

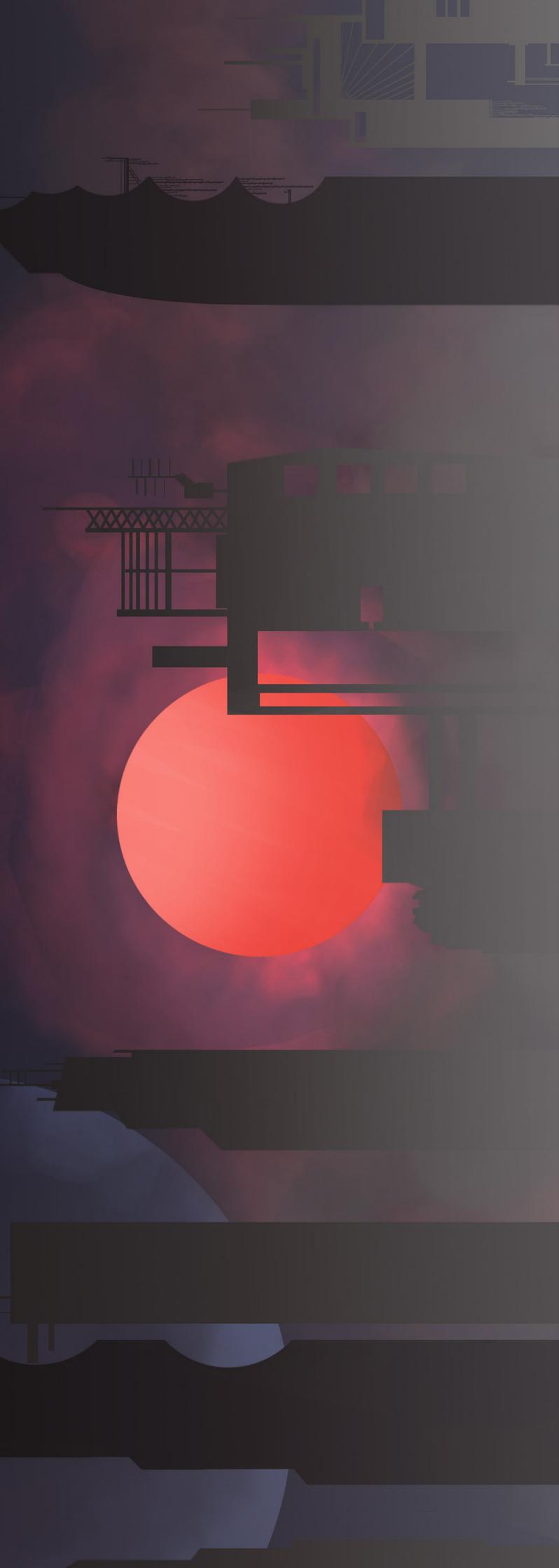
# DEVICTUS

5-06

WRITTEN REPORT

YEH SHIH PERNG (3P3)  
ETHAN FONG KAI JIE (3A3)  
SAMUEL LIN TZE YOU (3P1)





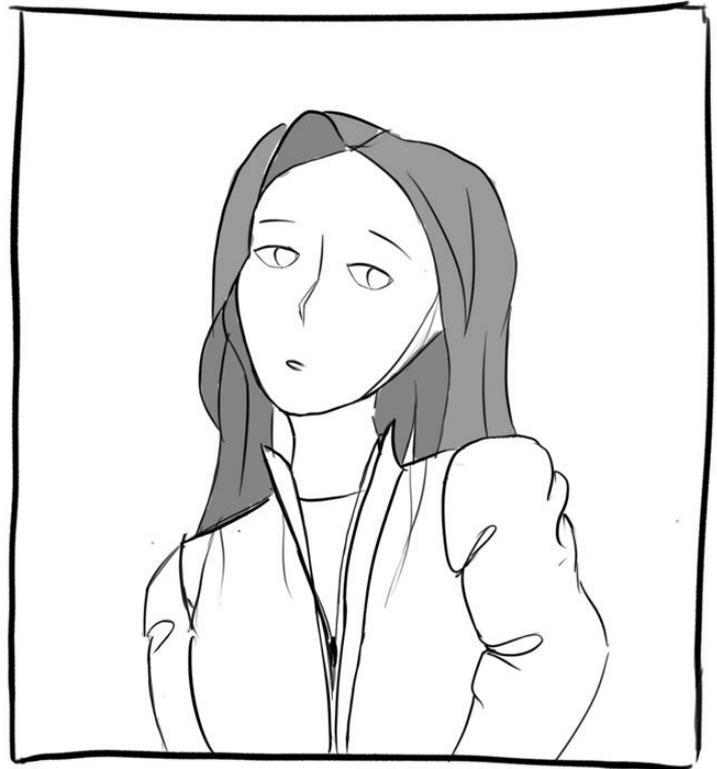
# Table of Contents

- 1.0 Visual Research
  - Artist Inspirations
    - 1.1 SAD-ist
    - 1.2 JUNY
- 2.0 Ideation
- 3.0 Improvements made
  - 3.1 Perspectives
- 4.0 Complete Storyboard
- 5.0 Colour
- 6.0 Cleanup
- 7.0 Personal Reflections
- 8.0 Bibliography

# Why This Topic

The aim of this project was to convey the **struggles of accepting yourself** in the face of the world and managing self esteem.

As such, we chose a girl who is losing herself in the expectations of the world and falling into self loathing as the main character and the animation follows her as she journeys to love herself



Tclyes.W

The sky is full of stars ✨ and there's room for them all to shine ✨

a shot from a frame



Intac\_thon I had such a great time with yall!

a shot from a frame

We decided to pick animation as our desired medium as we believed that our story would be best depicted with the **beauty of motion** and also partly as a challenge to all of us.

# 1.0 Visual Research

## ARTIST INSPIRATION

### 1.1 SAD-ist

A core component of what made us interested in SAD-ist's animations were her simple linearts which always seemed to bring their point across elegantly and effectively. The **clear and distinguishable facial expressions** were also something we wanted to take reference from and replicate as much as we could in our own animation.

Another thing that sadist does exceptionally well is **animating to the beat of a song**. In our research, we found that in almost every scene could be broken up into a one-two motion, with the subject matter starting in one position and ending up in another. Often this helped with syncing the animation to the beat of the song in the background which in turn keeps the audience on the edge of their seats as the background music coupled with the animation reels them in.



# SAD-ist

Depicted below is a scene of a prisoner being chained up and him resisting the chains from her hit animation "Hog Hunt"

We realised that even though the range of motion was wide, it eventually came back to the original position. The one-two nature of this motion gives a form of **closure** and ties everything together nicely



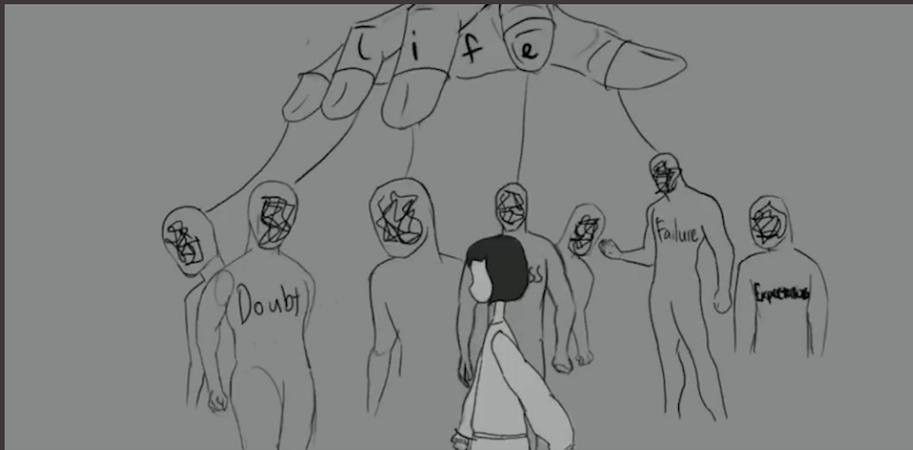
# 1.2 Juny

Juny's style and simplicity of animation brings a lot of skill and technique

In this specific video, called **The Choice**, he employs fluid transitions and sets the mood from the beginning.

Furthermore, there are many camera angles used which bring forth variety, which we implemented in our animation

A scene was also adapted from this video



## 2.0 Initial concepts/Ideation

The initial storyboard we had was too ambitious, as we all have not done animation before, and we had to learn the basics of:

1. Time-based medium
2. Narrative structure
3. Principles of Animations
4. Perspectives
5. Compositions

Additionally, it was composed of **multiple separate themes**, which didn't make sense together.

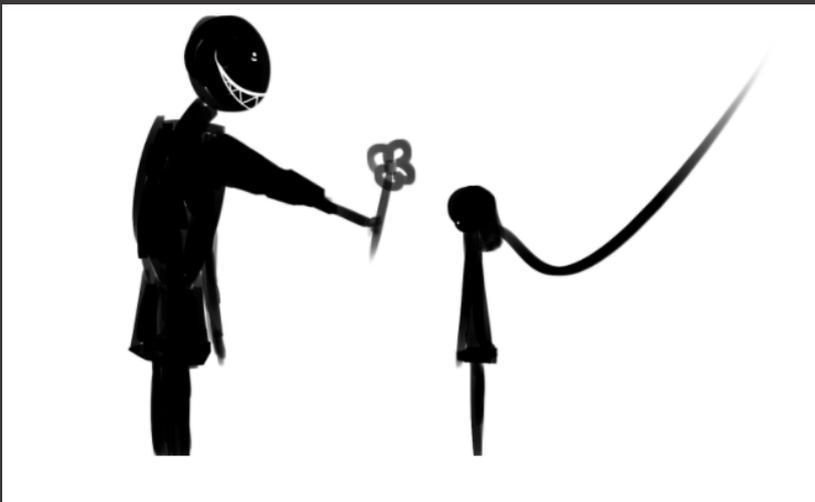
The initial storyboard (as seen below) during the ideation progress was a mashup of all our different creative styles and showcased the various views we had and how we wanted the story to flow. Seeing as that this was our first animation, we went through and recaliberated each scene to work on them to clarify if they were essential or not



# Initial Concept (storyboard)



We kept the cityscape idea but have edited it to fit the scenario instead of its original role as a white elephant.



We re-adapted the idea of the enemy. Physical harm and hurt is **not cohesive** with our story and in the interest of coherence we decided to remove it.



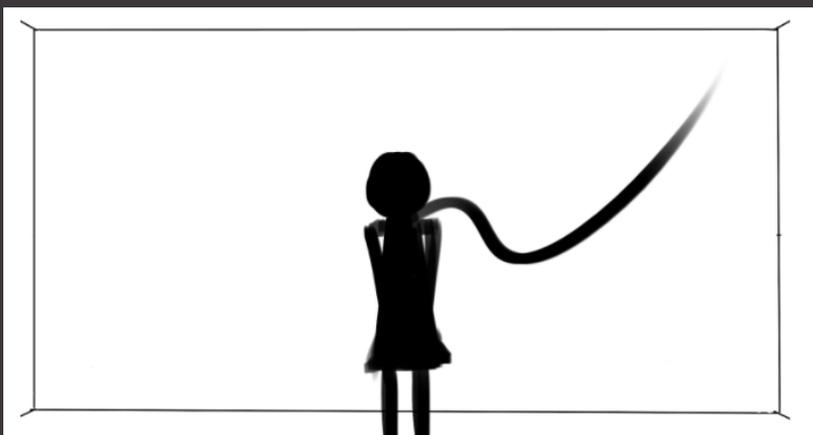


we kept this line of animation, but made it **better**, or at least we tried to



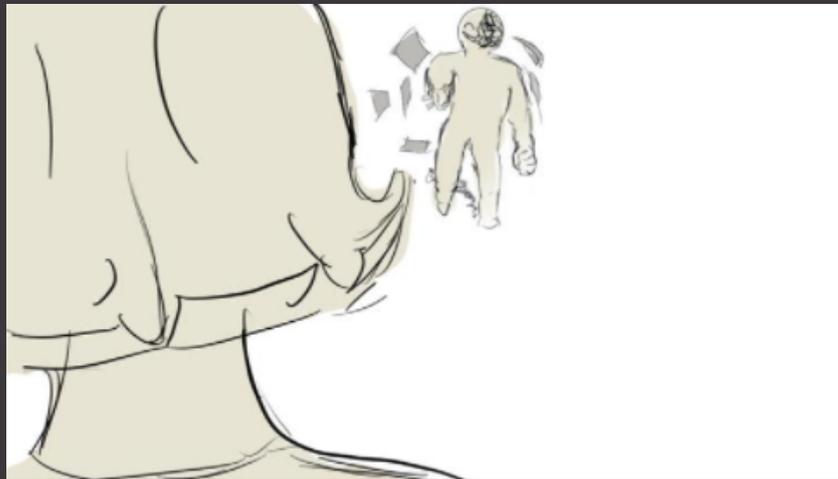
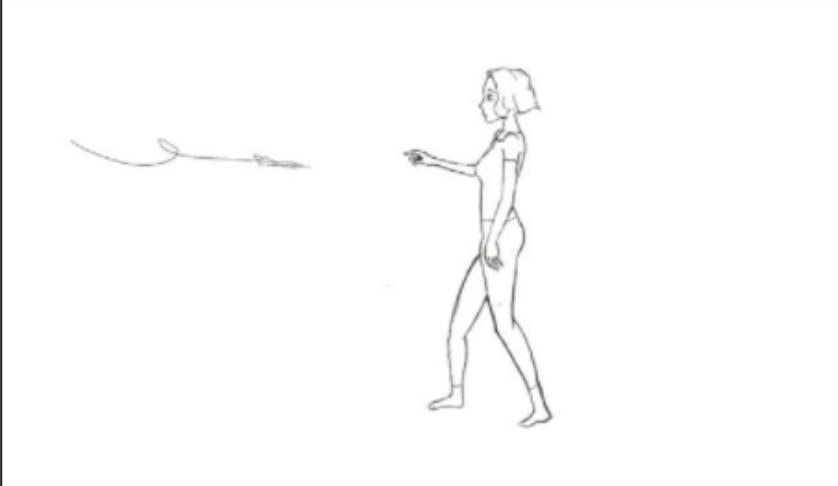
The keyframes were lackluster in the beginning, with gaps in the transitions such as this portion

It was incoherent initially but we learned and improved upon it.



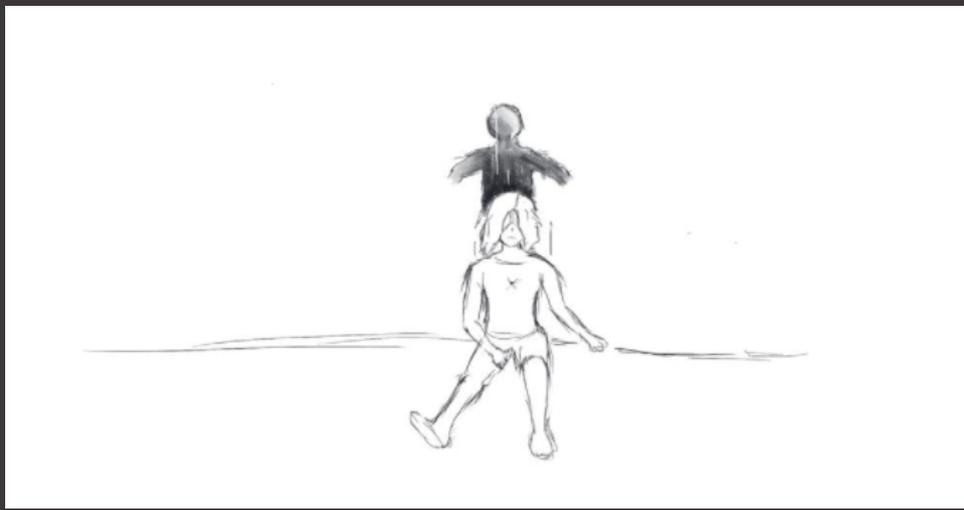


We kept the paper scenes, but had it reworked so that the theme was **clearer**.



Removed combat scenes as it didn't add to the story.

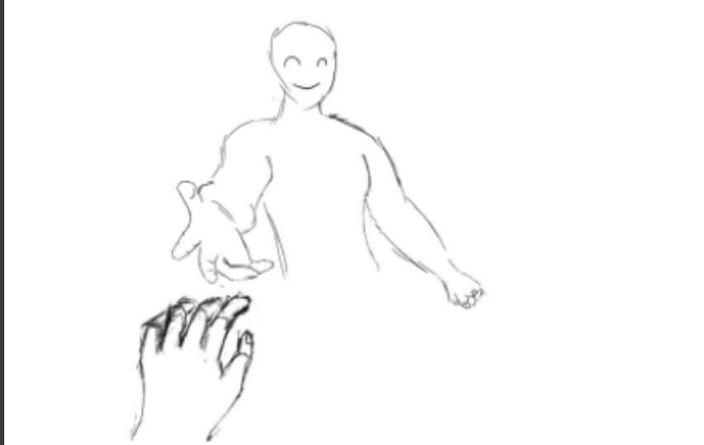
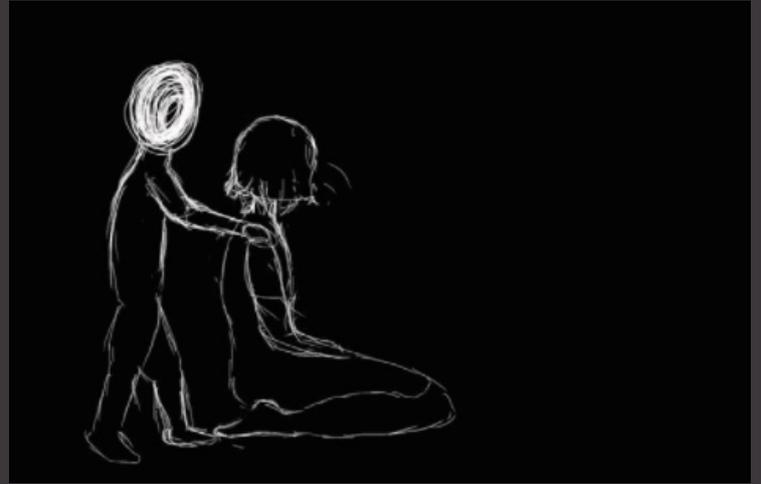




Flying paper scenes were changed to improve **flow of animation**



Sinking scene is rearranged



Our original storyboards had many subject matters which **distracted** the attention from the main theme, hence we decided to consolidate it in our final storyboard

We changed the overall theme of the animation from overcoming an obstacle, to self-reflection and making a decision for yourself

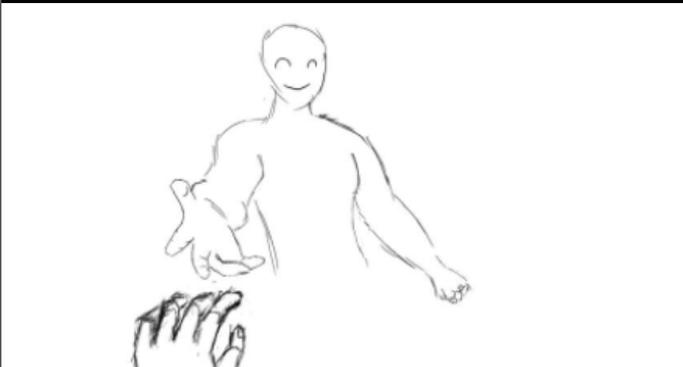
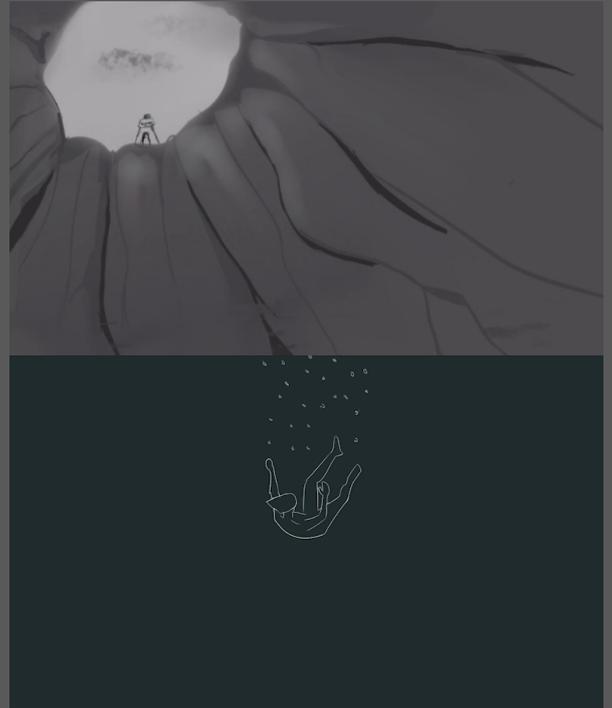
# 3.0 Improvements made

Here are some scenes we would like to highlight!

## Climax scene:

Originally we thought the character should fall into a dark pit to symbolise her fall into self loathing, but it didn't have the right intensity we wanted.

As such, we kept the idea of falling but instead changed into the main character (MC) falling into water, symbolising her suffocating and being pressured under the stress



## Ending Scene:

Instead of someone helping our MC, we decided that this would be a more personal journey and more of helping herself and so we decided to remove the person aiding her and portray her solving and making a decision for herself

# 3.1 Perspectives

Working with 2d animation, camera pans and all the complex moves that we had envisioned were harder to pull off due to the lack of experience we had and the time limit due to lack of control of time.

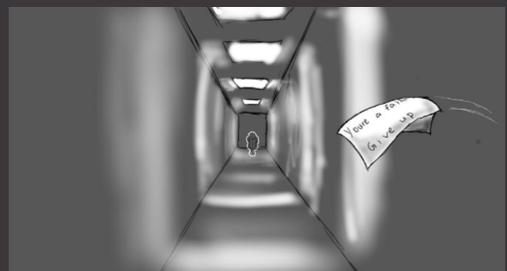
Hence we decided to focus more of perspectives on how we were going to frame every scene we had

We also changed up some shots to make it **a more immersive experience.**



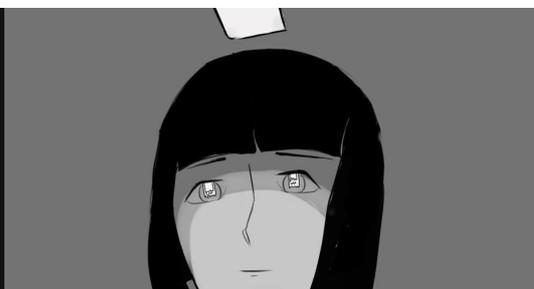
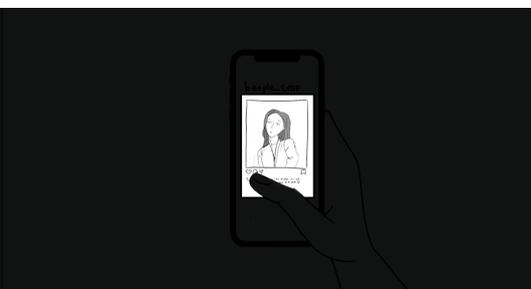
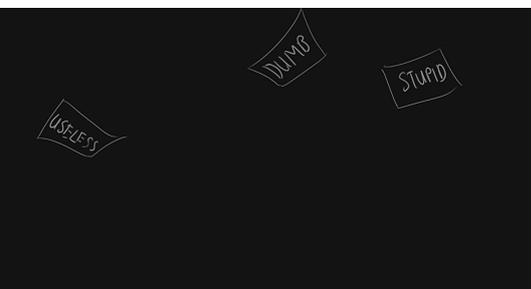
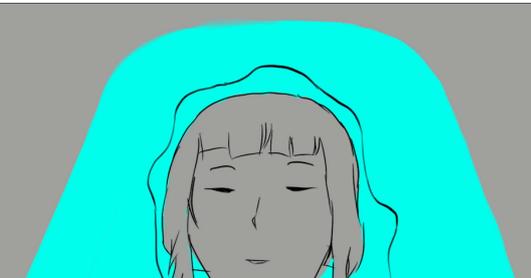
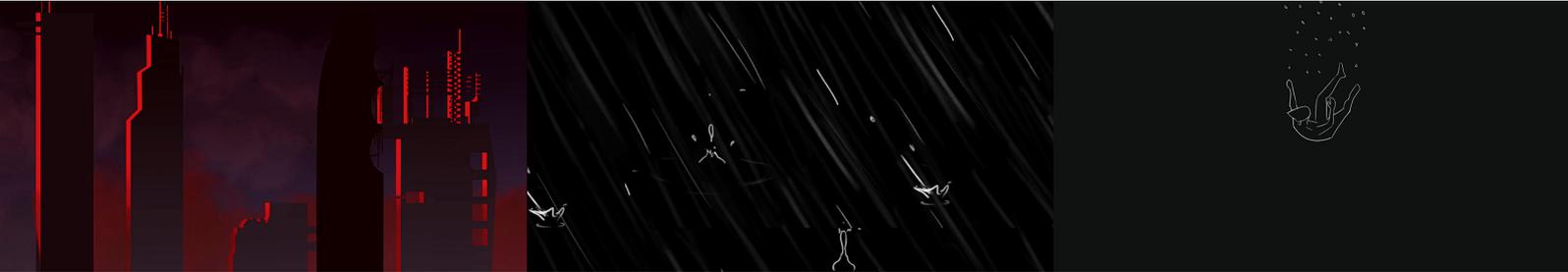
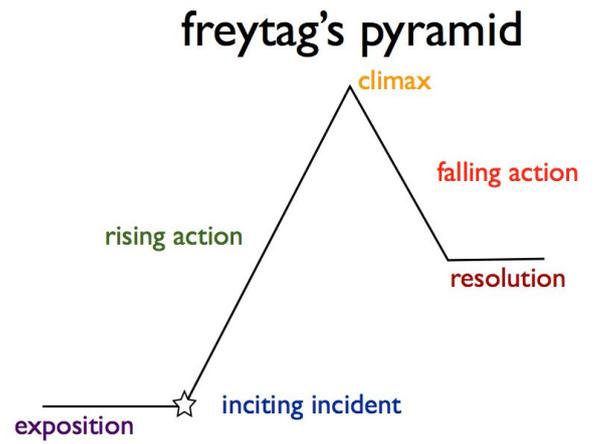
A more dynamic shot was chosen (top) instead of a flatter side view (bottom) which was our previous visual perspective in the first storyboard.

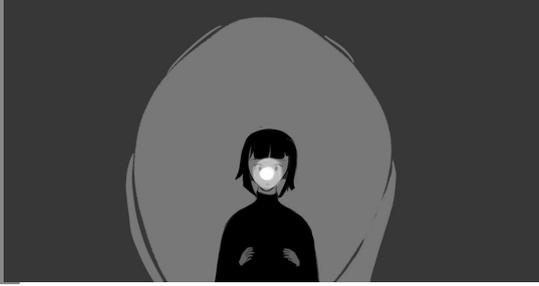
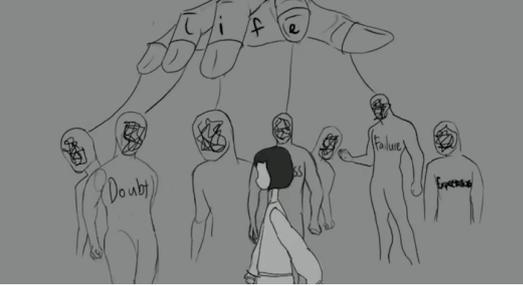
We changed this shot as the original scene seemed more complex yet brings a less clear message



# 4.0 Complete Storyboard

Following a standard form of storytelling, it follows Freytag's pyramid of dramatic structure





Our final storyboard is simplistic, yet able to carry out the complete meaning of the story.

Do note that there are some scenes which are changed in our final work.

# 5.0 Colour

We have stuck to mostly a **monotone** animation of black lineart on a light grey background. as this would symbolise how lifeless and empty the world looks when you are unhappy with yourself in many aspects

There are also exceptions to colours in different scenes

For example the scene where our main character likes a post from an influencer on her phone, the like is red, to symbolise a form of affirmation and validation, which is painfully absent from the main character's life

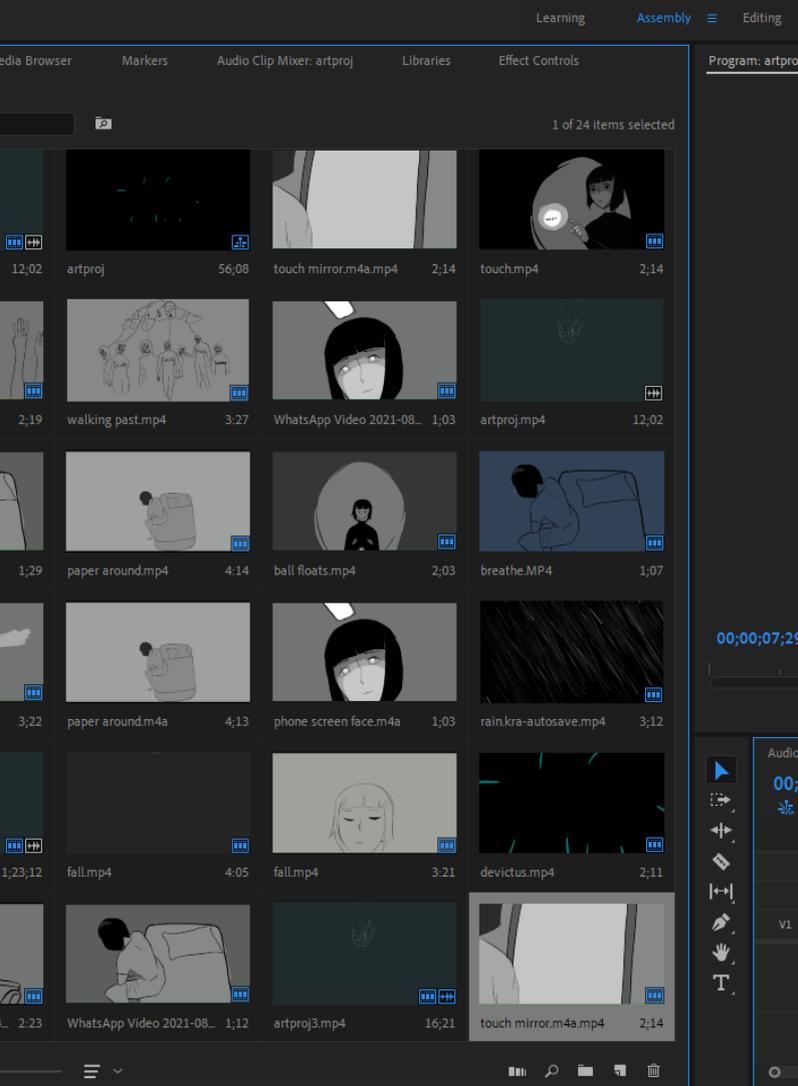
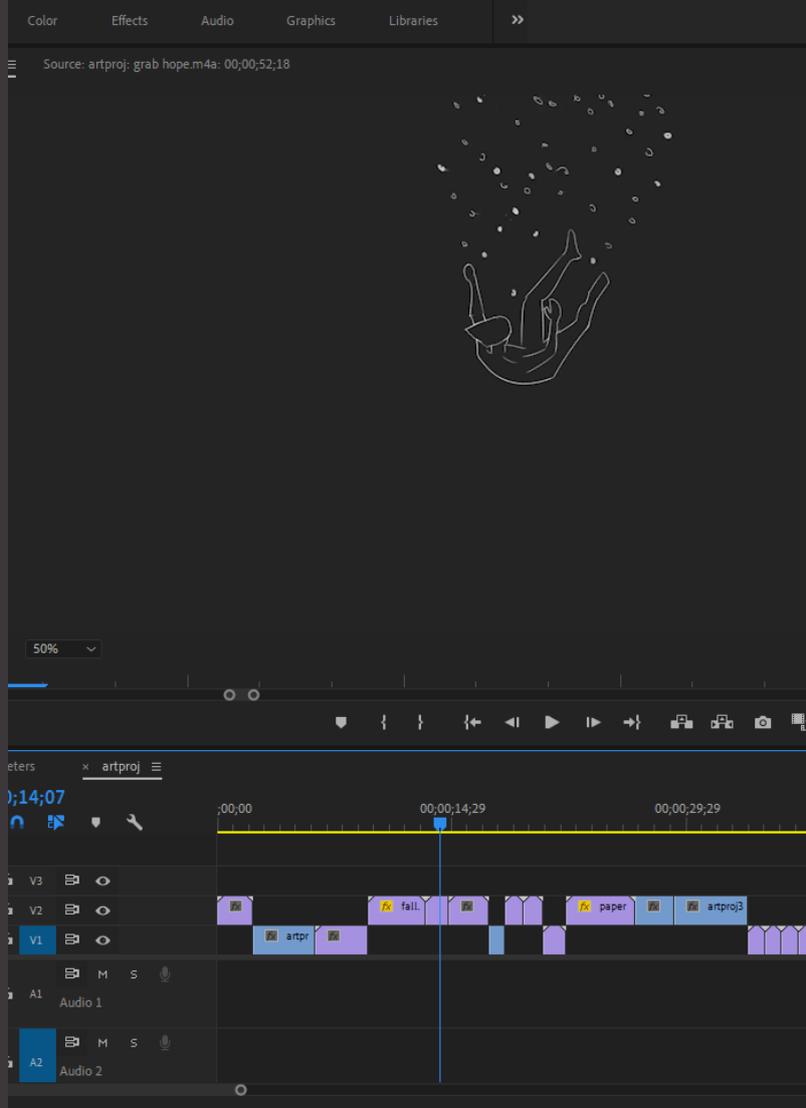
The "enemy" in a sense are grey or of a similar tone, contrasting with the hope ball in the end which is white,



# 6.0 Cleanup

Rendering in **Krita** is very different from conventional saving and exporting. For this, we had to download a **3rd party encoder** from the internet to encode our hundreds of individual frames into one coherent mp4 format.

This posed multiple problems as there were unreliable encoders which sometimes failed, leading me to have to look for and troubleshoot these issues myself. We definitely know more about these things than we did when we started the project.



When we were cleaning up the animation, we worked through a few more overlooked transitions which we thought could easily be grasped, so we had to fix that.

Further more, post production was quite a nightmare trying to link all the individual clips.

Overall, i learnt much from this process and got a deeper understanding of the adobe workspace.

# 7.0

## Personal Reflections

### **SAMUEL**

Reflections:

This was my first time doing any form of digital art. It was very different compared to drawing on paper. For example, instead of pen and paper, I had to use a tablet connected to my computer. At first this was a challenge as I was not able to see what I was drawing on the surface which I was drawing on and the tablet area was different to my computer screen area. This made it confusing and I had to get used to the sensitivity of my tablet.

Additionally, I had never used photoshop before so I spent hours learning how to use it via online tutorials. Animating was definitely frustrating at times as it was difficult to draw from different and make the body motions look smooth. It was a very tedious process. However, I felt that once I understood how to use photoshop, animating became more enjoyable for me.

Overall, I definitely benefitted from this project and will continue animation in the future.



# ETHAN

We have worked well together as a team and tried our best to synchronise with each other in how we handled files and work delegation. Though we did have creative differences in how we wanted the story to shape out, we talked it out and made decisions swiftly and pragmatically.

A challenge that I faced early on was the limitations of my laptop, which could not animate very well as it could not handle the workload. This slowed down my workflow considerably initially. However, i managed to find some fixes in the form of altering settings and dedicating more RAM to the animation softwares used.

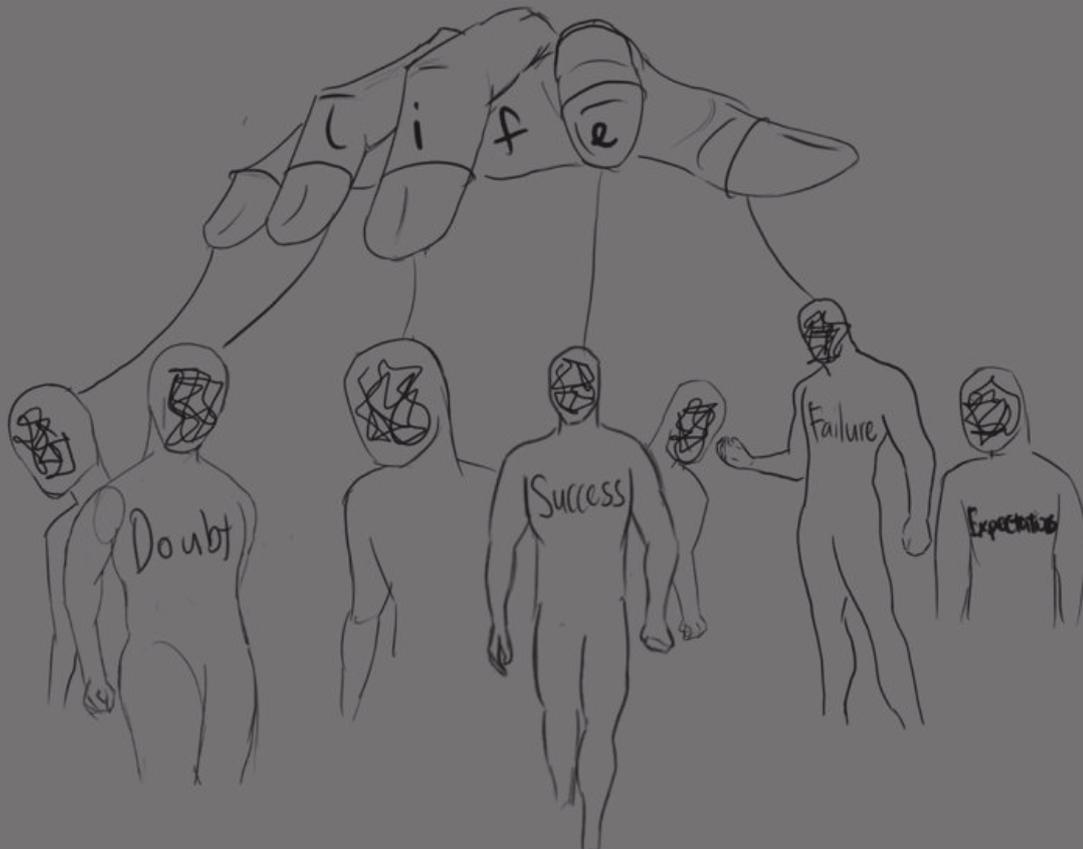
Learning a new animation software, Krita, was also a challenge. I am used to the user interface of the adobe workspace, and had never used any sort of animation software before. I had to learn almost from scratch how to use the new software, all the different keybinds and features, etc. It was definitely an eye-opener for me. i do regret that in the view of time many of our scenes that we originally meant to include were unable to make the cut.

Overall, i believe this was a very enriching experience for all of us and showed us another potential direction we could pursue in our creative careers. If there was one thing I could change it would be that we planned out the workflow better so that we would have time for more technically impressive and expressive scenes.

# SHIH PERNG

## Reflection:

This was an interesting experience for me, as this was the first time that I ever had done a proper animation. Sure there were hiccups along the way, but I felt that I had tried my best and learned a lot along the way. It was pretty fun to learn character animation as well as positioning too.



## Regrets:

With this project being a time based medium, it takes alot of time to create. We originally had a timeline set up so that we would be on track, but we had basically wasted the whole June holidays away. The animation could have been more polished and in more detail, with a more fleshed out story.

With the lack of time, scenes with large movements were omitted or scaled down. But I learned that simplicity was key to tell a simple story, and not to overcomplicate things which would make it worse

## What I have done well:

Im happy about the scenes I have done as they are clean and simple enough. Important clips have been completed. I am extremely proud of how this turned out. Of course there are parts to improve, but it would be implemented in my next project, instead of regretting about it :D

# 8.0 Bibliography

SAD-ist. (2021, April 3). *"Hog Hunt" | Dream SMP Animation*. [Video]. Youtube. <https://youtu.be/MPiILYNStd8>

Glatch, S. (2020, May 12). *The 5 Elements of Dramatic Structure: Understanding Freytag's Pyramid*. Writers.com. <https://writers.com/freytags-pyramid>

Juny. (2021, January 1). *the choice*. [Video]. Youtube. <https://youtu.be/AXH7kQobBzg>