

C

R

E

P

A

R

T

A

I

C

V

T

E

I

C

E

T

t

e

x

t

T

t

e

x

t

INDEX

Programme: BA (Hons) Computer Animation
Module: Creative Practice 3
Module code: M5X01568
Julia Bronowska
Student number 2008157

bceada2

b08ffz

fff95

Introduction

For my Compositing sequence, I decided to create a 30 second clip depicting a man hiding from a dangerous and threatening alien.

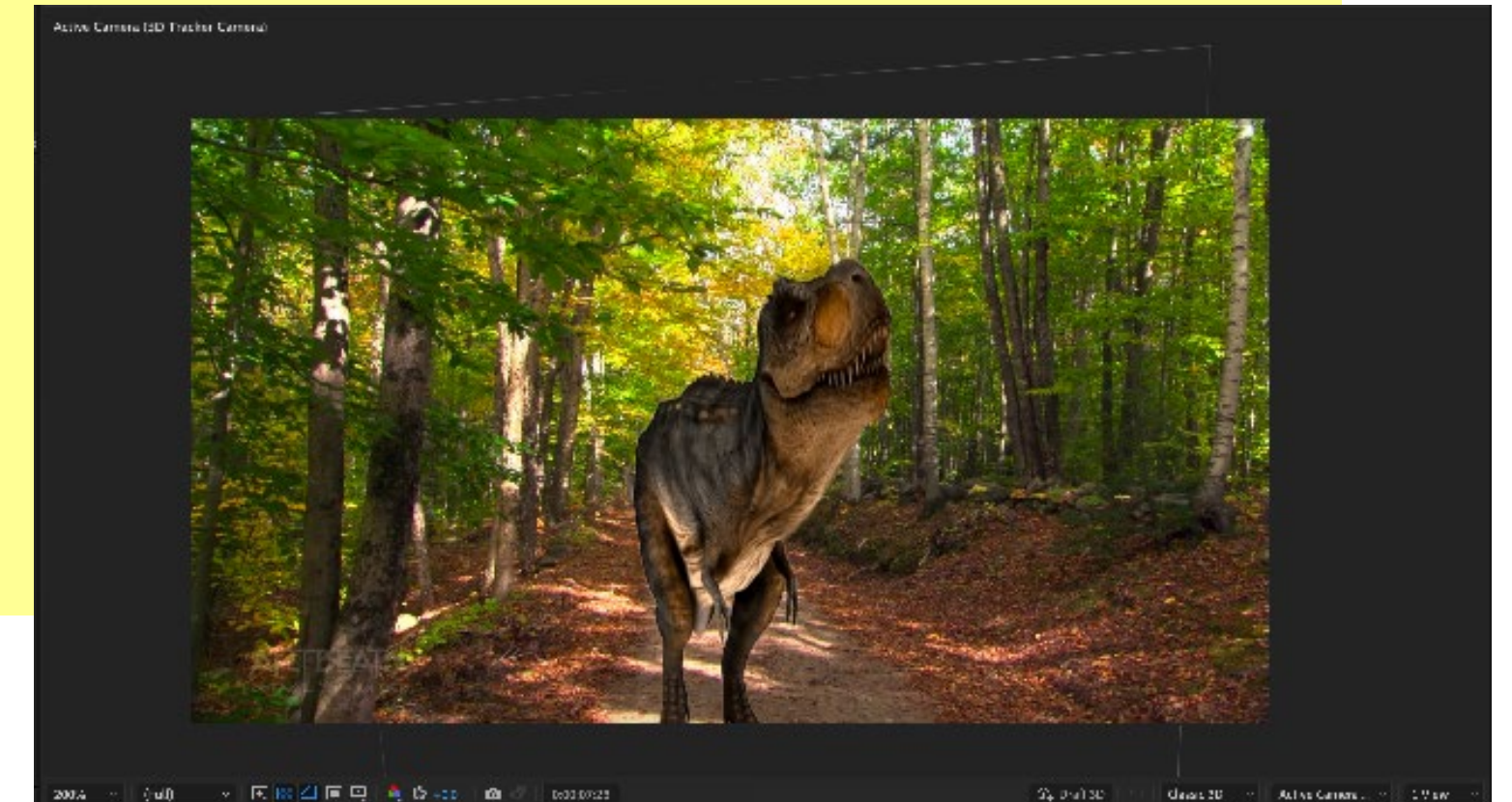
To begin my design process and pre-production, I worked through all class material. Having little experience with after effects and VFX before this, going through the tutorials, practising new skills and applying them was necessary if I were to succeed in this assignment.

Pre production: Lessons

Camera motion and 3D scene data; T-rex

To complete the task, I had to import a rendered 3D asset on a green screen background and animate it in a 2D scene. First, imported all documents and renamed the for efficiency. Then, I used a keylight to erase the greenscreen. I then moved the anchor point to the foot, to make its stance in the scene more realistic when connected to the tracking data.

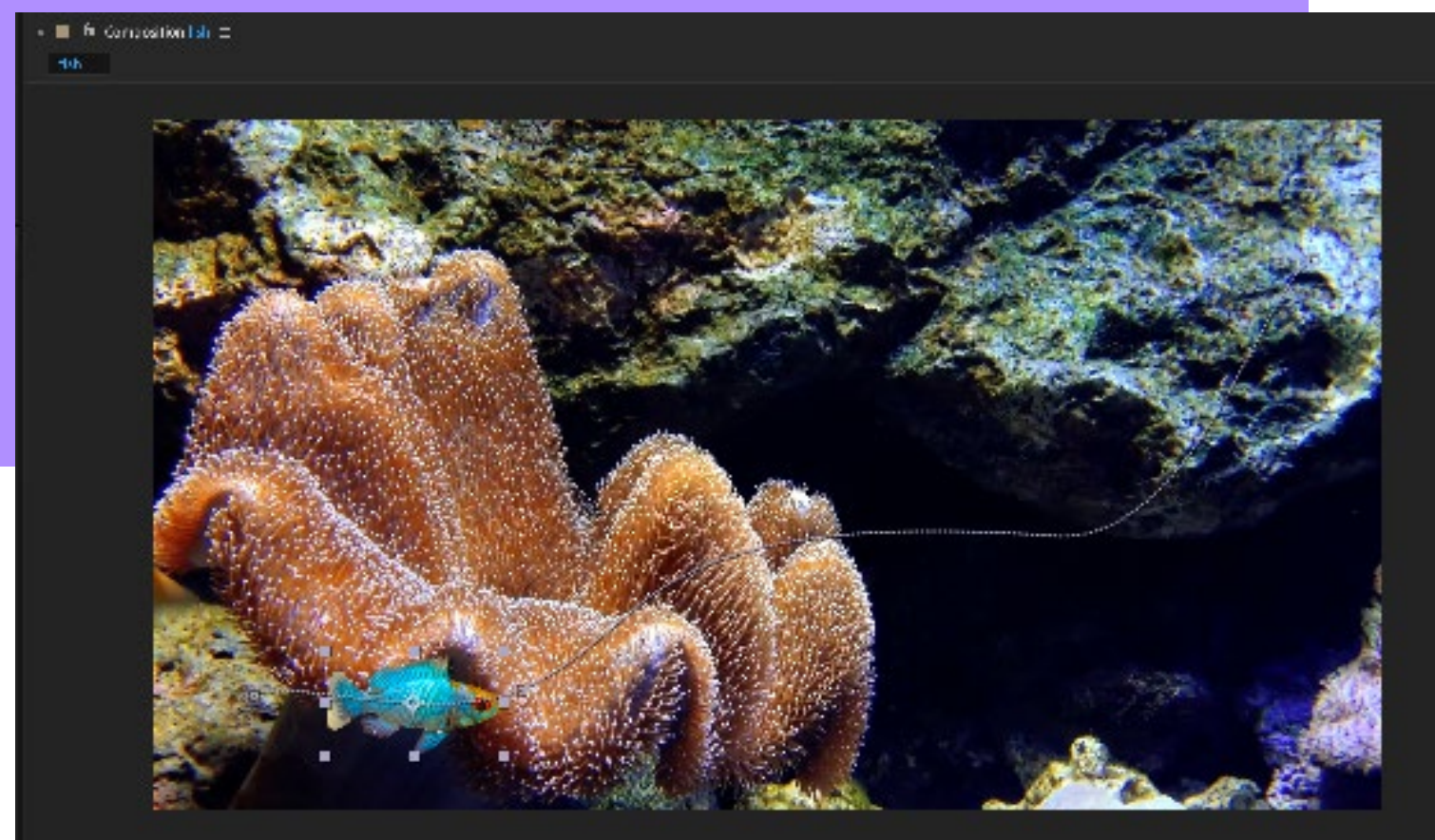
To create the tracking data, I analysed the footage and established a selection of points. I used the tracking data to make a Null Layer that would connect to the T-rex and link it to the scene, making it look present.



Puppet tool; The fish tank

With this task, I learned the basics of using after effects. How a composition was set up, how to navigate the layers and how to import files, once the basics were understood I could begin learning to animate and manipulate assets in a composition using the puppet tool.

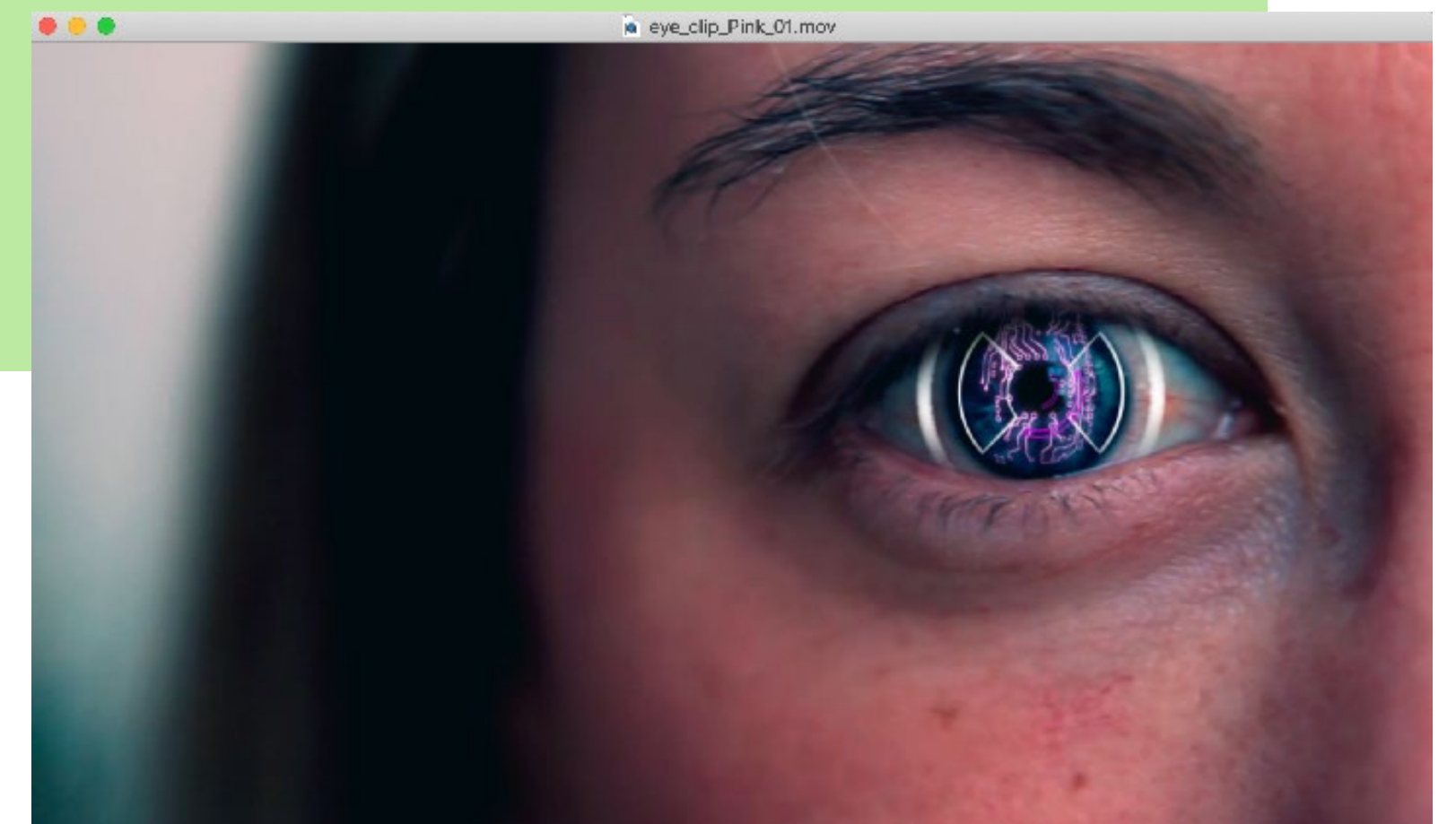
Though I didn't use the puppet tool in my final work, it was a useful ask to give me a basic understanding of the software, making it much easier for me to learn new techniques and tools later on.



2D camera tracking; The eye

Now that I was more confident with the software, I decided to push further with this task and complete my own version of the tutorial, changing some aspects of it. The finished render of my eye in my submitted folders, eye_clip_Pink_01.

I began with using motion tracking to track part of the eye as it moved, then linked that data to a selection of assets that would move with the eye. I also learned how to apply masks and animate points of the mask to move with the footage. I animated each individual element in the eye, both manually and using expressions. Finally, I colour corrected the whole thing to really bring out the pink glow animation in the eye.

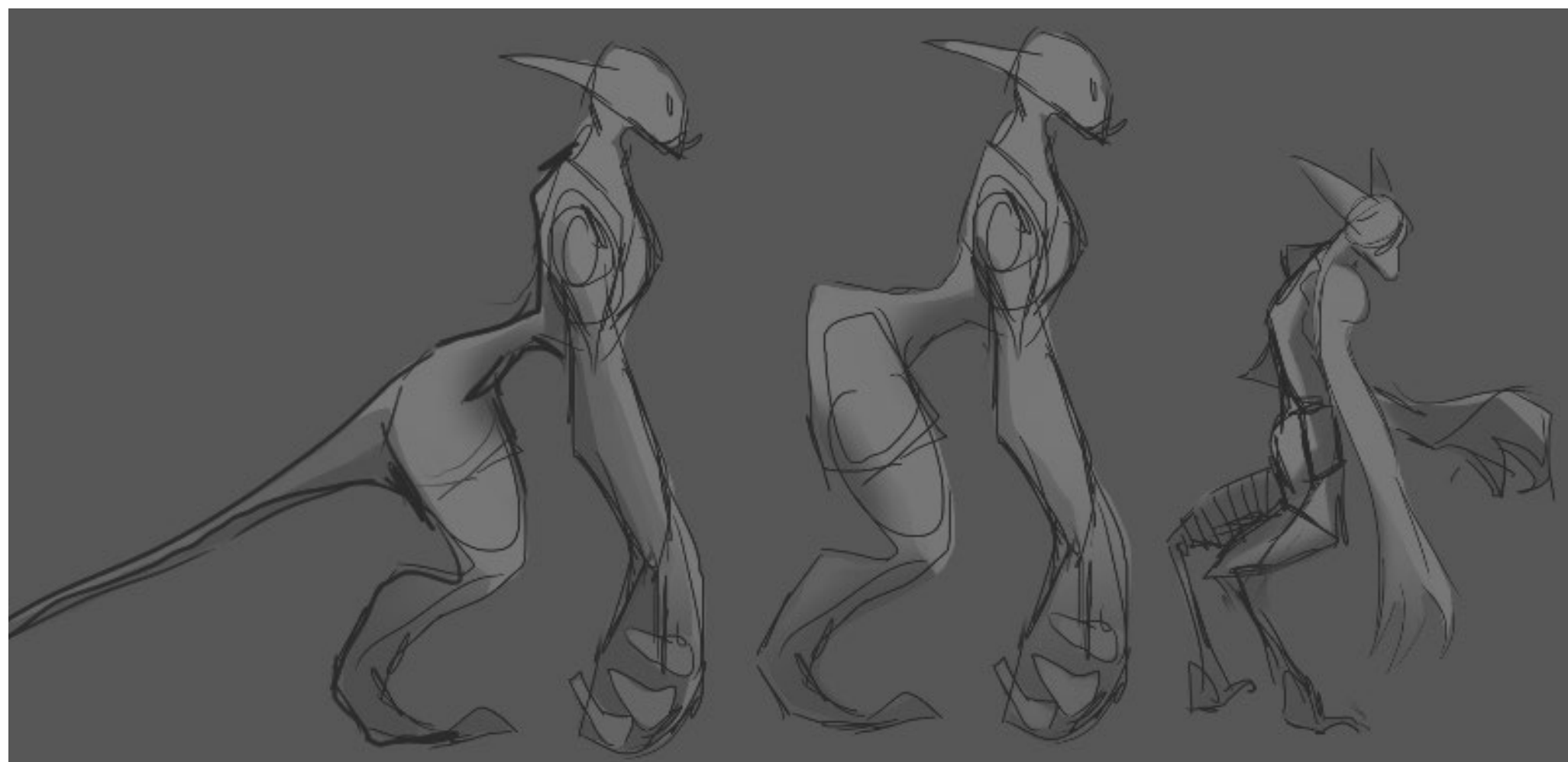


Pre production : Concept Art

Initially, I planned to model, texture, rig and animate my own alien that I would then import into the scene. This did not go ahead due to time constraints, however I do have work on this part of the project I would like to share. It is still relevant and aided me in my creative decision making when it came to my final product.

It didn't take long to decide on a design for my alien as I already had an idea of what I wanted. Having looked at the Xenomorph from alien and other classic monsters, I decided on making something large and vaguely humanoid.

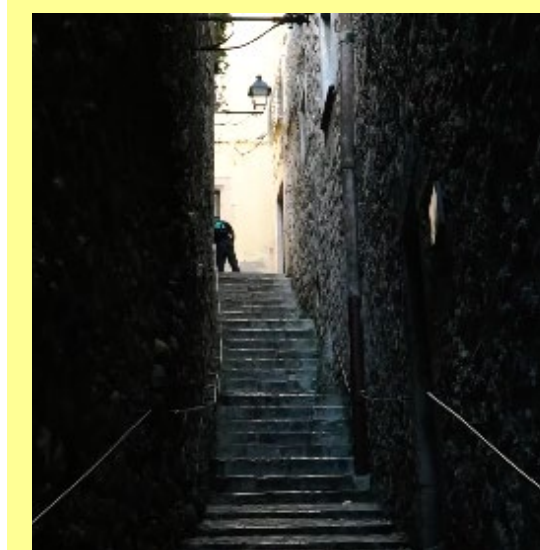
Their proportions were exaggerated and elongated paired with small, round forward facing eyes and slick round body parts. They were intended to be smooth and with unreasonably long limbs making them seem uncanny and unsettling. I decided on simple, round features as I wanted the creations to seem almost trusting and approachable, making them all the more dangerous.



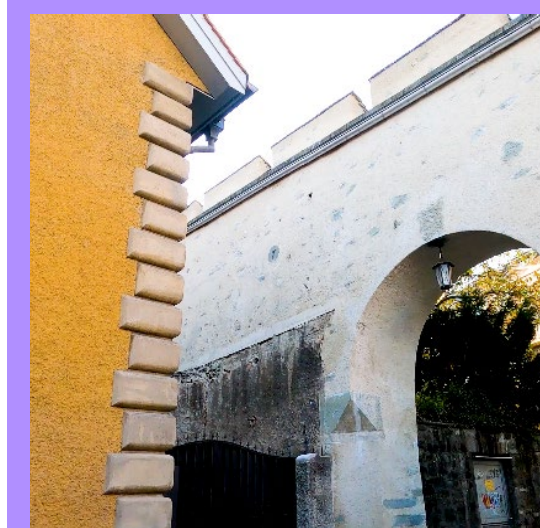
video



This is my chosen vidoe fottage. I like the destroyed enviroemnt, amkign it seems liek a figth or crash ahs ahppend in the bacground. The way the walls frame the scene have a great effect, fosuing the attetnion on the center wherre teh alien will creep roudn the coner. with effects and colout ocreeign this scene will be perfect.

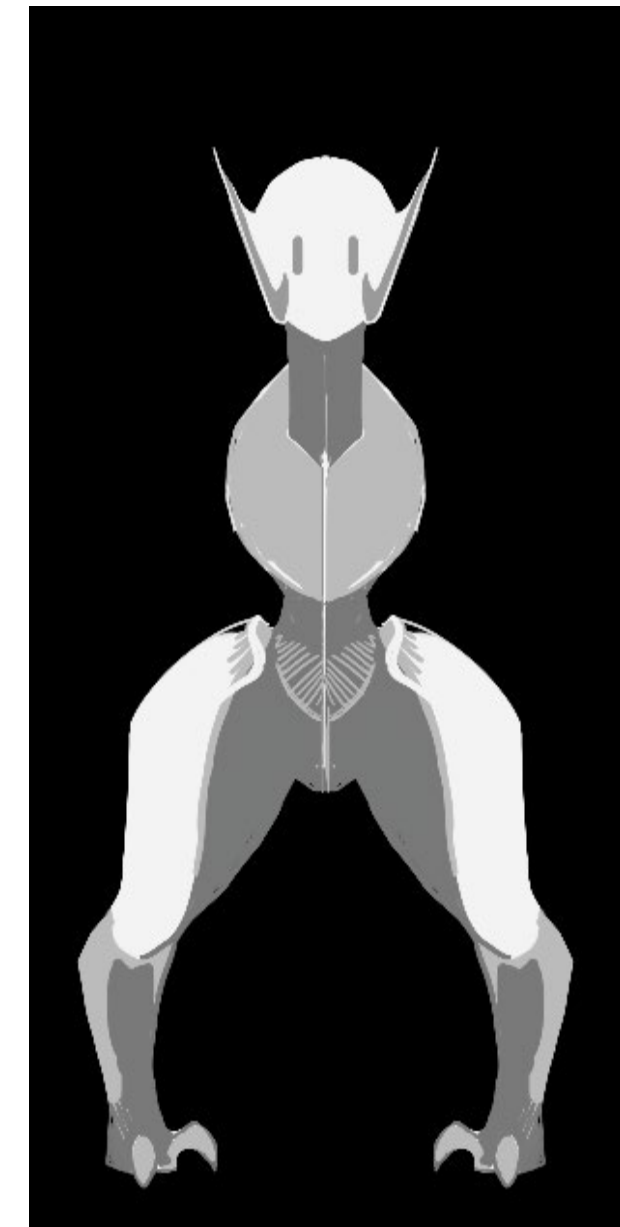
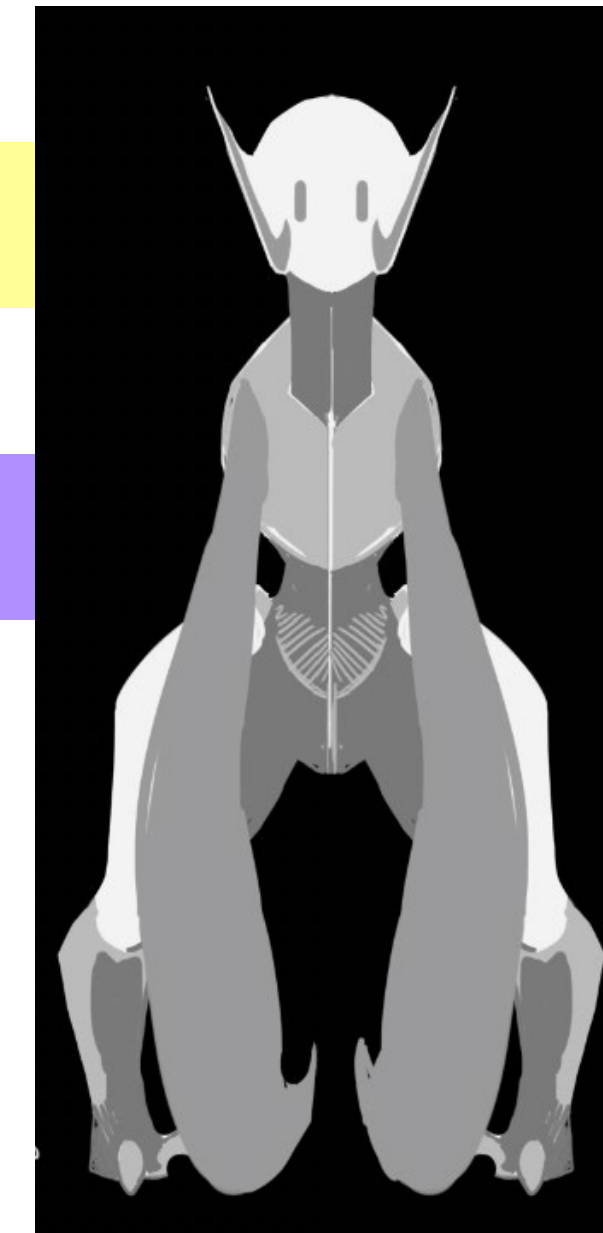
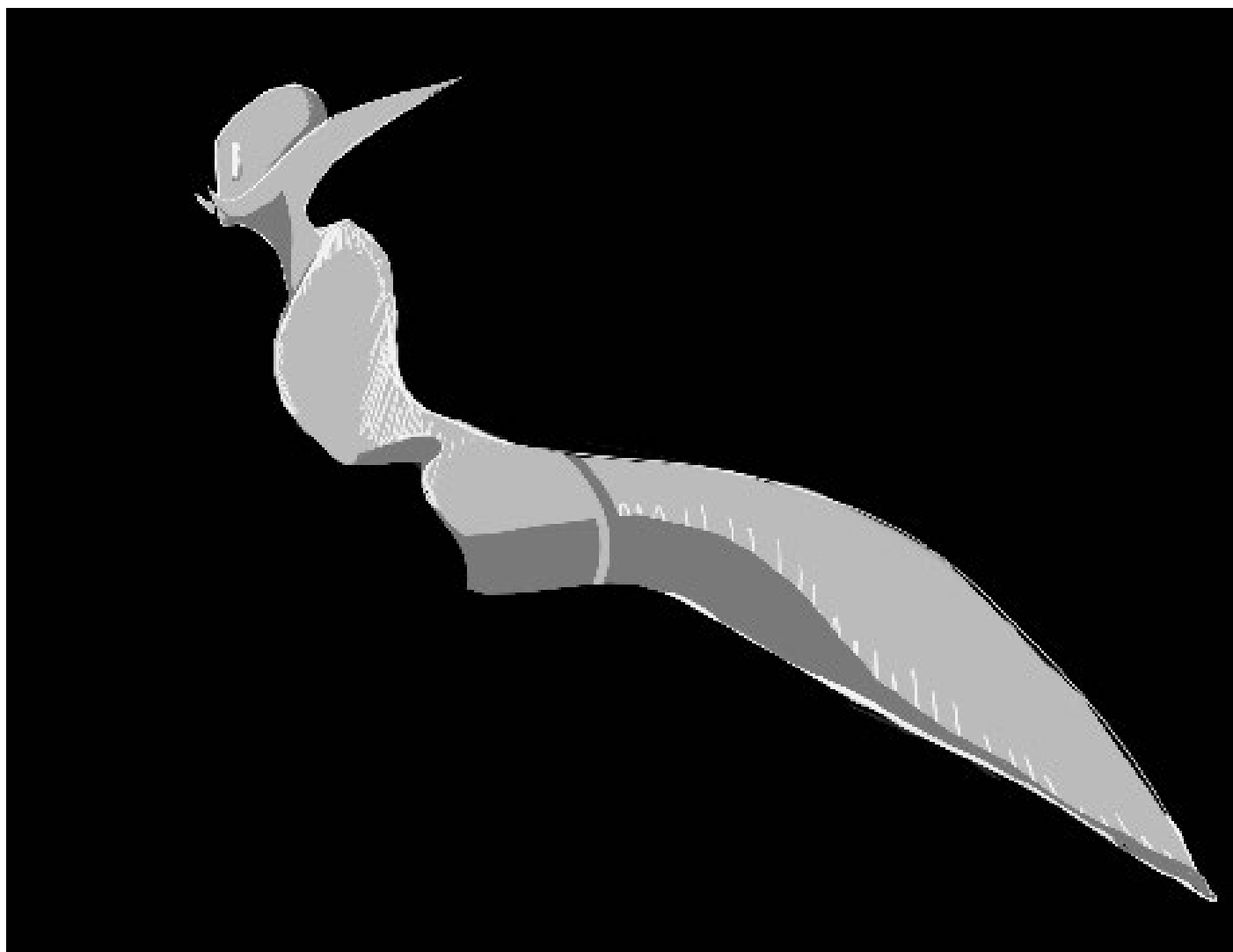
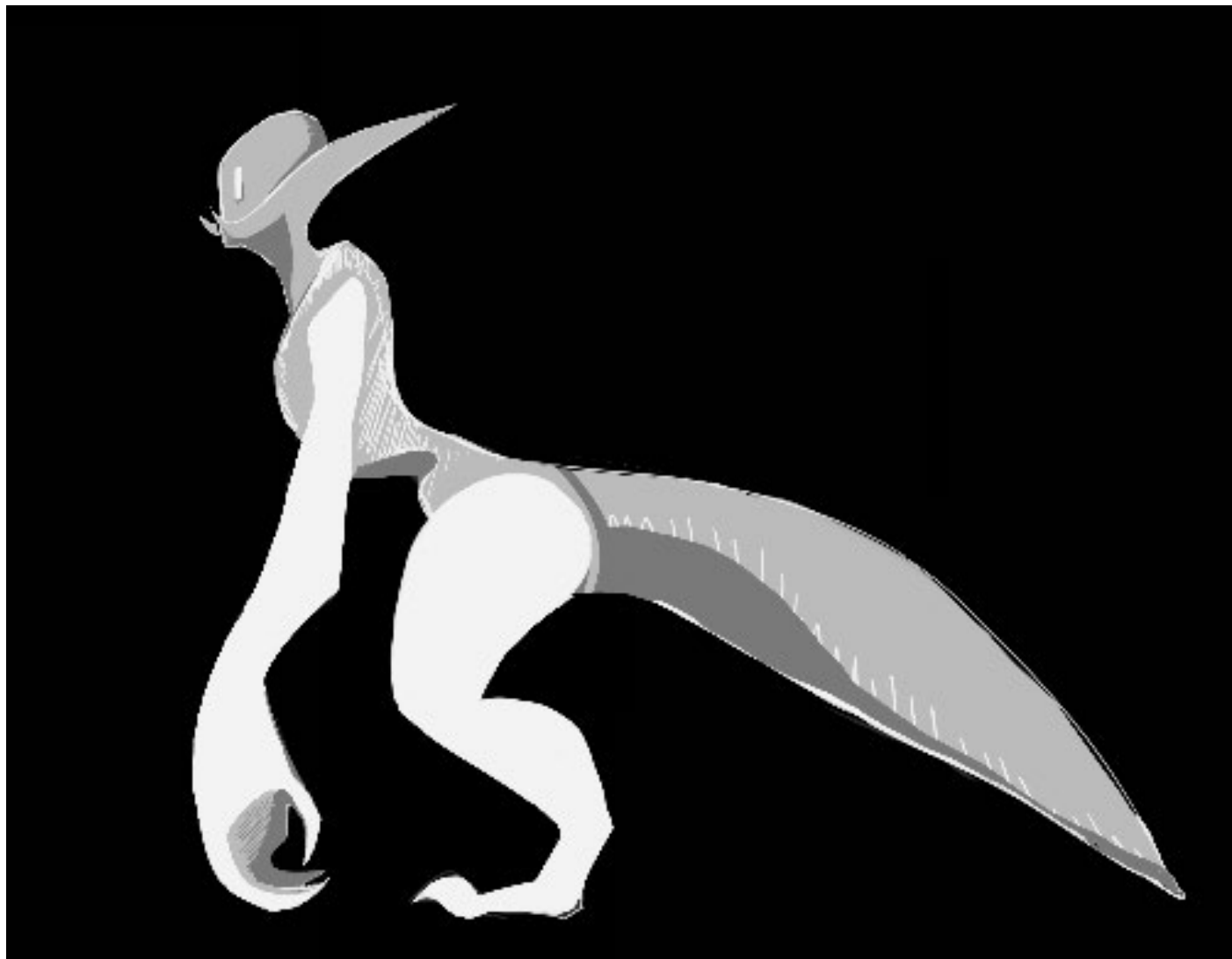


Video 2 - Stationary ally with stares
If I were to add water dripping sound effects, rain and remove the person in the background the setting would be ambient. Animating a creature crawling up the wall and out of frame would be perfect here. Though the scene is perfect, the lack of movement and the space doesn't fit the material I have.



Video 3 - Bright archway
Though the setting and frames are nice with a lot of walls and interesting framing to work with, the scene is too static. The tone of the scene is too normal and cheerful, I worry my ability in colour correction and editing wouldn't be enough to create the sired effect.

PRE PRODUCTION : CONCEPT ART



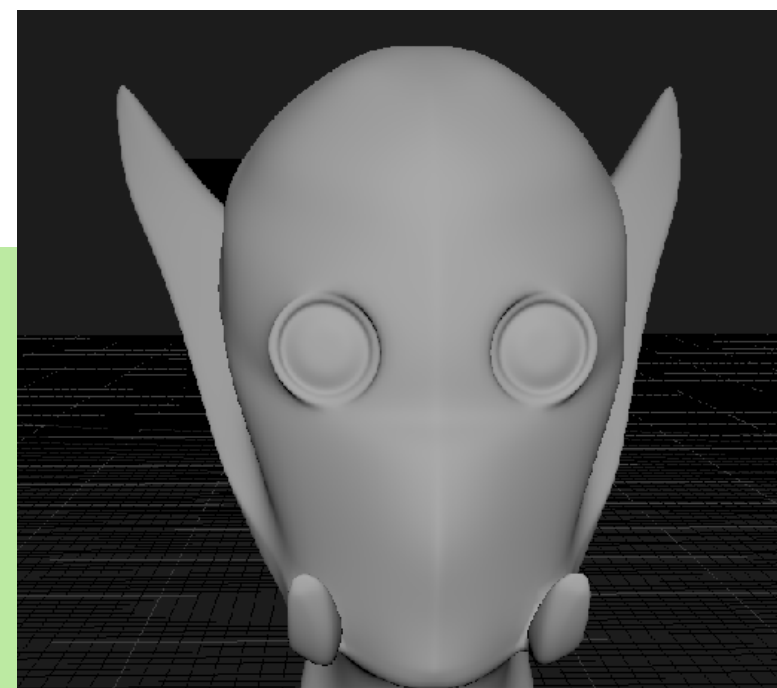
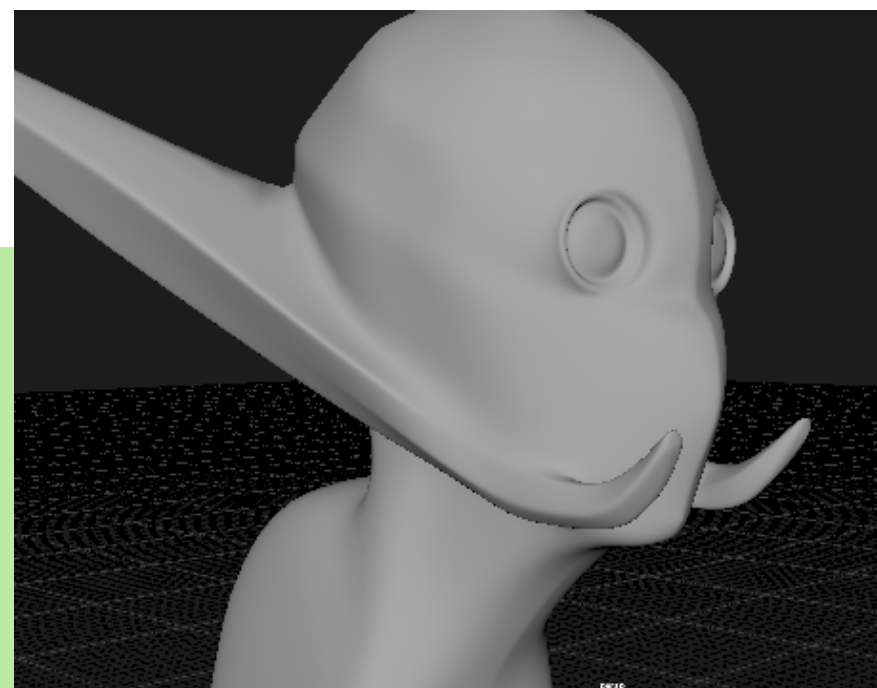
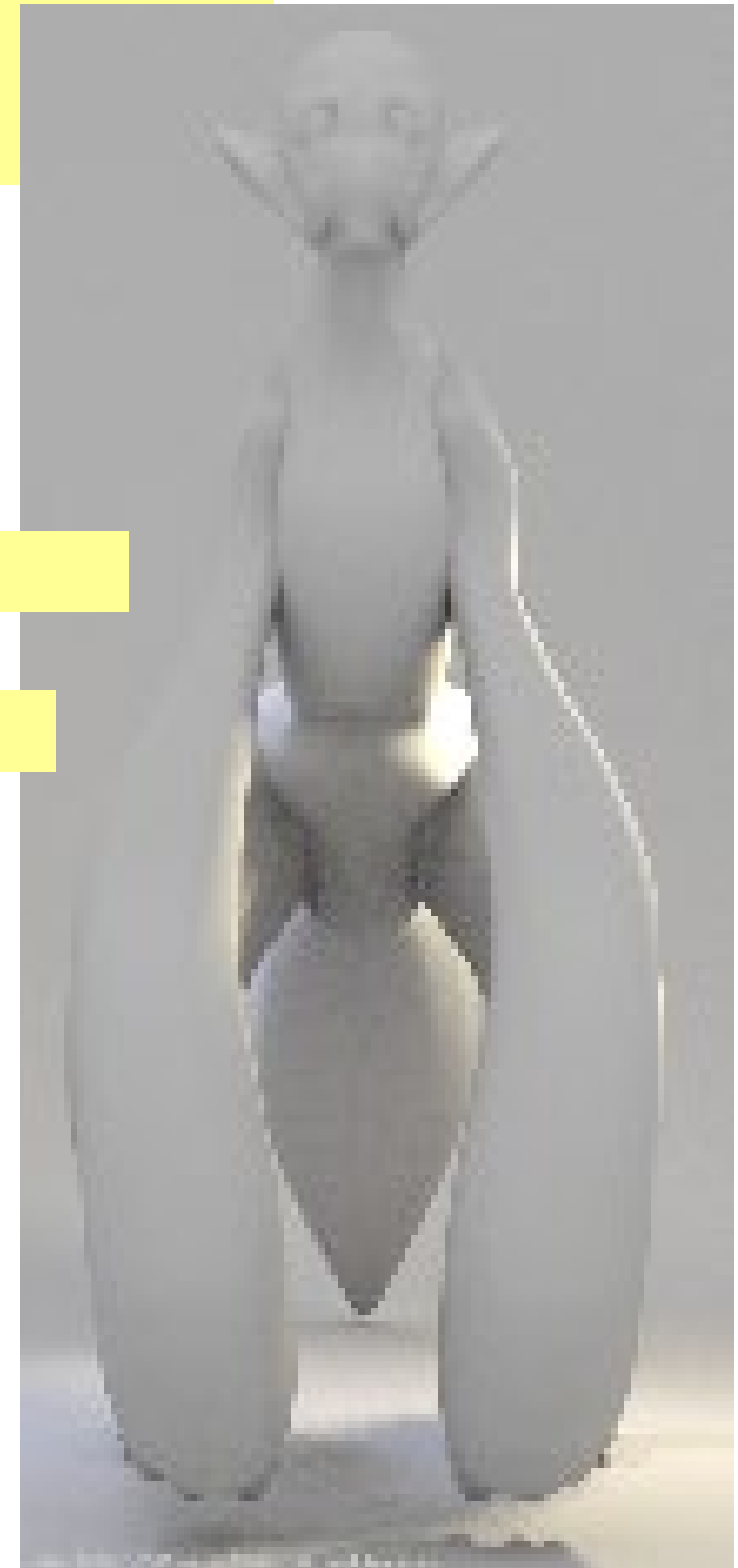
I was already excited by the prospect of animating this creature, thinking of ways to make the thing more unsettling and creepy. The round, vacant eyes could blink much too slowly or not at. The empty face could open up into a large cavernous maw. I also liked the long clawed arms and thought about how they might swing and scrape across the floor.

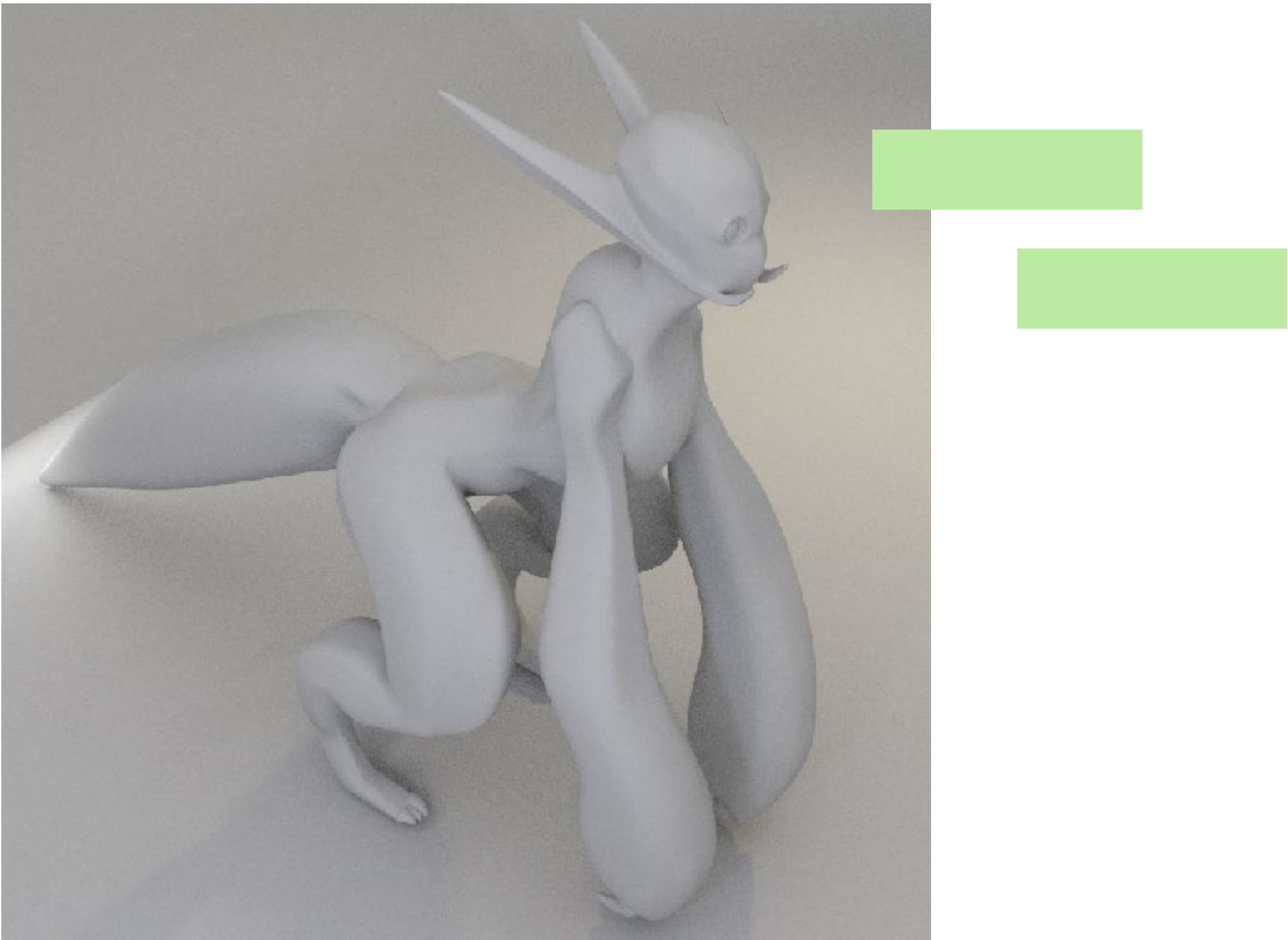
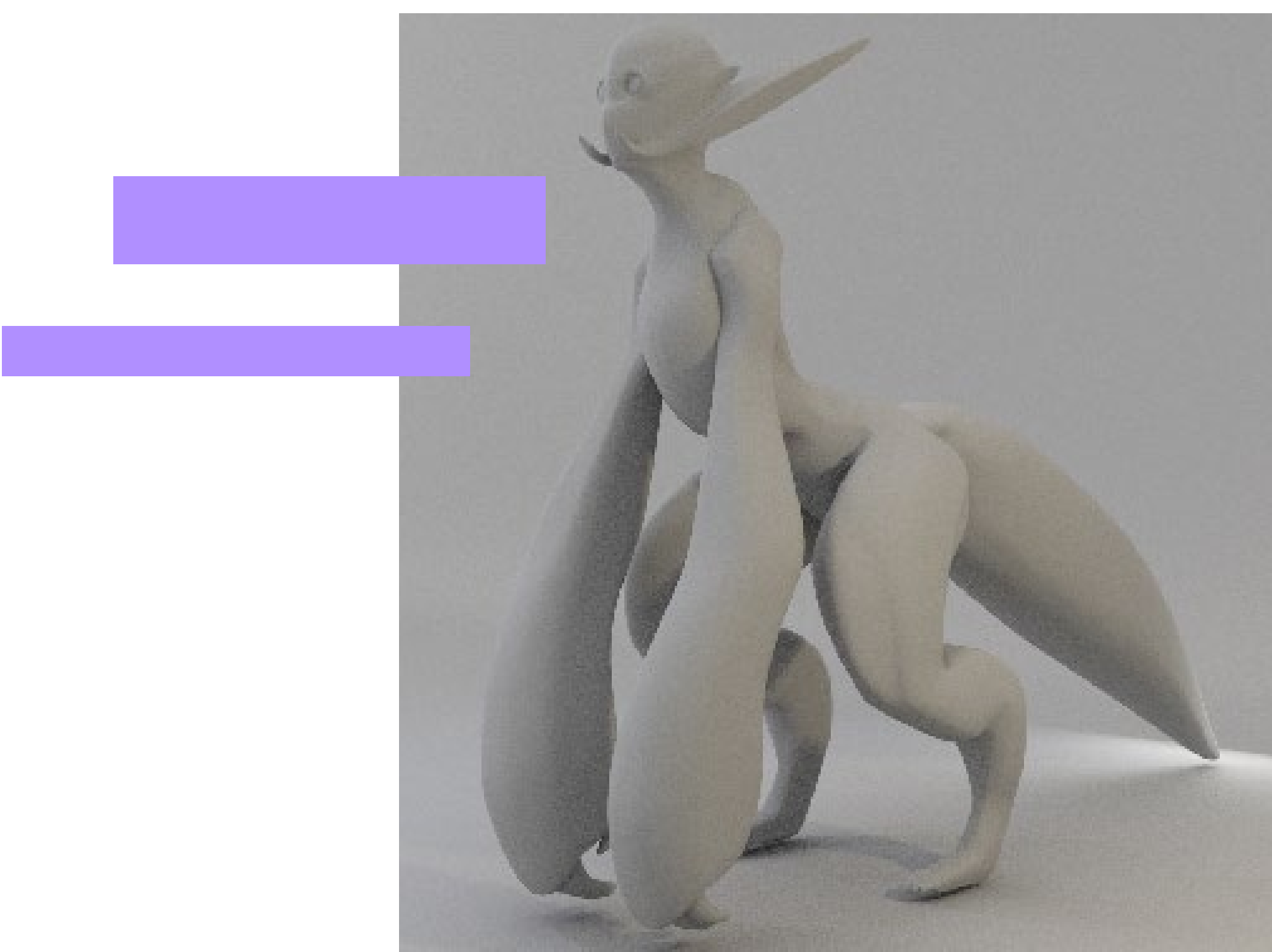
Pre production : 3D Model

Before moving onto the modelling, I painted a side and front profile of the alien, both with and without the arms. This Helped me when it came to modelling the creature in maya so i could follow along with the shapes blocked out in the 2D Art.

If I were to change anything about the model, it would be the legs, the anatomy is slightly off. Studying ostrich and dog legs helped me with the structure and shape but the muscles need to be reworked. This would be much better if done in z-brush rather than modelling straight in maya. Using Zbrush would allow for more organic and realistic muscle definition

The feet also need to be much larger to balance the huge body of the creature, they seem much too small in comparison to the body proportions.

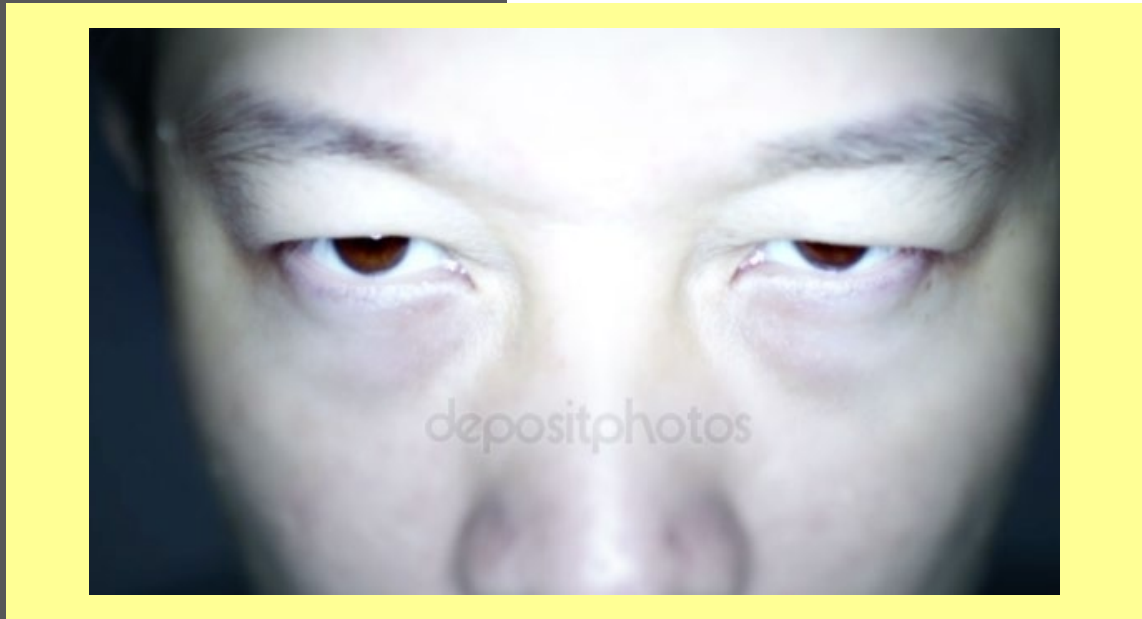




Pre production : Footage and Assets



Alien eye



Human eye



Alien greenscreen



Production

At this stage, I created the first draft of the video. I did this to check the timing and “sketch” in rough details to elaborate on later. This made it so the production would go a lot smoother and I wouldn’t have to rework the comp if the timing was off as it has already been established. It also helped me divide up the work flow into sections making the whole thing easier to manage as I was stichting together 3 separate videos.

Firstly, I began with the human eye close up. I chased this footage as the man seemed stressed, the bead of sweat down his forehead really adding to his depression. I wanted this character to seem scared and desperate, like he had just outrun the dangerous alien.

Sticking with the Sc-Fi theme, I gave him a cybernetic eye. I chose the colour yellow to be the main colour for the elements as it stood out against the dark eyes. It also made the transition to red more dramatic. For the transition, I purposefully made the twitch from yellow to red fast. Paired with the spinning elements around the pupil, this was minted to look like an Ai or in-build program in the eye detecting danger.

Initially I had the centre ‘hourglass’ shape spin and lock into the palace at the end of the clip. However this action made it seem like the eye was locking onto something, ready to fight. I wanted to amainting the panicked, scared tone, so opted to instead make the elements spin, slightly off sync. I also added a camera shake and blur to the footage that faded in when the person opened their eyes. I added this to enhance the blink and make it seem like hsi eye swerve shut tight after the escape. The slight shake to the camera made him seem unsteady and overall added stress to the scene.

The sense then cuts to black, the subtitles below saying “it’s here”. This was designed to create a few seconds of suspense before the alien came onto screen. Following techniques learned earlier, I tracked the background footage and created a tracking data layer. I then imported the alien, used a keylight on the greenscreen and moved the pivot to the last position of the foot.

I wanted the alien to set out from behind a wall and scratch along it as it came into frame, creating an impactful first appearance. I achieved this by tracking a section of the wall and applying a scratch element to it. Using the pen tool, I masked away a section of the scratch, revealing it as the claw moved down the wall to make it seem realistic.

I also wanted the dynamic tail to curl round the wall and whip out to the camera. The perspective of the stock footage was ideal for this. However, I wanted the head to be framed in the gap between the walls when it stood still. It would be difficult for me to do this because of the angle of the tale. I did eventually achieve thai but it has a slightly off effect, looking like it clipped through the wall in parts.

Regardless , I feel I masked out the alien well and was careful to follow the contours of the wall closely and consistently.

Ideally at this point I wanted the alien to turn and look back at the camera. Though I was able to do this, I compromised with a cut to black, intending to put growling sounds that grow louder over time. This was to make it seem like the alien was prowling closer to the person. The final scene is that of a cat’s eye. I distorted it slightly, added a red tint and some red pupils to make it seem like an alien eye. For effect, I had the whole thing buried out until the pupil focused on the viewer where I enhanced the sharpness uncomfortably. This was intended to make the eye seem intimidating and really show the fear the person would feel when spotted by the alien.

Post Production

At this stage, I colour corrected my work and went back to all the masks to clean up any mistakes. I then rendered it and saved it as “Module- Creative Practice 3”

v

Reflective Account

I feel I have successfully applied a good amount of the skills I learned through this module and can now confidently use the program. I experimented with a lot of other effects and ideas and I'm happy with the overall turn out.

What to improve and what went wrong. Sound effects and dialogue would have greatly enhanced my production. I had many ideas for what kind of music and sounds I wanted. However, due to time constraints I was unable to put together the audio files. In future work, I plan to learn how to edit and mix my own audio files and attempt voice acting for my own work.

I also would like to try creating my own 3D elements and footage, moving away from stock. I would be able to get my work to look much closer to the initial idea this way.