

Body Mechanics

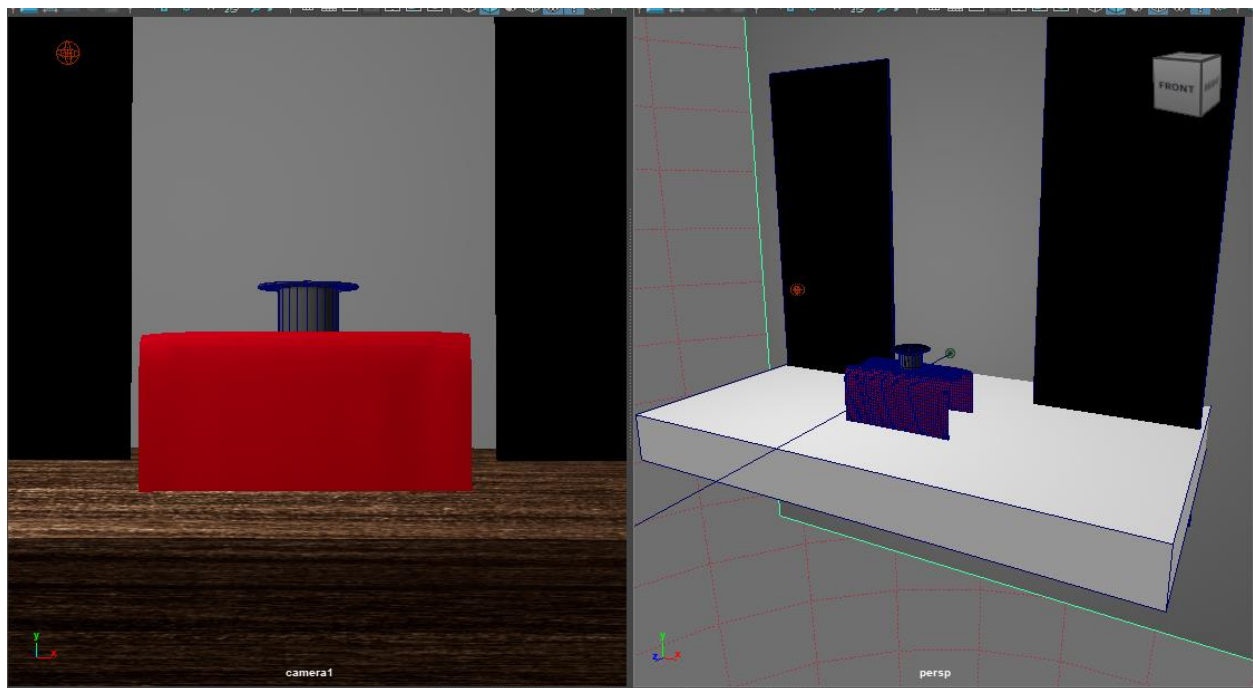
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Course: BA Animation & VFX

Module name: Body Mechanics

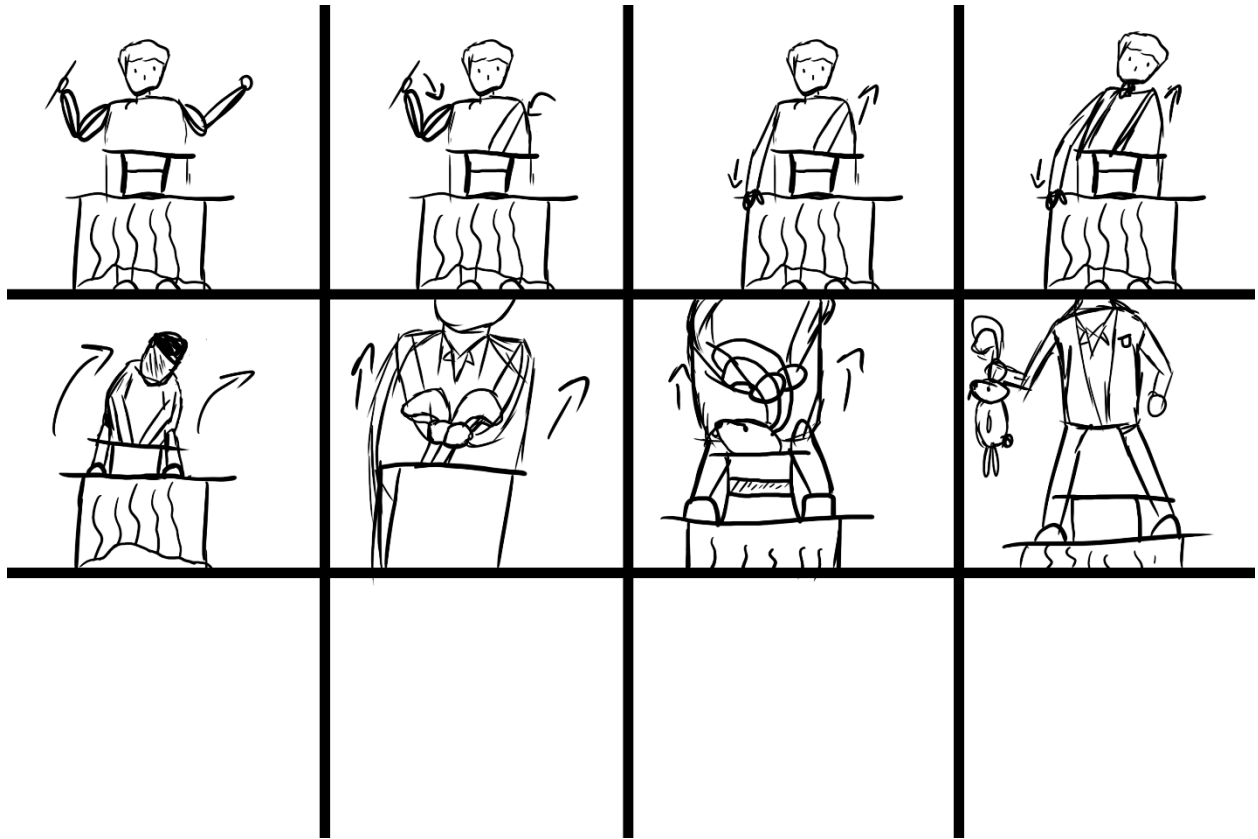
THERE IS NO SPOON: Rabbit in a hat





Setting up: To get everything ready to stage my idea of a magician pulling a rabbit out of a hat I wanted to create an actual stage to replicate what a real stage magician would do and then use the environment to hide the models that I animate and cheat to the camera by obscuring the models until I need them. Collecting the correct models and what was needed for this was simple except I ended up using a model I am going to use for another animation.

Animation:



Problems/testing:

Trying to shrink and grow the model didn't work at all to hide the model so I wasn't able to use that, and I couldn't shrink different parts of the model independently. To solve my problem of having to hide the model I shrank it down so I could better hide and potion



Rendering out I forgot to re-add the background to hide my reference footage and this led to me rendering out an entire sequence with background reference footage, this was my mistake for not double checking my scene before rendering.

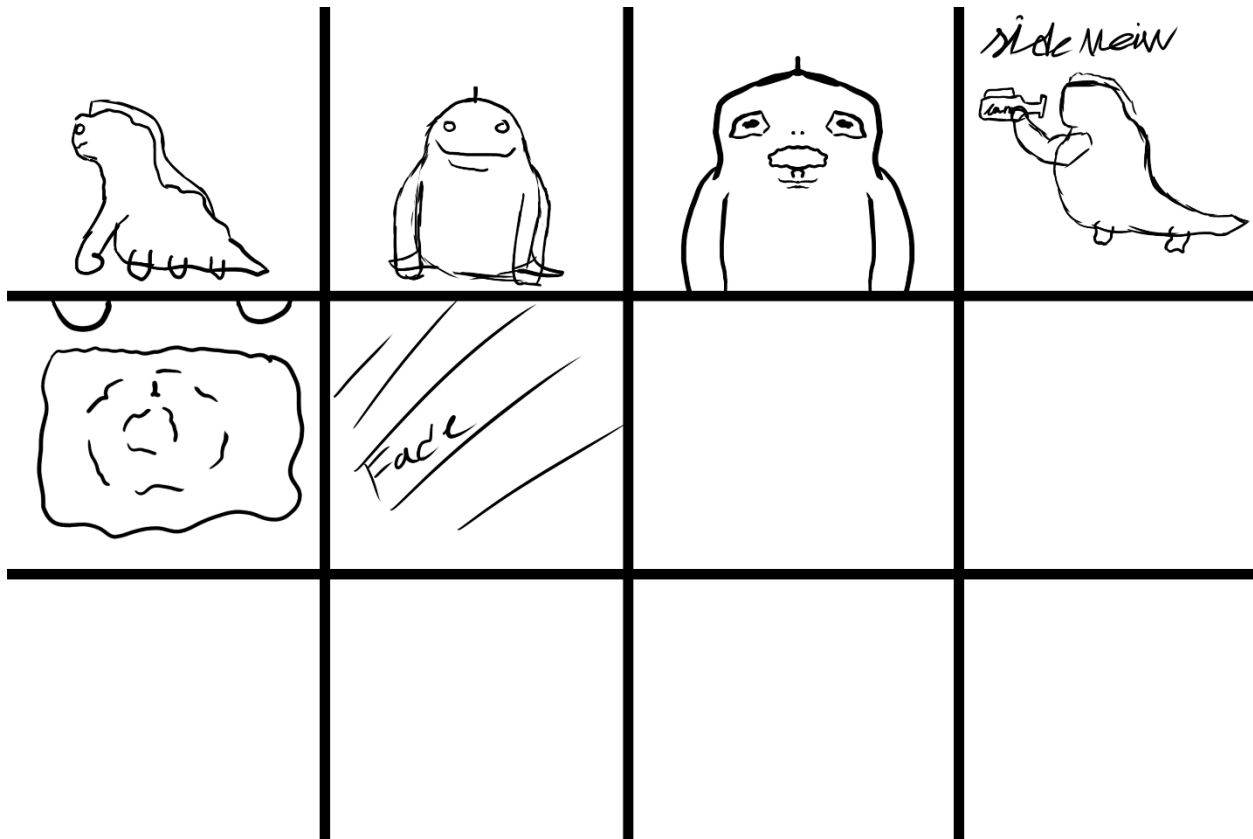
A majority of what I had problems with is trying to hide the character in the hat and I did that through moving the arms around and attempting to move them when needed so that they wouldn't poke out the hat.

IT'S ALIVE!!!: Blarg

Setting up:

I had a rough idea with what I wanted for this and already had a model in mind, so I based it around that which lead to some interesting ideas for the layout of my shot since I thought that using the idea of a lumbering monster would be a good idea for this.

Animation:



I wanted a more horror style, so I wanted to use this “It’s alive” theme to lean into it and use a monster to lumber over but since it has many legs

Testing/ Problems:

So, to meet the brief I wanted to make it walk on its hands and legs since it has many which led me to looking how gorillas walk and watching videos and I found one that worked well as a reference point since my model has two hulking front arms and it's top heavy which would mean it puts a lot of weight on it even with its big hind quarters.

The walking worked well enough for me to move on to making it move around the wall and approach the camera which turned out well, all I need to do is fill in the space between with different animations and more power into the walk.

I tried to animate its whiskers which didn't work out too well but I had to animate some since some got in the way, it takes a long time since I have to animate them one by one and some of the parenting is off and I don't have time to re-rig the entire model to fix that small part with other projects in hand.

I wanted to create a torch effect and whenever I was rendering with Arnold with the flashlight it was rendering black frames, so I switched to Maya render which was more intense but worked. It didn't turn out how I wanted since it hides too many details unlike in my preview window, but it still adds to that unknown horror monster feel. I did attempt other lights, but the flashlight gave me the best view, so I want to experiment with light more in the future.

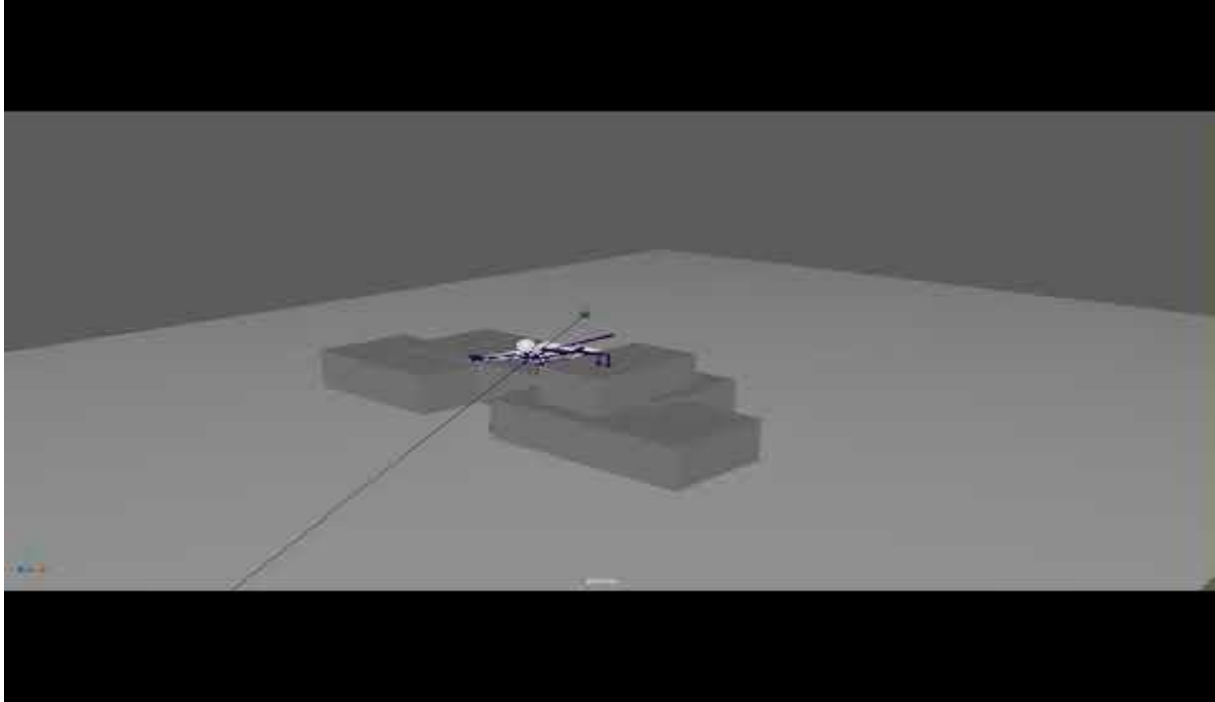
FREE RUNNING: Falling man

Setting up:

I knew I wanted someone running/jumping so I made a few ideas which is why I had an almost done idea which turned out to be a bit closer to creepy movement than what I wanted. So, I changed direction in animation to comical.

Animation:

<https://youtu.be/tGi-CtBRWhc>



I started with the environment and wanted the character to scale this which is why I had him crawl over but this didn't turn out well at all so I switched and had my character attempted a jump/push off an obstacle instead into a fall and back up somehow.

I also tested how I would jump over objects and see how I would run around that object since I have done free running before and had an idea on how I would get over the obstacles safely.

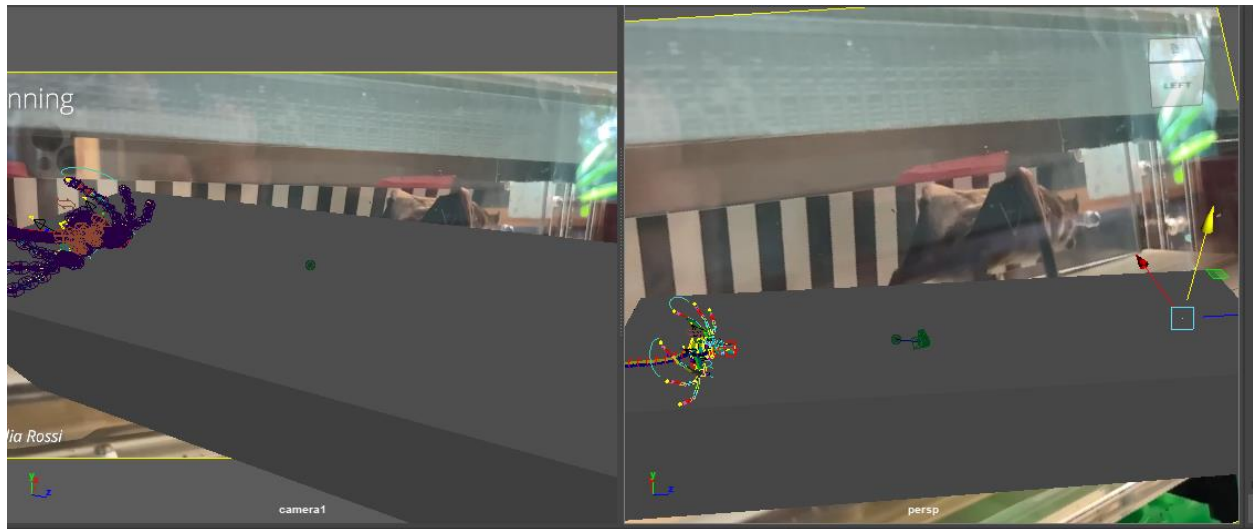
Testing/ Problems:

Getting the idea was the hardest since I kept creating map layouts for my model to run around and then changed models since the first one had an odd pivot point and some other problems so I had to switch to a model that while less detailed was more flexible and usable for my animation.

DRAGONFLIGHT: Dragon take off & land

Setting up: Getting everything laid out how I wanted it for this was simple since I needed just two cliffs to stage my idea.

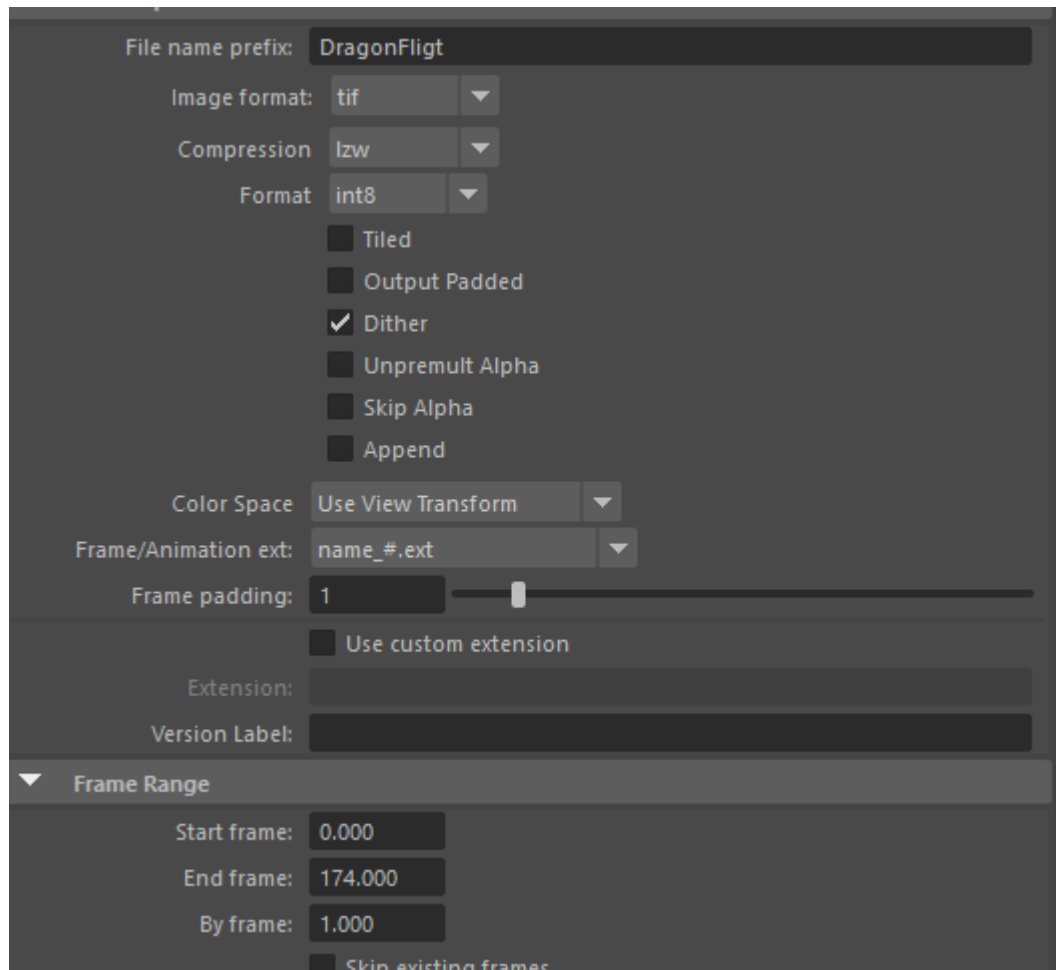
Animation:



I had seen before people saying that a bat running would fit the ideal for a dragon running so I decided to use that as my running animation for the build up to the jump into flying. Some bigger birds such as vultures jump from high places to build up more momentum and save energy to fly so I thought that maybe I could follow this logic and like vultures I could

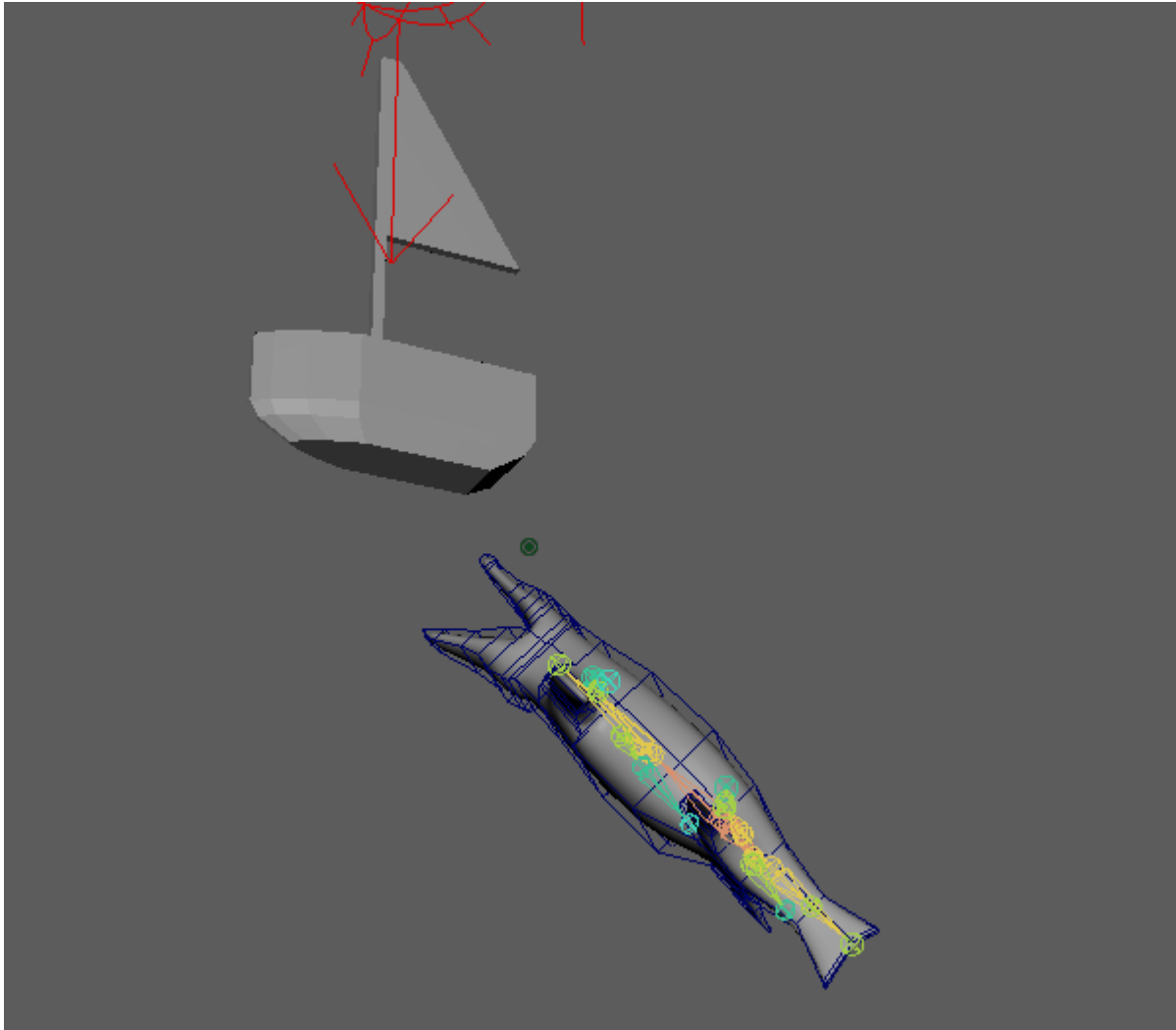
Testing/ Problems: I had to translate the movement which caused a bit of a problem since I was left with a few frames that had very quick changes in movement that didn't look right at the time and I thought I would have to ditch the idea of this but in the end I saw that what I was doing was working after getting the first cycle done which made it much easier to get an idea of the rest of the animation work.

The flight looked too stiff and so I wanted to change that and wasn't sure why it didn't look right when it flapped its wings the whole time and noticed that seagulls and other birds around me would hold their wings out and slightly adjust them as they flew and didn't flap none stop which is why I changed it to having it build up the speed and coast on the air for the rest of the short flight.



WE NEED A BIGGER BOAT: Krono

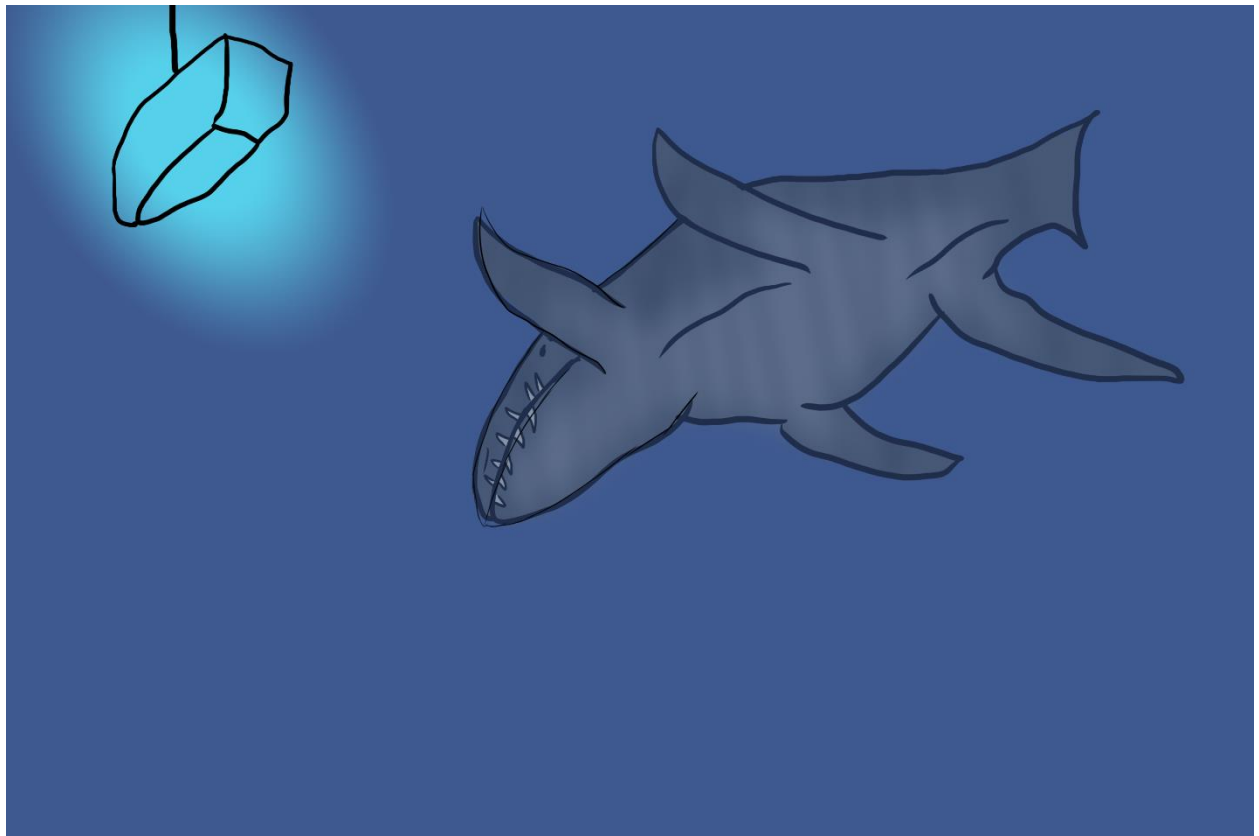
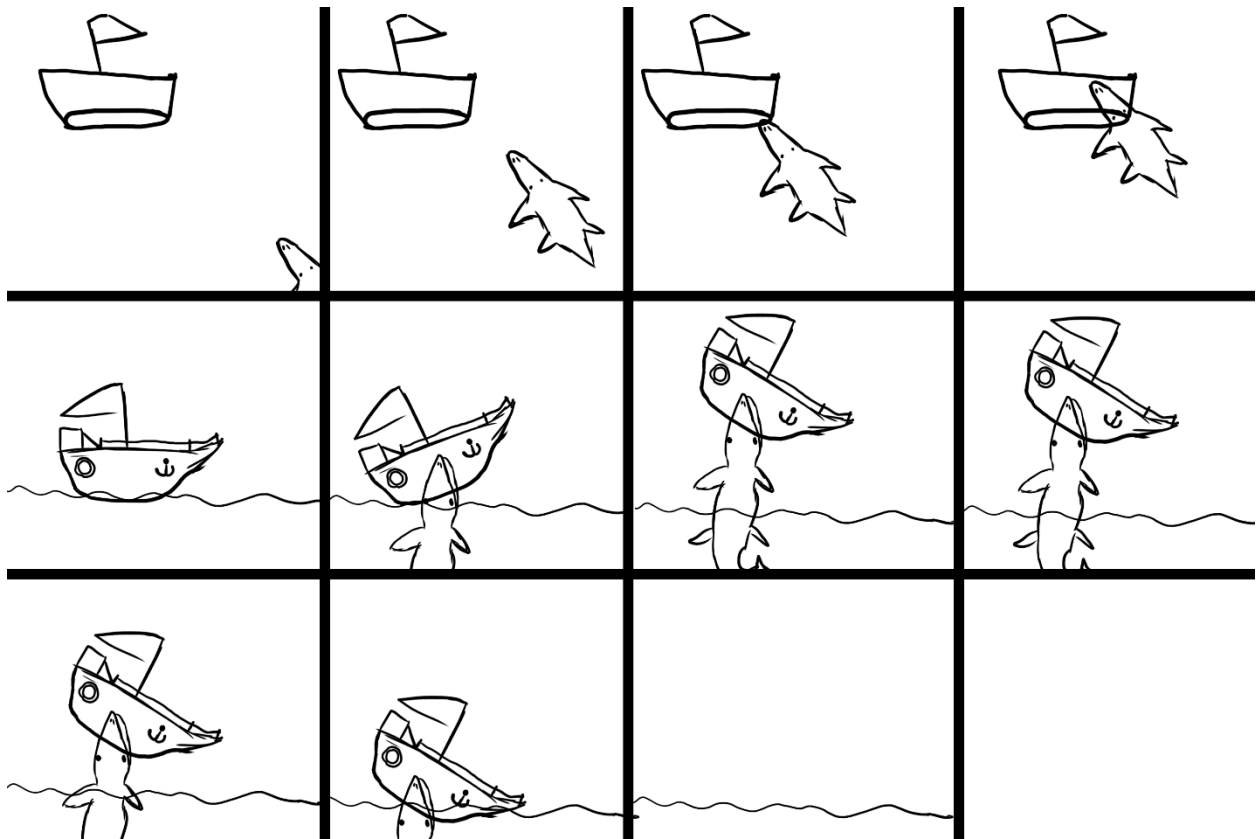
Setting up:



To help get an idea of what I needed to do and timing I created a very quick mock model of the boat and the Krono that I wanted in my animation to then use as reference for my animation, this would allow me to plan out my shots in 3D and keep a better sense of scale through the project.

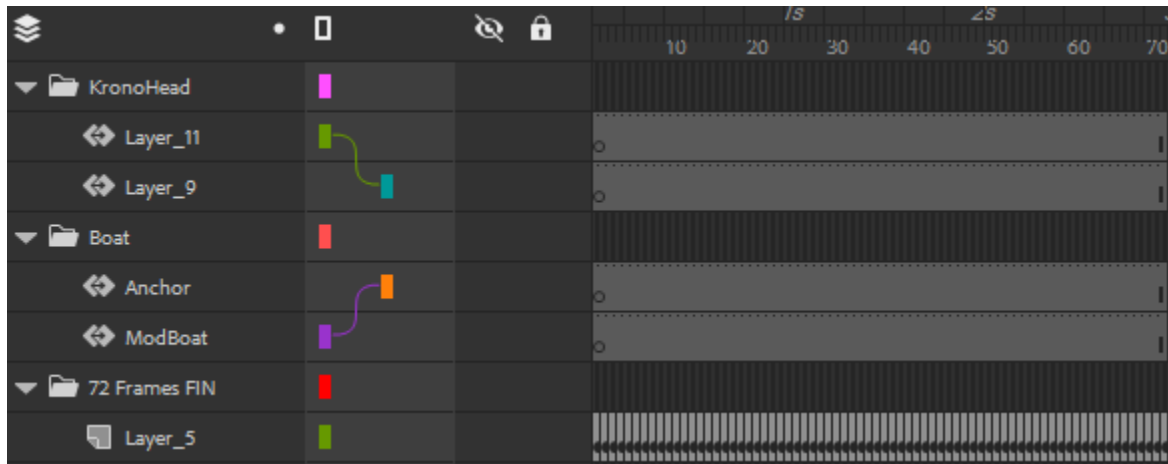
Animation:

I planned out an animation/shot list to keep track of what I need and will be making it an animatic to see how it looks in a rough animation.



I drew a quick colour mock of what I would want the colours to be for the animation so I

can use this as reference and as a colour palate test, I want add consistency to my work so that there isn't too much errors since I haven't done 2D animations in a long time but my history of 2D is very simple.



I created parenting since I am used to using adobe animate since that is what I have used before, and this will help me join layers together to animate smoothly since I am running out of time and am using motion tween frames in adobe animate to help me work faster.

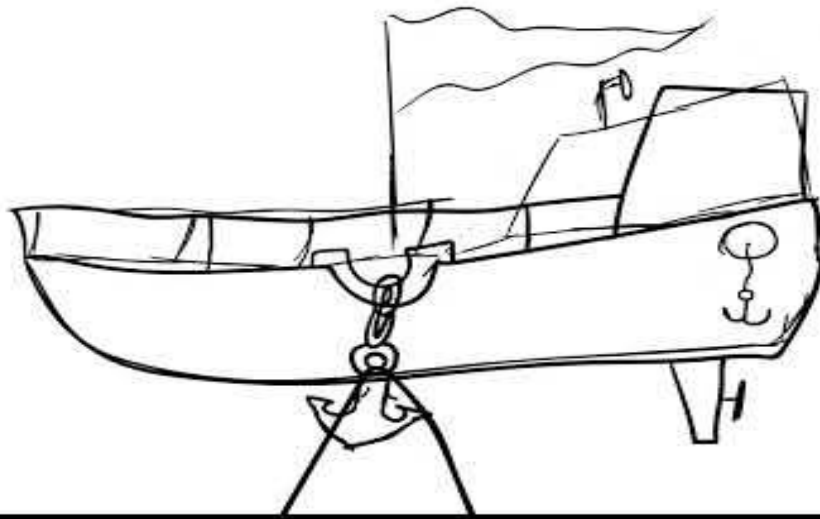
Testing/Problems:

I didn't leave enough time and planned my time out for the 2D animation poorly so I have limited the animation and there has been a few problems such as rendering out hidden rough layers as well as when I removed the layers and rendered out the animation the anchor bugged out and no longer animates as it did.

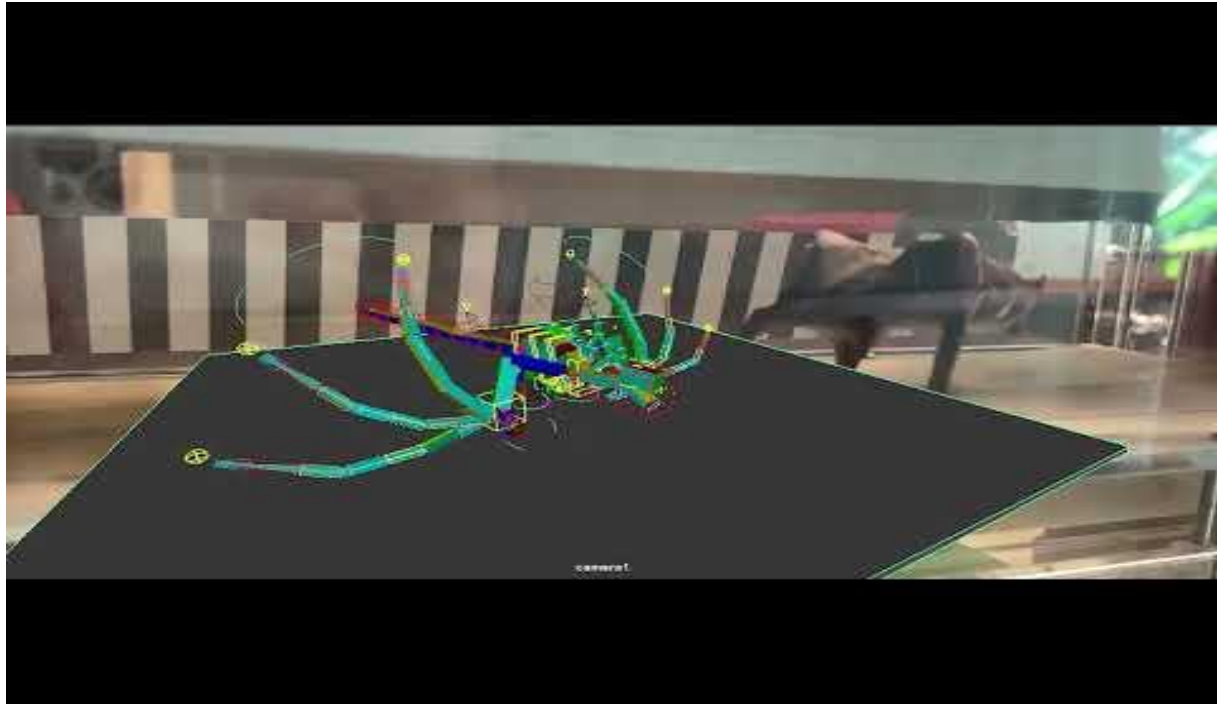
I have attempted to fix the anchor & even drew and animated a new one and parented it but that didn't work and the same thing that happened to the anchor happened to the Krono's eyes so I had to fix them which was easier but I had to go in every 10-30 frames to correct the scale and position of the eyes otherwise they would shrink too small to see or go in a different direction and that ruined the animation.

I originally planned the eyes to close but due to the running amount of errors I had to scrap that as I left the 2D animation till the end and started to run out of time.

<https://youtu.be/2rKiolhq7rE>



Play blasts: <https://youtu.be/6zKQnsuojM8?si=nr4kJel-kSr6FlV>



Animatics: <https://youtu.be/P1TsCcQRJW8?si=0L2qUMZq1DXWTZGh>



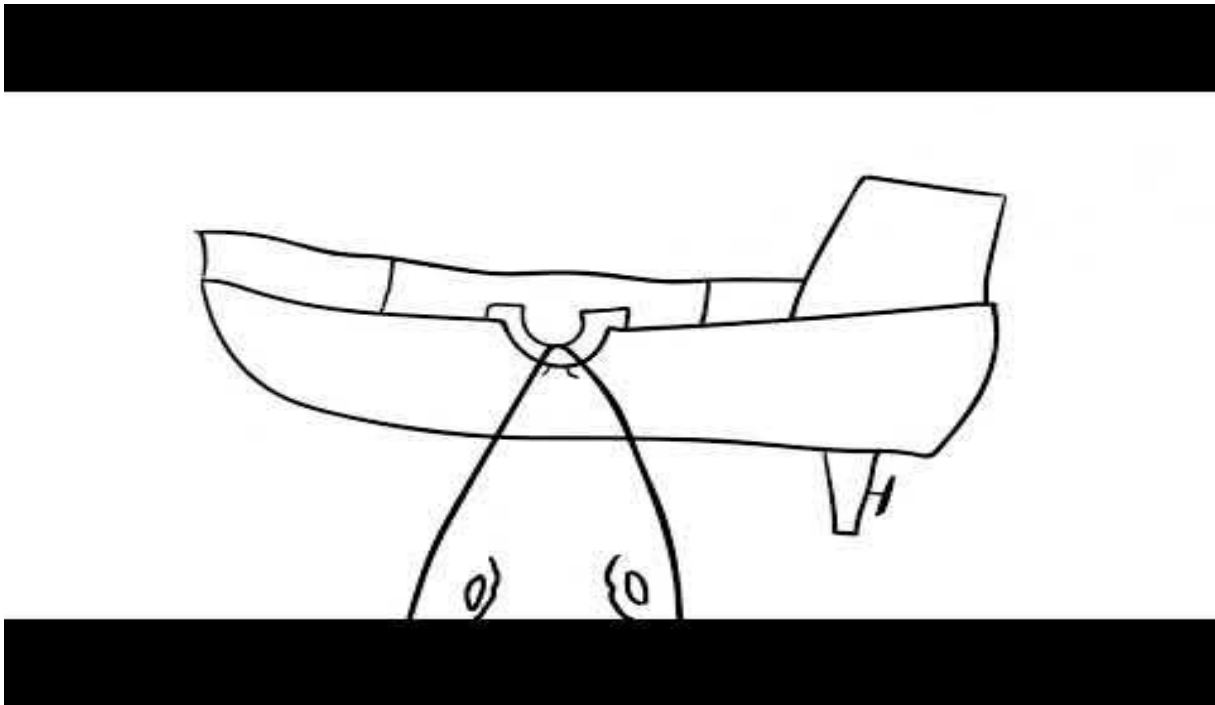
Reference: <https://youtu.be/wDj4APVjLkM?si=VGRlxCsFC1qN7tn4>



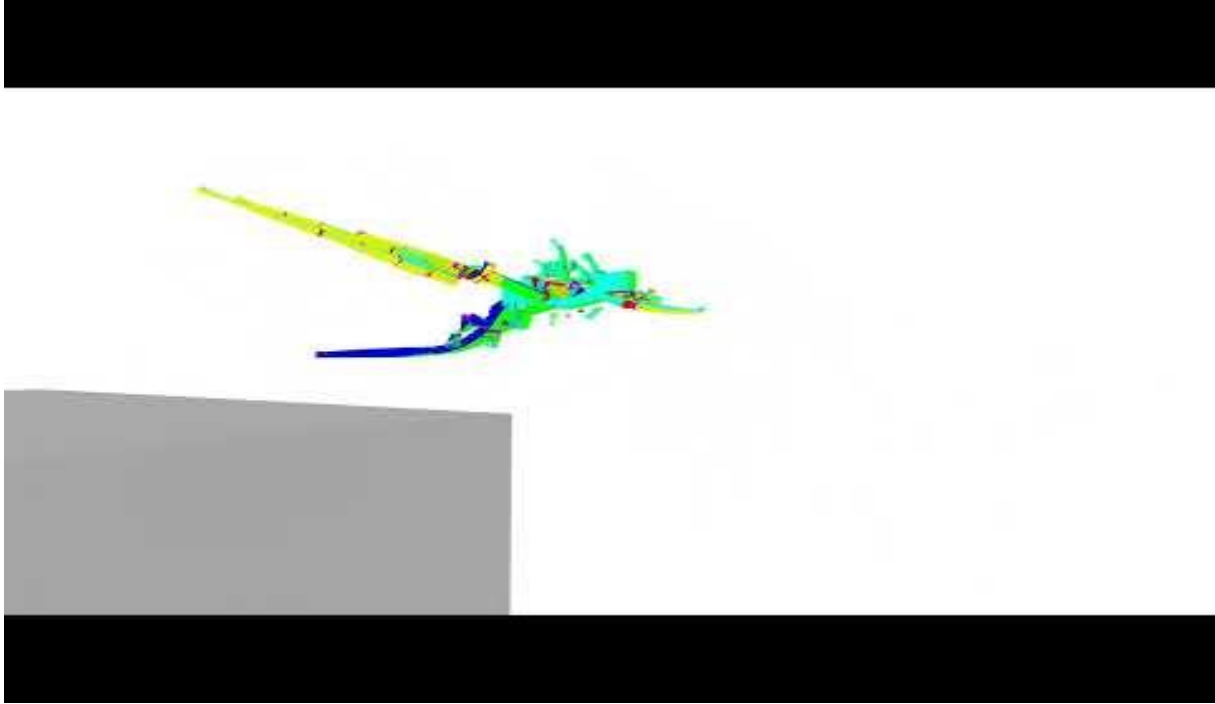
1: <https://youtu.be/j-BABQRmzRo>



2: <https://youtu.be/xHI5ytY43u0>



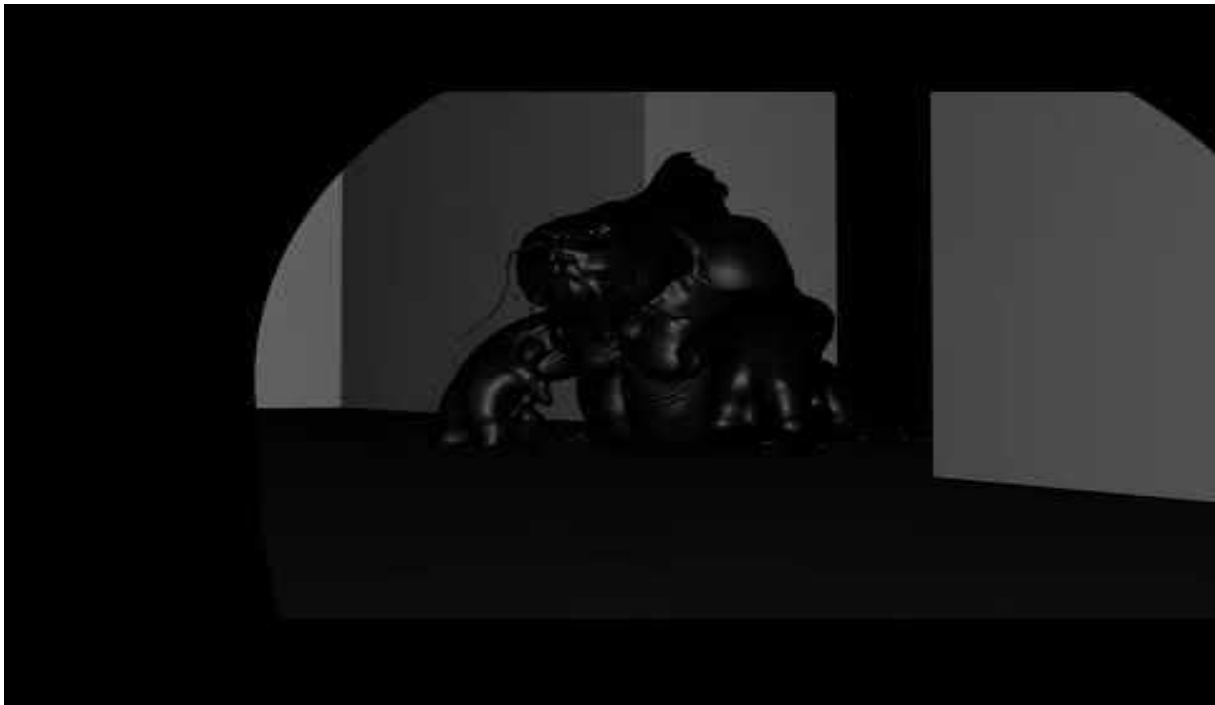
3: <https://youtu.be/QKWT04MeEiU>



4: <https://youtu.be/daivu8y-eZQ>



5: <https://youtu.be/Viw1jgTGIEQ>



6: <https://youtu.be/51vc4xG7aU0>



File to all animation work:

<https://drive.google.com/drive/folders/1MqZoWa7t4Jv4GdsdhMIOV9V3TALB-JtG?usp=sharing>

PowerPoint: [Body MechanicsPowerPoint.pptx](#)

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