

PART III.

9	Oct 27	Morphing strategies Stylization, distillation, purification	Mixed media	Homework: working on project 03
1 0	Nov 3	Storyboarding: series of 12 drawings using morphing strategies	Mixed media	Homework: working on project 03
1 1	Nov 10	Drawing strategies: working on project 03	Mixed media	Homework: working on project 03

Project 03 storyboarding + animation

Abstract: This project will introduce students to drawing techniques used in animation, storyboarding and motion graphics. Students will use drawing to explore the cinematic concepts and formulate ideas about time-based design by revealing the process by which it is made.

Project Goals and Objectives

This project functions as an evaluation of students' animation (motion graphics) skills. Students will be asked to apply advanced drawing strategies; to model, process, and to discover new meanings in objects; to sculpt with clay (and other materials) and to transfer 3D shapes onto paper and animate the image

Selecting the theme

Think of this project as an animated sequence or clip. Select a theme involving a subject/ object interesting enough to elaborate. Think of the strategy that will best communicate your message and process ideas using motion. Plan to use the finish product for your website intro, CD or DVD release, commercial, ad campaign, etc.

Research topics

Iteration process of repeating a set of operations in order to achieve better result

Modularity big system made of small self-contained systems (i.e. CPU)

Mimicry copying properties of one object to another object (camouflage, scaling, convergence)

Scaling fallacy systems that work on any scale (wings)

Convergence similar but independent systems (wings insect, bird, plane)

Inspiration

Design should broaden the channels of perception. Well-being is the expression of your perception.

What does

...silence feel like?

...dark taste like?

...soft smell like?

...bitter sound like?

...stench look like?

Interference between word + colour + shape

Shaping imposing desired behaviour by teaching or forcing (military polygon)

Similarity mosaic or fractal, similar elements as part of the whole or in relationship

Dynamics fast or slow morphing (collision or erosion)

Project development

Brainstorm ideas (don't forget to present this stage)

Use clay (3D sculpting) to test and draw morphs and transitions

Create drawing storyboard

Make a Study-Drawing of the morphing process of the selected scene

Animation technique: claymation, flip book, digital, photo, etc

Assessment Elements: morphing process- in many directions- form reduction and stylization, to synthesis and blending of shapes

In class work: Start by drawing a series of 12 small sketches to determine your sequence. These should be done in your sketchbook and brought to the following in-class work session. You will receive input in the studio so come prepared to discuss your composition. Trim 12 8"x8" sheets from your drawing pad. During the in-class work session use tracing paper overlays of single steps at the actual size of your finished drawing to test how the overlapping sequence is reading.

Presentation of the project

Please be ready to share

The emphasis of this project is on design process: **Please bring all working sketches**

Show 3D model in action and background solutions

Storyboard (please include & describe sound effects or other elements involved)

Finally, present your **animated clip**