

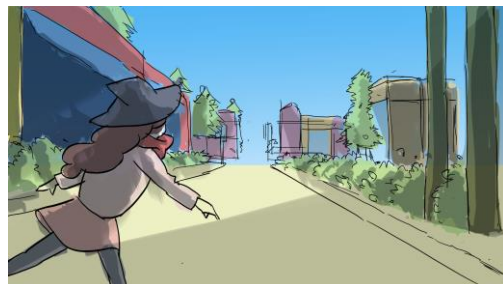
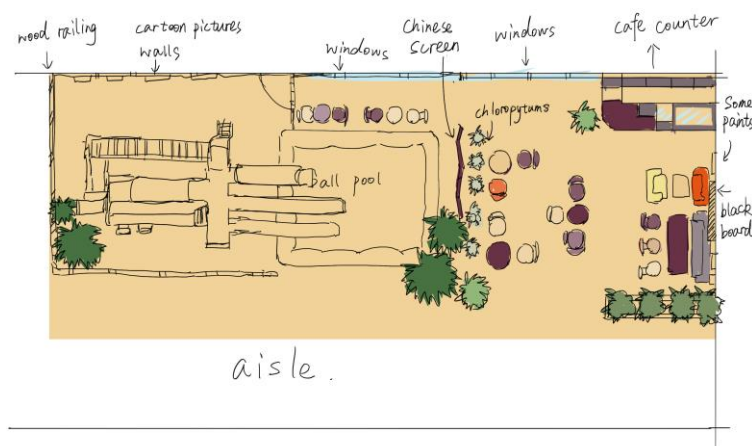
Intent of Major Project

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The major project work that our group has to do is WITCH AND DEER. In this project, we have to do pre-production, mid-production and post-production. At present, our pre-production work has been basically completed. The rest of mid-production includes: characters modeling, texturing and rigging. Also need environment modeling, texturing, lighting, characters animation and camera settings. What we need to do in the post-production part includes: dubbing, sound production, post-effects. After discussion and group meeting, each of us has assumed the corresponding role. I have played Primary role, Support role and Standby role.

As a Primary role, I am the director. I wrote the script and draw the original storyboard of this animated short film. And design the characters and environments. Also draw some concept and visual design. During the period, the software I used is: Photoshop CC, Storyboard, SAI, and After Effect2015. I chose this role because I personally like to draw storyboard, fantasy stories and characters when I am free. I have tried a lot in comics and storyboard works during the undergraduate. It is a rare opportunity to make a complete animation in my head. I hope that I can take advantage of this opportunity to present the picture in my heart on the screen.



This is the third time I have assumed the director in group cooperation. But it is my first time worked with international students. Because of the different native languages, there may be some problems in communication. This requires us to be more patient and tolerant. Through the group meeting discussion, we adjusted the length of the project and cut the original shots. We extended the original 39 shots to 47. Currently, there are 3 minutes 27 seconds of whole animation. The final piece may also be extended on this. Rachel and Stuart made a lot of great ideas. Some detail changes of movements that make the story more vivid and humorous. The parts I liked most is the deer that jumped from the witch's body. "Witch separating from deer" becomes "deer's arms then head then jumps out to the side of witch, wiping off dust close up of deer but can see witch's face looking worried." This is much richer than the original version, making the character's features appear externally. At the same time, the camera's angle and position of some shots have been modified to make the plot more reasonable. A good short film needs to be modified and improved repeatedly in animation and shots design. My own ideas have limitations and incomplete. Inspiration from everyone can make the work more perfect.

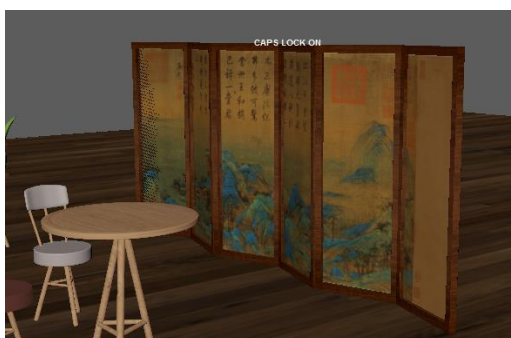


As a Support role, my main tasks are create shopkeeper. It includes modelling, texturing and rigging. Then designed cafe environment, modelling and UVs cafe props. Animating Shots TBC. The software I need to use is Photoshop2018 and Maya2018. Choosing this role is mainly related to my future planning. After I returned to China, there is another project and paper that I need to complete. It involves the production of 3D animation, and it is more complex. So taking this opportunity to familiarize myself with Maya as soon as possible will get great help to my next study.

According to my workload, the deadline of major project and the current completion. I made a rough plan for my work. I will finish all cafe scene and the shopkeeper before 15th July. Then from the 16th July, I can start to make the character animation and lighting. Try to complete all the mid-productions before 15th August. Then spend two weeks to do post-production and rendering. Finally, I will have a week to make adjustments and integration.



The first thing I started doing was the props in the cafe. Because I am not very skilled in the use of Maya. And for the software version changed, I want to use creating cafe props to further familiarize the interface of Maya2018. Although the cafe is not the main scene of this short film, it just appeared as a background for a while. I still designed a lot of interesting details and enjoyed it. I designed a Chinese-style screen for the cafe. The patterned on the screen is the work named "Thousand miles of rivers and mountains" which is the only remaining work creating by ancient painter Wang ximeng. This is a landscape scroll from now on 740 years. Next I need to do character texturing and rigging. Learning while working, I have encountered many problems. Through the web tutorial, with the help of Professor Henry and my classmate Pan, I successfully built the cafe environment. The production of props is relatively easy. Characters are much harder. I spent a lot of time on the creation of the characters' hair and clothes. But now there is still a certain gap between what I expected. It can be seen that a good animator can't be practiced in one day, but also requires me to continue to learn, practice and accumulate in the future. At least, I've figured out some basic ways: how to group files more efficiently when building characters. Because at the beginning, I merged all the body parts of shopkeeper together. Later I discovered that it was very inconvenient to making UVs and texturing. Then I can only separate the various parts of the character.





As a Standby role, I will help others when they in need. The texturing of shelf inventory can't achieve the effect I envisioned. So I will help Pan to create the UVs and texturing shelf inventory props he has made. Designing the package of goods. In this part, the software I mainly use is Photoshop and Maya. In the post-production process, I also need to draw some cartoon-style material as the beginning and ending of the short film. Cooperate with others that make some sound effects. I chose to be a standby character because I am the director of this project. I wrote those story and characters. I am the person who knows and clears all the content. Some things may be difficult to communicate with words that need to make adjustments myself. There is my responsibility and obligation to stand up when anyone needs help.