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Course: BA Animation & VFX

Module name: Experimental Animation Techniques

Initial ideas:

I want to go with a skeleton trying to gain human form, I am set in stone with that idea and want to create it through a use of 2D and 3D by animating the skeleton since I want to animate the skeleton in 3D and then add different melting animations through the use of 2D drawn animation.

I also could use Ncloth and particle effects that I have found and started to mess around with to emulate melting in certain bones that could save me time in the animating process.

I have tested a bit with Maya's simulations and looked through a few YouTube videos but nothing seems to be close to what I am looking for and the ones that are close to what I want are outdated or seem to bug in some way and don't follow what I want to do since I want more control over my animation.

I was originally going to follow the word "Transform" but I decided to move to "Awaken" since it fits what I have been going down and I have had more fun going down the idea of someone waking up from death and trying to escape death by running away from it somehow only to be reminded and pulled back to the grave in a morbid reminder that death is inescapable. I could show this more through stiffer movements at the start or end to show that the person is still stiff from rigamortis and getting looser as they go until they become human.

Music:

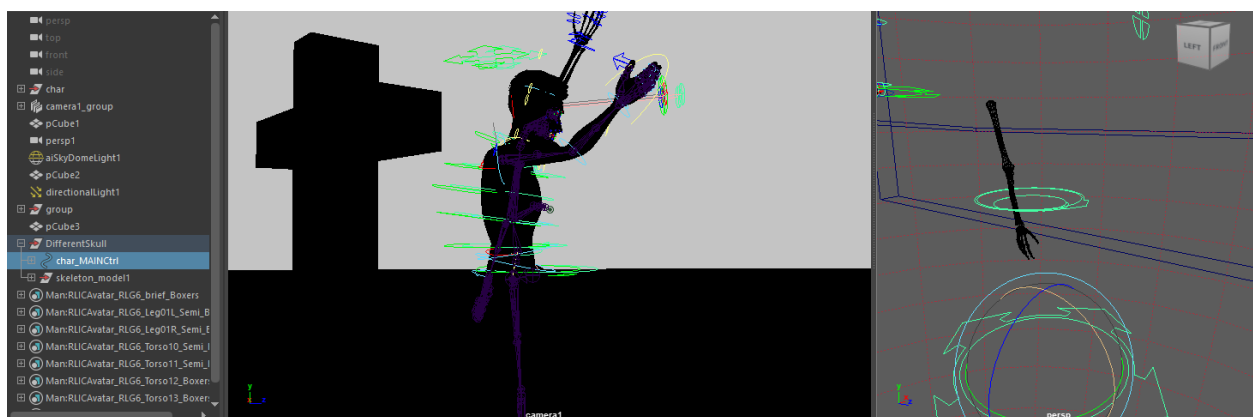
For the music I first thought of Icosa by Oliver Buckland since it has no lyrics and most of his music has no lyrics so I wouldn't need to worry but after starting to animate and get a feel I searched for music since I wanted to get music to match but a lot of the more darker toned music had lyrics or were too metal so I ended up rag time, blues, and jazz style music since they normally have big parts that are just instruments and the style normally has a more natural feel which so far seems to fit my animation.

I landed on Rattlin' Bones by Preservation Hall Jazz Band since it had a good amount of just instrumentals with no lyrics that match well with what I want to create.

Final story:

Actions: Waking up from a grave a skeleton pulls himself up and begins to drag himself up and attempts to walk away from the grave only to sink into the ground and then come back up a bit more human but not 100%.

After it attains a somewhat human form it attempts to continue its walk away from the grave only to be dragged back into the grave.



Wasted time due to not noticing in time that "CTRL+D" to duplicate a model didn't duplicate the rig controls and the rig controls it did copy do not work.

I had a myriad of bones that I had to hide and I attempted to group them up and hide them but that didn't work so I had to hide them one by one with 2 frames each for seen & hidden which meant I had to hide around 200+ bones due to different versions and some file corruption but I only had 1 file corruption and that didn't set me back since I have made plenty of backups.

I have done some rendering for previous projects, but I used CPU for them which was a mistake since I was able to render my project faster using GPU since I have a 4070TI super which is a very high end and fast graphics which is better than the graphics cards in the university PC's so I'm able to render my project faster at home.

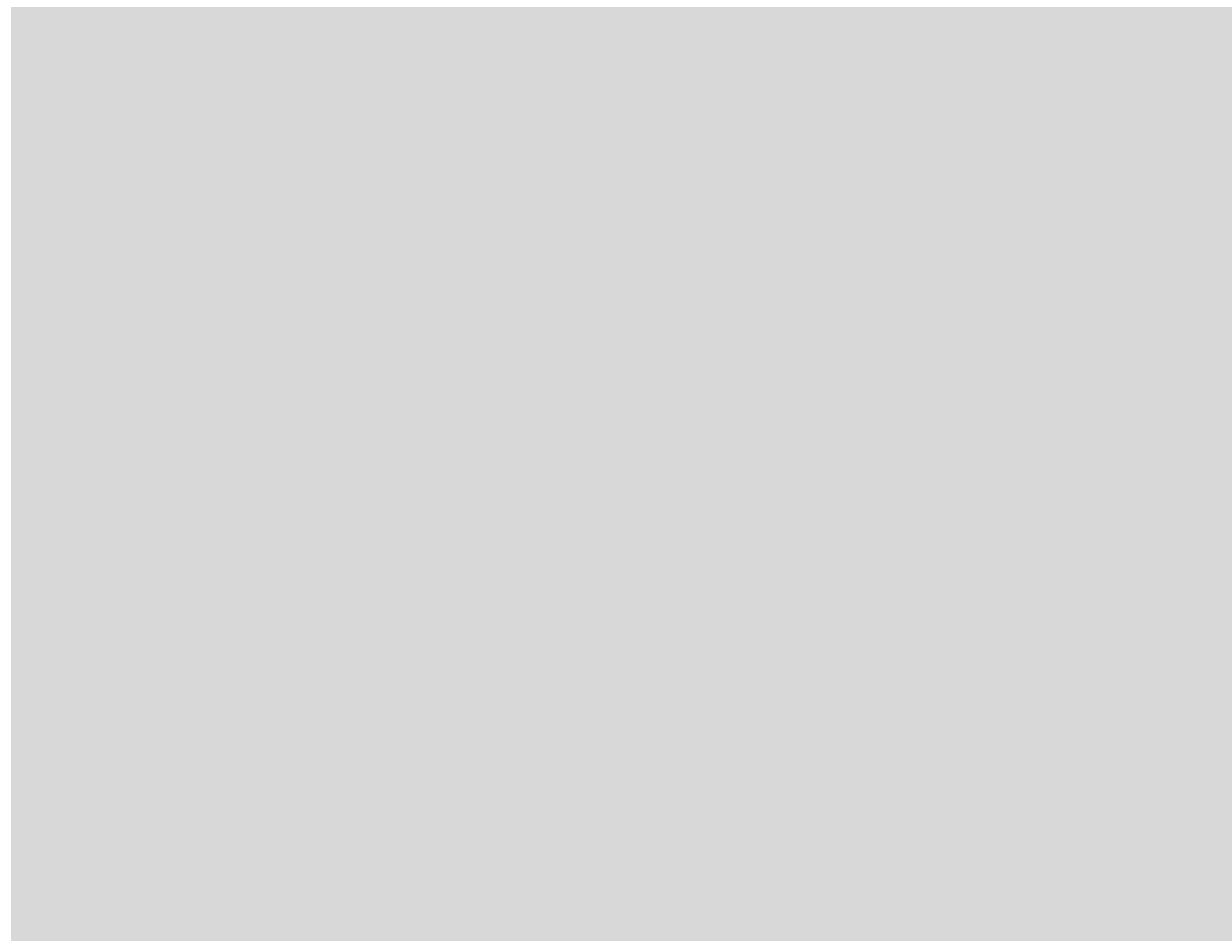
I was animating in 24 frames per second which meant I was at 480 and since I realized this later and saw the brief called for 500 frames as I am guessing that means we needed to animate at 25 frames per second I had to reanimate and touch up my work to accommodate for this which has made some of my work look odd and due to my late realization I don't have as much time as I want to fix this which is my fault.

I like the idea of a silhouette and the embodiment of pollution in Ferngully where there is a striking black figure that stands out from the background, and I have gone down that route to stylize my animation.

Final: <https://youtu.be/FfppZZQMSvY>



Production log/Breakdown: <https://youtu.be/ecFx4C7Z9jU>



Presentation: [Presentation 6.pptx](#)

Bibliography:

[1]Razor Candy. *Ferngully Toxic Love HQ*. (Aug. 21, 2014). Accessed: Apr. 27, 2025. [Online Video]. Available: https://www.youtube.com/watch?v=pVzYS3Ga_j8

IN-TEXT CITATION:[1, [XXXX](#)]⁺

[2]Preservation Hall Jazz Band - Topic. *Rattlin' Bones*. (Mar. 23, 2019). Accessed: Apr. 27, 2025. [Online Video]. Available: <https://www.youtube.com/watch?v=7WCuPUjFVW4>

