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Assignment Title: Searching for the right way to draw – animate – evoke a performance.

Module Title: Advanced Character Performance.

Module Code: ACCA6031

PowerPoint Presentation link:

[Advanced Character Animation Presentation - Jared Nickson.pptx](#)

My Script for the presentation:

Slide 2:

For my 20 to 30 second animation, I aim to animate the Crucifixion of Jesus Christ in a stickman style of animation. This will start off with the trial under Pontius Pilate, leading to Jesus' walking through the city of Jerusalem carrying the patibulum to the stipes at Golgotha where the animation will end with the crucifixion of Jesus and the two thieves.

Slide 3:

I originally thought of doing an animation of the well-known scene where Jesus walks on water after the feeding of Five Thousand, but I ditched this idea early on due to water being incredibly difficult to animate. I then came up with the idea to animate the crucifixion of Jesus.

I decided to stick with the crucifixion of Jesus as this is an emotionally powerful and biblically significant scene, I also chose this scene as I believe it is long enough to fit in a 30 second animation.

Slide 4:

The storyboard helps me plan out the entire animation scene by scene. It helps me visualise the pacing, camera angles, dialogue and key moments before I begin the animation. That way I can be sure the animation will cover every important and emotionally impactful scene makes it into the animation.

In my storyboard, I have included rough visuals of each important scene – for example, Pilate washing his hands to signify innocence of Jesus' crucifixion, to Jesus' walking through the streets carrying the patibulum, to the crucifixion itself at Golgotha. Even though the drawings are simple, they help me decide on composition and character placement before finalizing anything.

Slide 5:

I also made a script for every single camera angle, and what the characters in the animation will say at specific moments throughout the animation, I took screenshots of the script because it would take up too much time to talk about in the presentation.

Slide 6:

I will be animating the lead up to, and the crucifixion itself according to the Gospel Accounts of Matthew 27:1-54 and Luke 23:34-46 from the King James Version in a stickman style of animation.

Slide 7:

In this animation, I will be targeting a few principles of animation, namely Anticipation to show the characters preparing for an action to build tension in the viewer. Staging, so that the presentation of the animation is unmistakable clear to the viewer. Straight ahead action and pose to pose, as this will help structure the animation by animating frame by frame, and doing key frames ahead and then filling in the previous frames to create a seamless and fluid animation. Slow in and slow out, so that actions start slowing and end up faster during the action as this helps the animation look more natural and less robotic. And most importantly, the appeal of the animation. I want the

animation to look very emotionally impactful, so this is an important principle to stick to.

I will be using Adobe Animate for my animation simply because I am familiar with the tools it offers, and that it also allows me to use onion skinning. Onion skinning is important because it allows me to see previous and future frames on the present frame I am currently on; this helps with keeping the characters and objects the same size.

Slide 8:

I looked into some things that will help me in the process of animation, such as facial expressions and tips for animating stickmen characters, but the most important thing that will help me build the animation is by drawing from Eastern Orthodox Iconography. This is because they showcase key biblical events in powerful and emotive ways, which is key for posing my stickmen characters and keeping biblical accuracy.

Slide 9:

My animation will also include audio and possibly an ai text to speech voiceover, I decided this would be best to heighten the immersion and build suspense in a stickman style animation. I will get my audio from the website Freesound which provides numerous copyright free audio tracks of a wide variety. For the possible voiceover I could do, I will get ai voiceovers from the website SpeechReader which has a variety of voice types that will read out text you implement.

Slide 10:

For areas of Performance, I am aiming to express emotion through subtle body language, timing, character posing and facial expressions. I want the animation to feel expressive even with the simple stickman style through posture, pacing and camera angles to capture the emotional depth of each moment.

Slide 11:

And here is the Bibliography:

Bibliography in IEEE format:

- [1] *Onion skinning* (2016) Autodesk Community. Available at: <https://forums.autodesk.com/t5/motionbuilder-forum/onion-skinning/td-p/6303869> (Accessed: 08 November 2025).
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