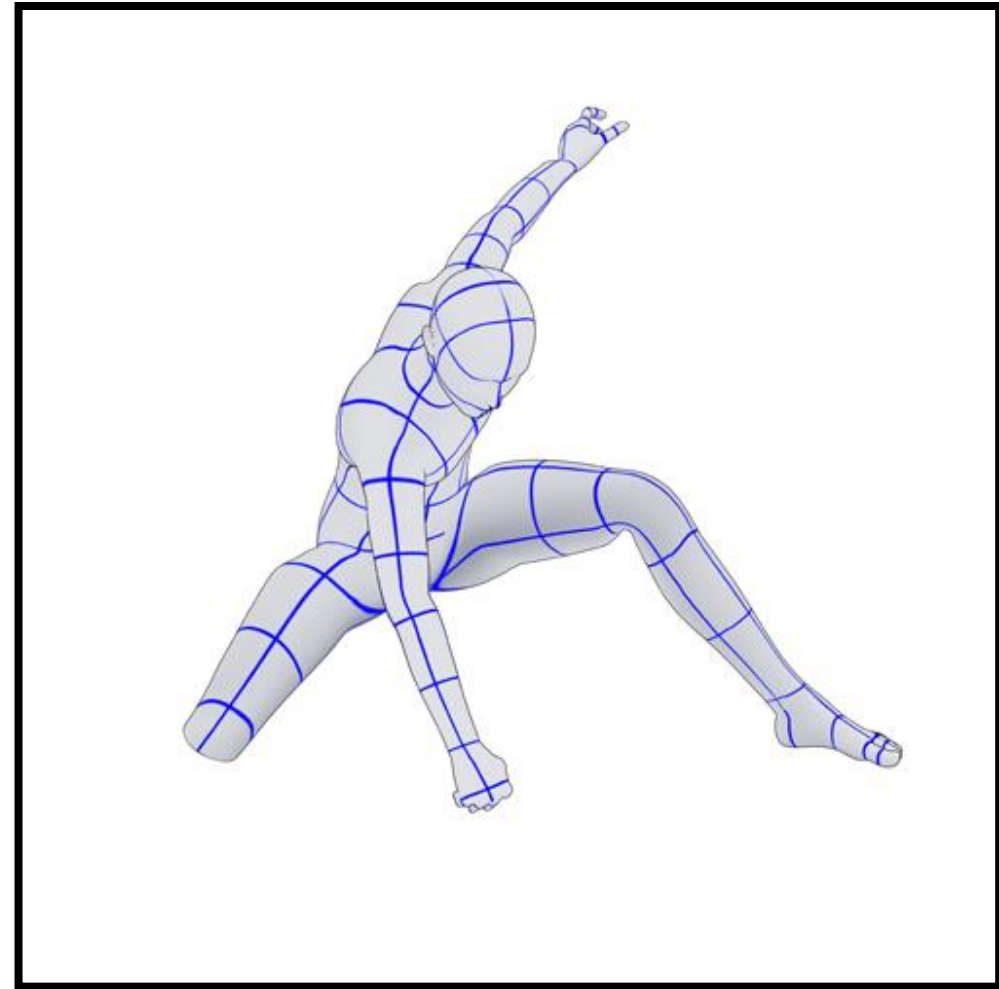
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INTRODUCTION

What makes a character's performance feel real?

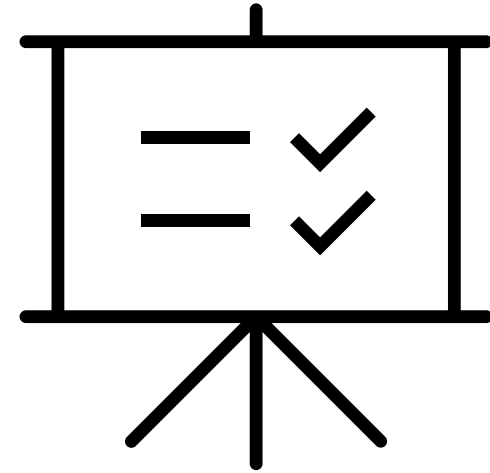
For a character, it's all about communicating their personality, body language, emotional connection to the audience, and interaction with their environment.



GOALS

The following presentation will investigate -

- The history of character performance and the social constraints
- Animation sequences referencing character performance
- Conclusion of how I will be implementing these practices into my animation



SOCIAL CONTEXT

Audience expectations have developed over time in animation, from early slapstick comedy performances to now modern works, that focus more on character empathy and their portrayals on screen.

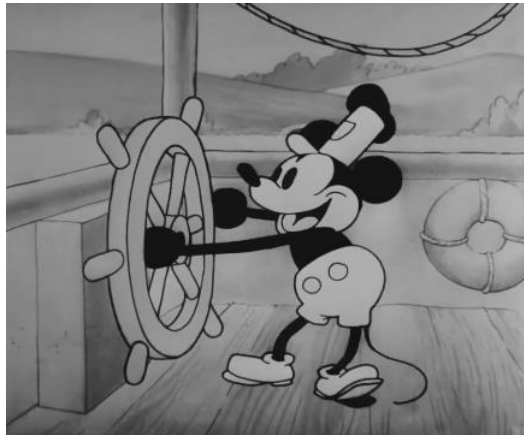


Lion King 1994 (Cartoon Animation) [1]



Lion King 2019 (3D Realism Animation) [2]

THE HISTORY OF CHARACTER PERFORMANCE



Steamboat Willie (1928) ^[3]



Tom & Jerry (1951) ^[4]

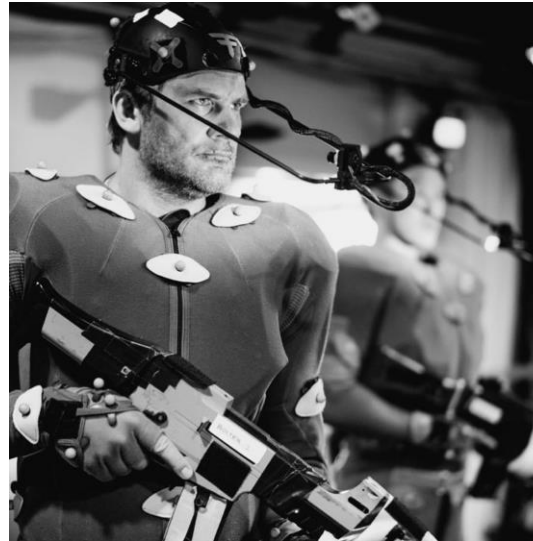
Traditional 2D animation relied on

- Exaggerated motions
- Audience anticipation
- Cartoonish movement
- Heavy Impacts
- Slapstick comedy

MODERN CHARACTER PERFORMANCE



Space Marine 2 ^[5]

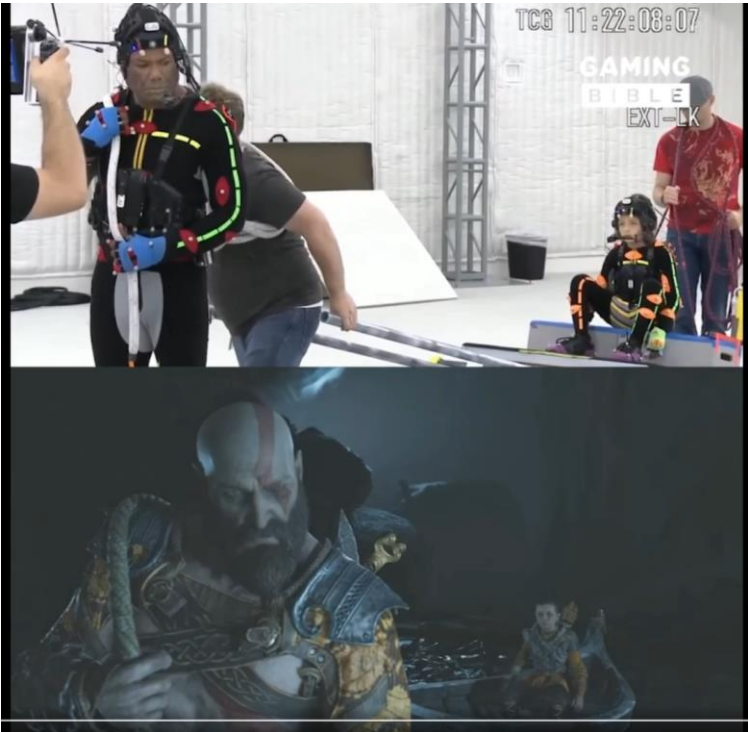


Motion Capture



Facial Capture

CAPTURING EMOTION



[6]

More advanced technical capabilities allow even further capture of human emotion and body language through motion capture. This helps convey deeper emotions, personality, and intent in animation, portraying a more human story to the audience. The example in the video shows actors Christopher Judge (Kratos) and Sunny Suljic (Atreus) in the video game God of War (2018) [6]

KEY EXAMPLES TO CHARACTER PERFORMANCE



Spider-Man: Across the Spider-Verse (2023)

[20]

- Character emotion
- Environment interaction
- Side Character interactions
- Camera shot
- Intent
- Anticipation

THE POWER OF REVEAL

Example - Darth Vader in "Star Wars: A New Hope, shows the example of how a character's powerful entrance can set the overall mood of the film.



[13]

PROPOSAL FOR ANIMATION - FOCUS AREAS



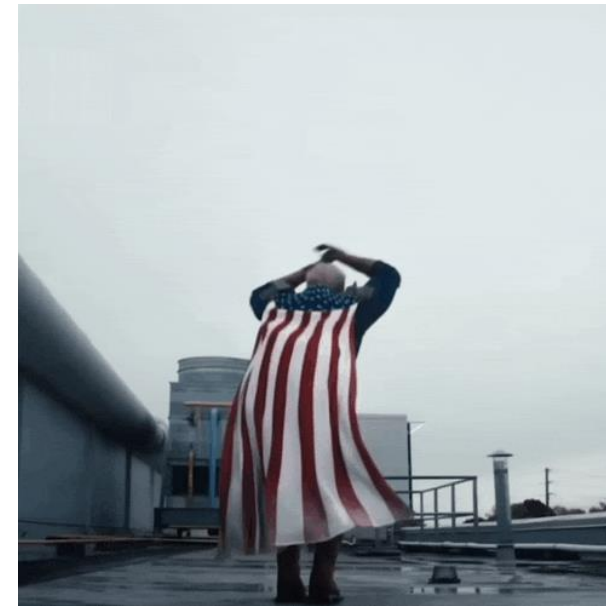
[8]

Character Reveal & Impact



[9]

Audience connection to emotion



[10]

Character Performance

ANIMATION IDEA



My animation idea -

- Entrance
- Impact
- Action
- Audience Engagement

ANIMATION IDEA - THE SUPERHERO LANDING

The main focus of my animation the superhero landing or 3-point landing is used commonly in action films, TV shows, cartoons, video games and comics with superhero themes.



[11]

CAMERA SHOTS



[12]

Camera Shot 1 -

- Low angle shot conveys superiority and might
- Zoom in focus
- Character Silhouette
- Focus on character



[13]

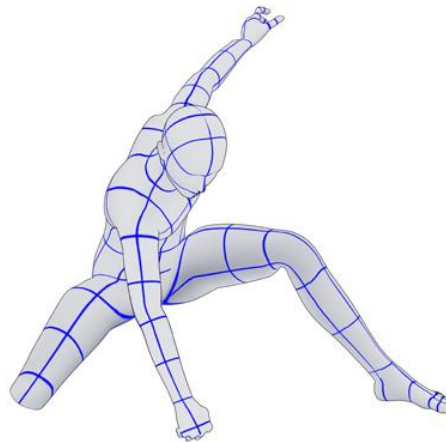
Camera Shot 2 -

- Central focus and positioning
- Leading lines of focus
- Lighting on audience focus point

CAPTURING THE MOTION THROUGH ACTIONS



[17]



[18]



[19]

ACTIONS



[13]

Primary Action-

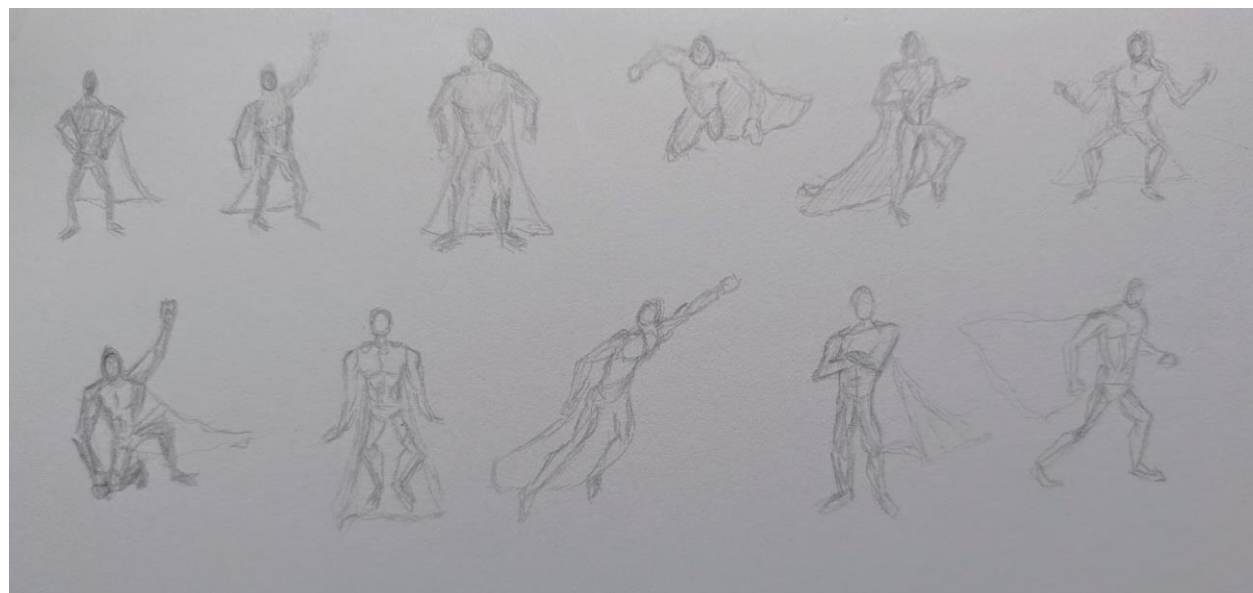
- Flying
- Landing force

Secondary Action-

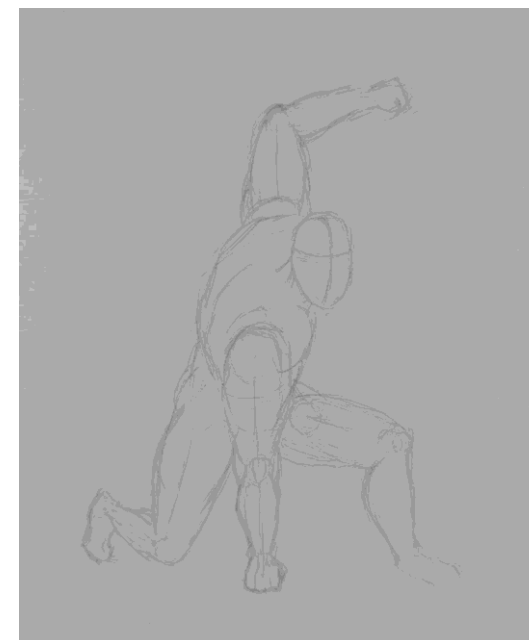
- Cape movement
- Dust cloud

CHARACTER POSES & THUMBNAILS

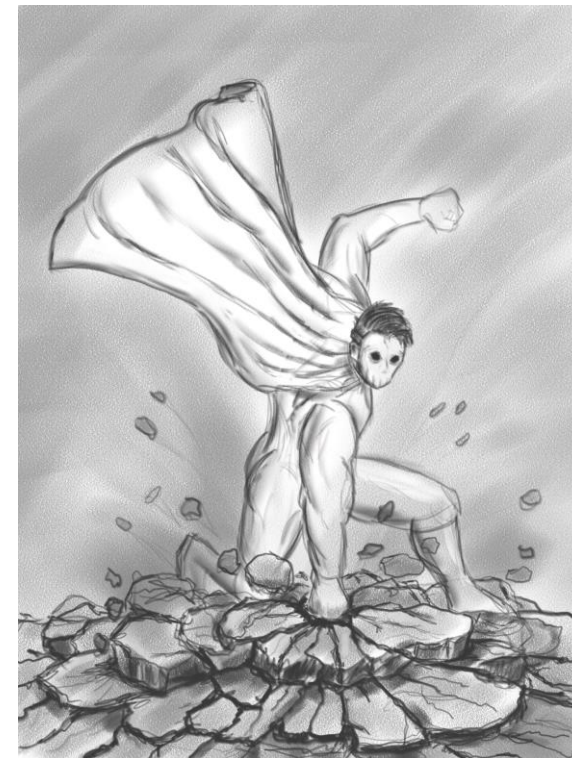
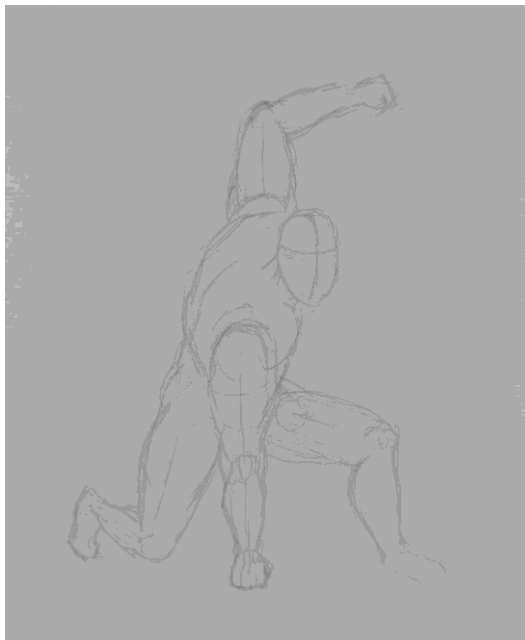
Character pose thumbnails



Primary Action - Three-point landing



CHARACTER CONCEPT



GOOD VS EVIL



Man of Steel: Superman
(2013)

[12]



The Boys: Homelander
(2019)

[10]

SCENE SET UP



Normal city scene

[15]



Apocalypse city scene

[16]

STORYBOARDING



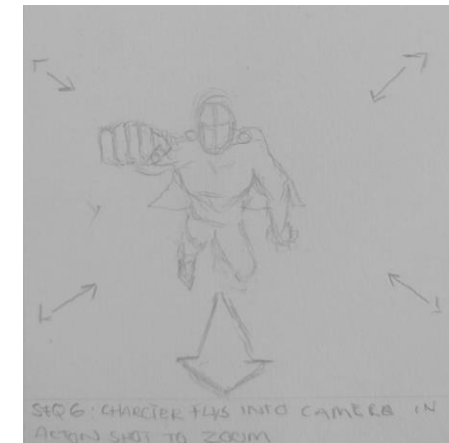
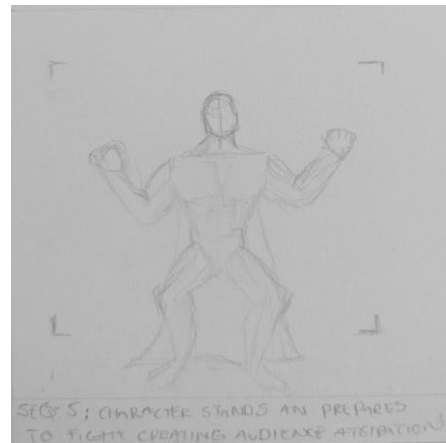
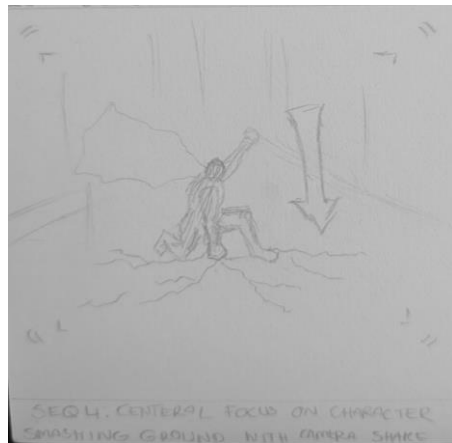
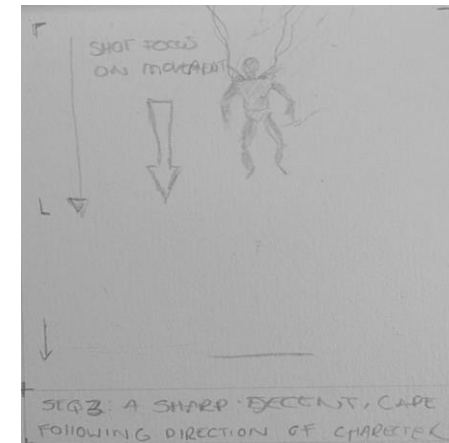
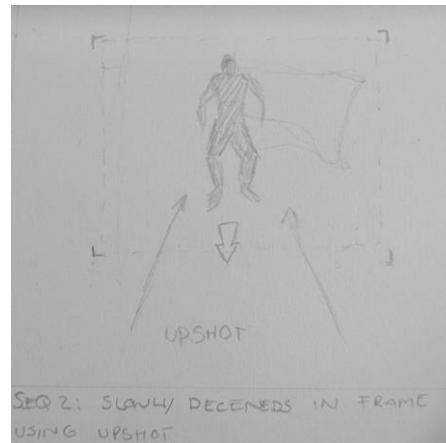
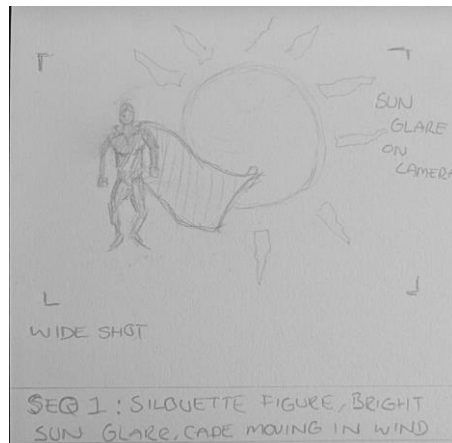
Spider-Man: Into the Spider-verse
(2018)

[7]

Benefits to storyboarding -

- Character motivations
- Emotions
- Mood and tones
- Body language and movement
- Visual Storytelling

STORYBOARDING





THANK YOU FOR LISTENING



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