Modern Tales

Contents

Statement of Intent

Storytelling is a universal language whether it's through literature, art, music or dance. Classic literature such as fairy tales are easily identifiable to at least occur in most people's childhoods. When I was younger, I was very interested in these famous fairy tale stories and grew up around classic Disney movies. However, while living in a very feminist household, throughout the years I started to notice trends in the female characters portrayed in these stories. I began to question myself; "Why are these female characters always portrayed as weak, helpless, timid?", "Why are they always saved by the man, why can't they save themselves?", "What would these characters do if they lived in the modern age?".

I aim for my project to share a new perspective as I convert olden day fairy tales into a modern day context inspired by a Studio Ghibli animation style. Furthermore, I aim to challenge old gender stereotypes and subvert the common connotation of the weak female character into a strong character.

My project is for an audience that are familiar and grew up with fairy tales, particularly girls. As young girls grow up with stories portraying females as weak and submissive, they are taught through these subliminal messages; to not stick out or stand up for themselves; not to lead others - rather follow; not to voice their opinions. However, when this audience of young girls view my film, I hope to shine a new light on the female role in society and empower them.

I plan to use a mixture of both cel-based and path-based animation in my project so I will have to use hardware and software that can cater for these components. For the animation elements, I intend to use my iPad and a Wacom Intuos graphics tablet paired with software such as Procreate and Adobe Animate. During the editing phase of the production of my project, I intend to use softwares such as Adobe Premiere and After Effects in order to add sounds effects and music as well as implementing path based animations into the project. I am also open to other tools as I continue my research.

Throughout the production of my project, it is inevitable that I will encounter some challenges that I will have to overcome. One challenge is my indecisiveness. As this is a major work, I will have to make big and important decisions regarding my project and there is not much time or opportunity for big changes if I change my mind. To overcome this I will have to stick with my decision and will have to work around any changes I want to make. Due to the amount of work versus time frame, I do not have much time to procrastinate and to overcome this challenge, I will plan my work to fit in the time frame and work according to the schedule. Another challenge may also be my limited knowledge on animating and I can overcome this by watching and applying myself to many various tutorials.

When my film is complete, I intend to publish it on various social media platforms. Using social media such as Youtube and Instagram, my film will be able to reach a large potentially interested audience with the help of relevant hashtags. This will help my film find and impact more people as well as spread my message ad to share a perspective regarding a more feminist viewpoint on classic literature. After the submission of the Major Work, I could also add my project to my portfolio and use it for university applications or for submitting for national and international competitions.

Research

RESOURCES | INSPIRATIONS & REFERENCES

MATERIALS

PROCESSES

TECHNOLOGIES

1. Title: Spirited Away (2001)
Category: Film
Link: https://www.youtube.com/watch?v=eyBLufDkPyc
Date: October 2021

I have always adored Ghibli films for their animation style, soundtrack and storylines particularly Spirited Away. For my own project, I want to implement Ghibli's style of scenery, colour palette and the combination of Western and Japanese style animation.

Conceptual
Studio Ghibli tends to play with the themes of love, family, culture, environmentalism and human emotion and tend to be set in a fantastical world with strange creatures. Spirited Away is the prime example of Ghibli's portrayal of these themes as it portrays the strong theme of youth and deals with real-world problems metaphorically while dressed up in a beautiful and enjoyable film. Ghibli tends to use unconventional protagonists and the storyline is usually at a slower pace, focusing more on the themes and concepts rather than the storyline.

Technical
Studio Ghibli uses a traditional animation style, intially hand-drawing every frame before being put together. Ghibli combines the traditional Japanese style with American style animation and the colours used are water-coloured, giving it a lush and distinctive colour palette. The music Ghibli uses in their films typically have a magical feel and effectively captures the emotion and atmosphere of the characters and scenes. Like the animation style, the music is also inspired by a hybrid of Western and Japanese music.

2. Title: Brandon Woelfel
Category: Photographer
Link: https://www.brandon-woelfel.com/photography-1
Date: November 2021

Selection and Justification
While my project is an animation, I can still use aspects of Woelfel's photography to inspire my project. I adore his editing style and the colours he uses and I can utilise his colour palette into my own illustrations and animations when creating my project.
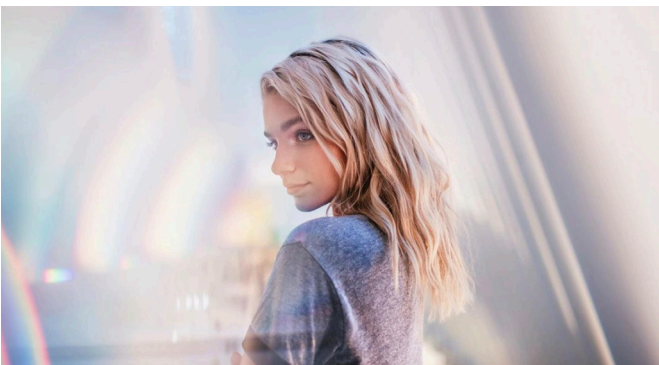
Conceptual
Brandon Woelfel is a New York based freelance photographer. His work contains a realism and fantasy component which has evolved with his style over time, playing with the concept of light, aiming to capture a "feel good vibe" and encouraging his audience to be reminded of positive memories while viewing his work.

Technical
Brandon Woelfel's photography is most recognisable for his editing style and the colours he uses. He tends to use more cooler tones with a lot of blues and magentas, providing contrasts against shape and colour. He shots mainly with his 85mm or 50mm lens, typically with a low aperture of 1.4. This creates his signature bokeh effect especially in his low light photography and backgrounds.

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Title: Enchanted (2007)
Category: Film
Link: https://www.youtube.com/watch?v=IJwUFq8uOr0
Date: November 2021

Selection and Justification
I draw heavy inspiration from the intertwinement of the fairy tale and modern world. In my own project. Enchanted inserts many fairy tale elements into the real-world and essentially parodies classic Disney movies and I hope to implement this aspect into my own project.

Conceptual
Enchanted is about a stereotypical princess character named Giselle who is forced out of her traditional animated world of Andalasia into the live-action world of New York City. The film acts as a self parody of Walt Disney's classic animated films. It contains musical elements and talkative animals. As Giselle explores New York, she discovers that unlike her home world, the live-action world is less optimistic and the film plays with the ideas of evil witch antagonists and the disney princess cliche of "true love"

Technical
Enchanted separates the fairy tale world and the modern world through the contrast of film footage and animation. The film interchanges between two aspect ratios of 1.85:1 in the beginning animated world and 2.35:1 when entering the live-action world. The animation was done with traditional cell-based animation in reference to the classic disney animations. The film also makes use of special effects as they use computer-generated animals.

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Title: Ghostbusters (2016)
Category: Film
Link: https://www.youtube.com/watch?v=w3ugHP-yZXw
Date: November 2021

Selection and Justification
In my own project I like this film's subversion of gender stereotypes and aim to use the same concept, using strong female protagonists or portraying males in stereotypically female roles to challenge the society's conventional perspective.

Conceptual
Ghostbusters (2016) subverts the gender roles of the classic Ghostbusters film having four women as the protagonists and unconventional heroes of the film as well as featuring Chris Hemsworth to portray the "dumb blonde" stereotype. The film plays with fantasy elements as they defend the city from ghosts and showcase the women as intellectual and strong heroes which save the city.

Technical
Ghostbusters (2016) uses a highly saturated colour palette and colourful sets which bring out bright colours such as reds, yellows and greens. The pacing of the film is fast and the music and soundtrack can be described as "loud" and upbeat. The film is heavily reliant on special effects and the colour palette ties in with these effects to create a fictitious feel gained from viewing the movie.

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Title: Genshin Impact - Raiden Shogun Backstory
Category: Video game cutscene
Link: https://www.youtube.com/watch?v=ObSG4OZby14&t=1s
Date: Jan 2022

Selection and Justification
Not only do I adore the storyline of Genshin Impact, I am also inspired by the animated cutscenes especially by the colour palette, animation style and music. I also aim to include smooth animations, transitions and narration inspired by Genshin's use of these techniques.

Conceptual
Genshin Impact is an open world, story driven video game which portrays the story of a traveller exploring several nations in search of their twin. This particular cutscene tells the story of the god of one of these nations and how she came to power. The animation draws from the theme of loss and power in a visually pleasing animation.

Technical
The colour pallete consists of pinkish tones in alignment with the Japanese cherry blossom to establish the setting. The animation makes use of smooth transitions to progress the storytelling which is accompanied with narration and traditional inspired music. The movements in animations are typically simplistic and not too big, capturing a peaceful mood.

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Title: The Turning Point by Steve Cutts
Category: Short film
Link: https://www.youtube.com/watch?v=p7LDk4D3Q3U
Date: March 2022

Selection and Justification
I like Cutt's background designs of the city and how he draws his animal characters. As I am using a modern setting such as a city, I can draw inspiration from Cutt's city backgrounds. I also like some of the transitions he uses as well as how he animates particularly in the introduction of this short film.

Conceptual
Steve Cutts subverts the role of humans and animals to challenge the viewer's perspective on society's impact on the environment, climate change and extinction. He portrays animals in everyday scenarios for humans while humans are portrayed as savage creatures. This theme of tackling social dilemmas is evident in various of his works.
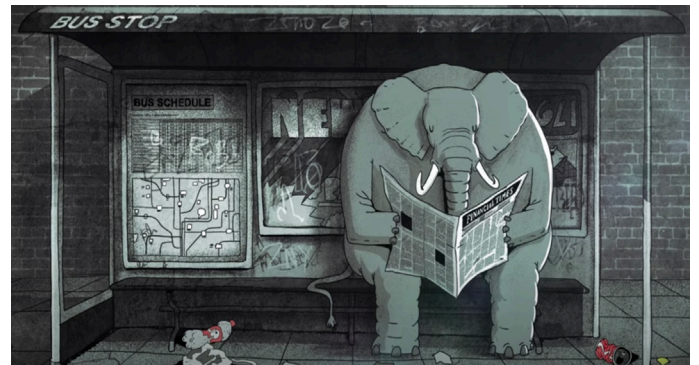
Technical
Cutts uses a grey colour palette to capture a dull mood in the city life which then becomes more red in order to capture screens of action and violence. He utilised After Effects, Premiere Pro, Clip Studio Pro and Cinema 4D to produce this film. He makes use of transitions, often having objects leading from one screen to another to create a smooth storyline.

Materials
Graphics

.JPEG

.PNG

.SVG

.JPEG
- Highly compressible allowing for smaller file size
- Compatible with almost all software/devices
- High resolution
- Full colour spectrum

.PNG
- Allows for transparency
- Lossless compression
- Full colour spectrum

.SVG
- Scalable without losing quality
- Small file size
- Interactive - easy to be animated

CONS

.JPEG
- Detail is lost because of lossy compression
- No layers
- Doesn't allow transparency

.PNG
- Larger file size
- Not universally supported
- Doesn't support CMYK colours for print
- Doesn't support animation

.SVG
- Unable to display lots of detail
- Not universally supported

SELECTION & JUSTIFICATION:
I intend to use .jpeg and .png in my project. .png will be beneficial for graphics that need transparency as .png supports transparency as well for high quality graphics due to the format's lossless compression. While both support high bit-depth in regards to colour, jpeg does support better colours so I can also utilise .jpeg and for graphics that can use a smaller file size or backgrounds. I am choosing not to use .svg as I am not intending on working with graphics that need to be scaled and .svg doesn't offer high detail.

Video

.MP4

.MOV

.AVI

PROS

.MP4
- Commonly compatible as most widely used format
- Small file size while maintaining quality

.MOV
- Suitable for editing
- Good for using on internet as used primarily on web

.AVI
- Simple architecture
- Plays in commonly used media players

CONS

.MP4
- Not easy to edit or update
- File information is lost due to lossy compression

.MOV
- Large file size
- Only works on Quicktime player which is a video player specifically for Apple devices.

.AVI
- Large file size
- Does not support user interactivity

SELECTION & JUSTIFICATION:
For my own film, I believe that the .mp4: H.264 codec will be the most appropriate as it is the most commonly compatible across devices. As I will potentially be switching between my portable macbook and windows personal computer, the .mov file type will not be suitable as that is only compatible with devices that have Quicktime Player. .mp4 also allows for maintained quality while having a small file size so it will be better to use over .avi due to .avi's large file size.

Audio

.MP4

PROS
- Small file size requiring less storage space
- Manages to reach a level of clarity of up to 320 Kbps meaning its good quality
- Flexibility in choosing file size / quality

CONS
- Lossy data compression
- Quality may be disrupted when compressing or converting

.MOV

PROS
- Lossless - uncompressed means better quality
- Easy to process and edit

CONS
- Large file sizes
- Limited support and playability
- Not suitable for playback and uploading / sharing online
- Easily corrupted

.AVI

PROS
- Smaller encoded file size
- Widely available
- Lower bit-rate still maintains good quality sound

CONS
- High CPU usage while encoding
- Encoding takes a long time
- More complicated resulting in encoding problems which are usually avoidable

SELECTION & JUSTIFICATION:
For my own project, I will be utilising the .mp3 and .wav file types. .wav will be suitable for instances when I need high quality sound such as voice recordings and sound effects. However due to its uncompressed format, the file sizes tend to be large and this will not be beneficial for my storage, so I will also use the .mp3 file format for audio such as the soundtrack as it still maintains good quality at higher bit rates. I won't be using .aac as the other file types are more accessible for me.

Processes
Animation Industry Process

PRE-PRODUCTION

1) Identify directions and goals - dates, target audience, playback methods, budgets, and available resources
2) Research on other animations
3) Create script
4) Create storyboards
5) Design characters and draft backgrounds
6) Create animatics - gives a sense of the timing as well as the visuals - identifying missing content, story flow problems, and an inconsistent messages early to avoid making big changes later

PRODUCTION

7) Create backgrounds
8) Animate characters
9) Match with voice lines if needed
10) Key animation (posing)
11) Animate in between
12) Clean up animation
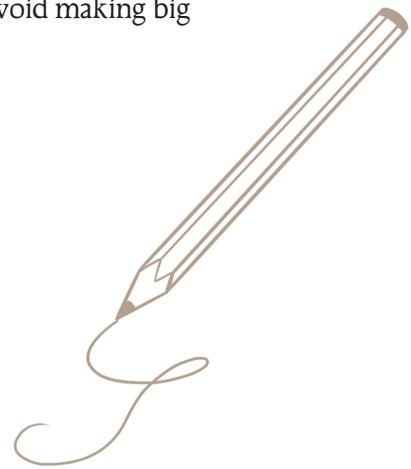
POST-PRODUCTION

13) Add visual effects and transitions in softwares such as After Effects
14) Add sound effects and audio
15) Final refinements and edits
16) Final export

EVALUTION

Due to my limited animation experience, I had to research the development process used by professional animation studios. I will utilise elements of their processes to improve the production of my own film. While my style and production may differentiate from professional animation studios, I can be inspired by the process of studios such as Ghibli who I have been inspired to identify key steps for my own production process. This will allow me to effectively complete the pre-production, production and post-production phases of animation and to avoid problems regarding time frame, and confusion in regards to storyline and ideas.

Tutorials

| Rating	Description	Symbols
Beginner	Requires none or minimal background knowledge or experience to be able to pick up skills and complete with ease and doesn't take too much time. Very easy to implement into own project	☆
Intermediate	Requires some background knowledge or familiarity with softwares or skills to be able to complete and takes a small amount of time or a couple practice attempts to be able to learn and implement skills from tutorial.	☆ ☆
Advanced	Requires substantial background knowledge and skills in order to complete. May take an extended amount of time or a few practice attempts in order to effectively complete or implement skills and implement into own project.	☆ ☆ ☆
Master	Requires extremely competent skills and background knowledge to complete the tutorial. Takes a long period of dedicated time to complete and requires numerous practice attempts in order to effectively implement into own project.	☆ ☆ ☆ ☆

Title: How to draw A-grade storyboards

Category: Youtube Tutorial
Link: https://www.youtube.com/watch?v=NPrkxj2MyZI
Difficulty Level: ☆
Date: October 2021
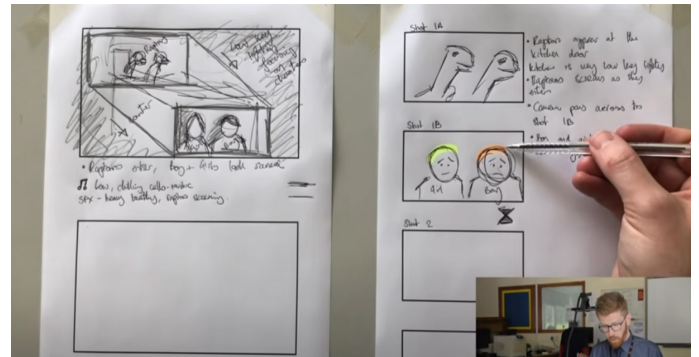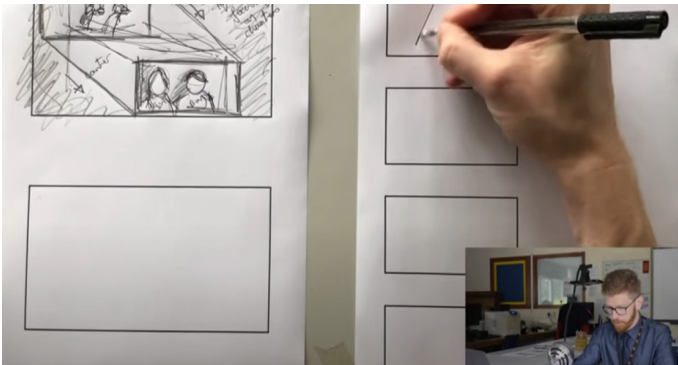
KEY LEARNING POINTS
· Include movement of camera
· Include lighting - where shadows are and where light comes from
· Can add labels for extra clarity - make it so that someone who isn't yourself can identify exactly what's happening
· Can also explain what is happening outside of drawing
· Include music and expressions/emotion
· Include symbols for transitions in between frames

SELECTION & JUSTIFICATION
Storyboarding is an important skill to learn as it allows creators such as animators and filmmakers to visually portray their desired ideas for filming, ranging from poses, shot sizes, angles, props, lighting and settings. By implementing the skills learned from this tutorial into my own project, I will be able to clarify my intended direction and avoid last minute indecisiveness.
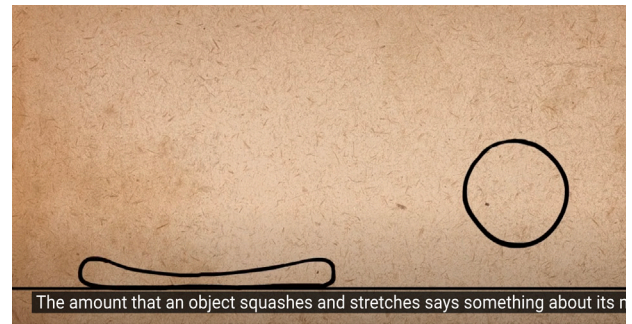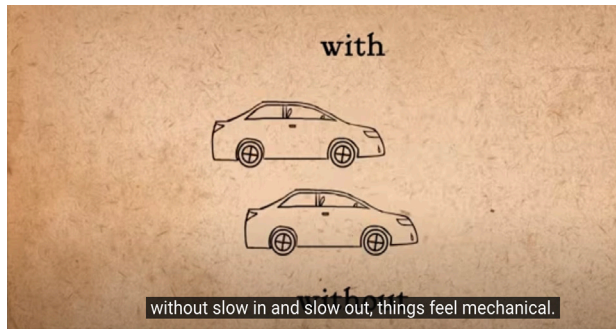
Title: 12 principles of animation

Category: Youtube Tutorial
Link: https://www.youtube.com/watch?v=uDqjIdI4bF4
Difficulty Level: ☆
Date: December 2022

with

without slow in and slow out, things feel mechanical.

The amount that an object squashes and stretches says something about its m

KEY LEARNING POINTS
- Squash and Stretch
-       Adds more depth to emotion or movement of objects
- Anticipation
- Staging
- Straight Ahead/Pose to Pose
-       Makes it easier to avoid having to redraw frames
- Follow Through & Overlapping Action
- Slow In & Slow Out
- Arcs
- Secondary Action
- Timing
- Exaggeration
- Solid Drawing

SELECTION & JUSTIFICATION

As a beginner animator who aims to produce a smooth and effective animation, watching this tutorial gave me an insightful viewpoint on the basics of animations. While it only provides basic principles for animation, these principles can be used in various circumstances during animating and can ultimately add personality and character to any animation. This will be useful to use in my project so that my animations appear less robotic and clunky and rather more life-like.

Title: SAD-ist: 3 secret tips for BEGINNER animators

Category: Youtube Tutorial
Link: https://youtu.be/uCwrYiU54ZM
Difficulty Level: ☆ ☆
Date: January 2022

4 TWO POSES ONLY

5 VLOG TRANSITIONS

KEY LEARNING POINTS
- Utilise and shift blur and focus to highlight the main focus
- Combine shots rather than showcasing many things that could just be shown in one scene.
- Think about the end goal of the scene rather than linearly to know how you want to animate it
- Simplify movement effectively but using two poses
- Vlog-like transitions can be paired with the beat to create cinematic effects

SELECTION & JUSTIFICATION

As sad-ist is one of my inspirations for animation, so I decided I should watch a tutorial which is based on her animation style in order to get a feel for how she animates and how to utilise her style into my own work. I found this tutorial useful as it gave many tips on how to improve animations with not too much difficulty and I can easily implement the tips provided in this tutorial to further improve my own animation.

Title: How to Animate on Top of Video
Category: Youtube Tutorial
Link: https://www.youtube.com/watch?v=a3f7Qhbg0AU
Difficulty Level: ☆ ☆
Date: November 2021
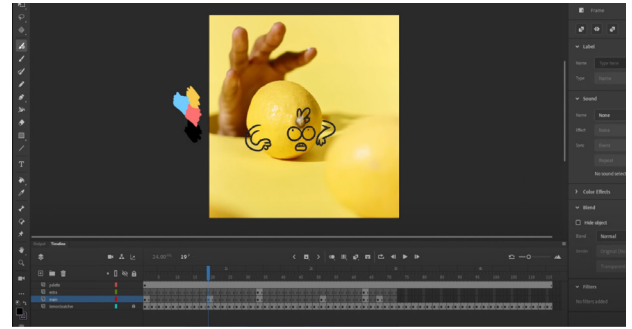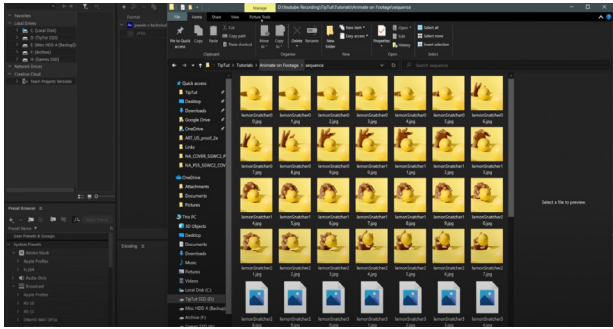
KEY LEARNING POINTS
· Import video into After Effects and edit video to liking - cropping video size and length. Then export via Media Encoder as jpeg images (12 fps)
· Identify colour palette and draw key poses, having separate layers
· Fill in the frames in between the key poses
· Add camera blur if necessary

SELECTION & JUSTIFICATION
For my own film, I intend on adding some animated elements on top of video footage and this tutorial has allowed me to learn a possible way to do so. This tutorial has made it easy to learn the basic usage of adobe animate and how to complete simple animations. Utilising this tutorial will allow me to add fantastical elements on top of film footage to add to the fairy tale theme I aim to achieve from my project.

Title: Creating a character walk cycle
Category: Skillshare Tutorial
Link: https://skl.sh/31QvOh7
Difficulty Level: ☆ ☆ ☆
Date: March 2022
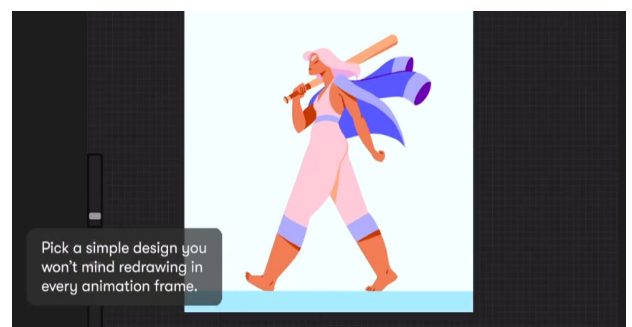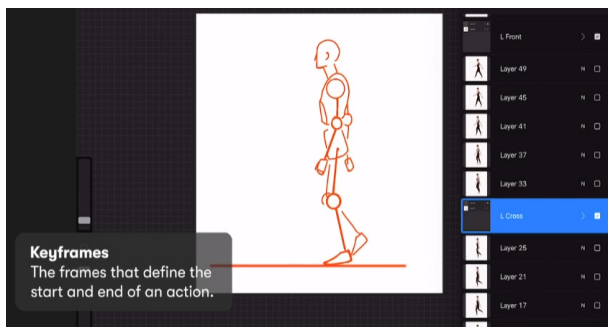
KEY LEARNING POINTS
· When picking a character, pick a simple design to make redrawing easier
· Use a reference of someone walking
· Sketch motion arcs - creates consistent path for body part movements
· Keyframes, then sketch character, then in between frames, then outline, then colour

SELECTION & JUSTIFICATION
As I am using human characters in my animation, this tutorial will allow me to understand human movement better and how to create a walk cycle to include in my animation. Utilising this tutorial will allow me to create smooth animations for my characters and potentially add personality in a sequence of movements such as a walk cycle therefore allowing for a better animation.
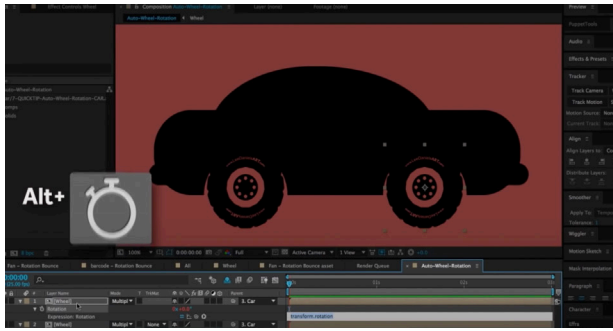
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Title: After Effects Tutorial - Auto Wheel Rotation
Category: Youtube Tutorial
Link: https://www.youtube.com/watch?v=s3LJrSDTiws
Difficulty Level: ☆ ☆
Date: May 2022

KEY LEARNING POINTS
- Import layers (car body, wheel 1, wheel 2)
- Parent the wheels to the car
- Alt key click the stopwatch for rotation on one wheel
- Using the expression pick whip, link the rotation to the x-value on the car body (repeat for other wheel)
- If the wheels move too fast or too slow, edit the expression by multiplying or dividing the value. Dividing means you want it to go half the speed.
- Key frame the position of the car according to where you want it to start and end.

SELECTION & JUSTIFICATION
As I am dealing with moving vehicles with wheels such as cars and carriages in my animation, this tutorial will help create a smooth moving vehicle with wheel rotations. This is hard to do with cel-based animation so I decided to utilise after effects with these animations and this tutorial helped me understand how I can do this. Not only has this tutorial deepened my understanding on how to achieve a moving car animation, it also introduces the idea of parenting layers and utilising ''expression pick whips' to create simultaneous movements with more than one object. This will effectively help me achieve my scenes with vehicles and wheels but also assist with the production of other similar path-based animation scenes.
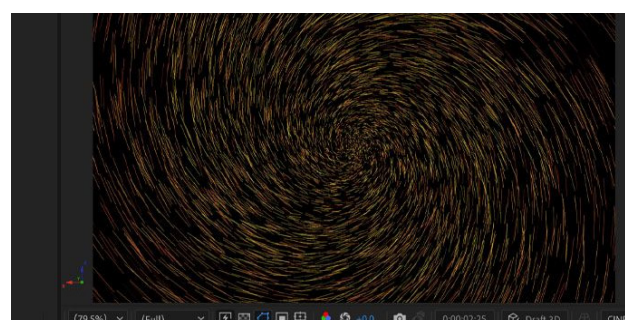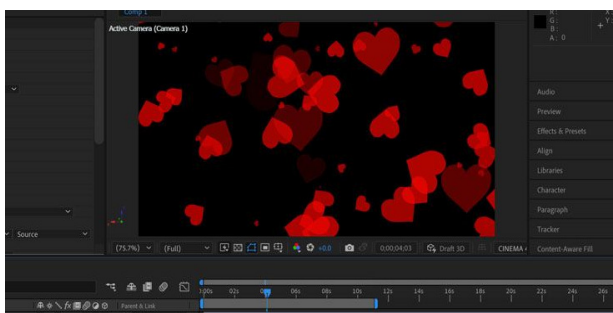
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Title: An Introduction to Particle Systems in Adobe After Effects
Category: Website Tutorial
Link: https://www.makeuseof.com/particle-systems-introduction-after-effects/
Difficulty Level: ☆
Date: December 2021

KEY LEARNING POINTS
· The CC Particle System is the most basic particle system
· CC Particle World is a more advanced version of CC Particle System allowing for more settings and to work on a 3d plane
· Particle Playground is the most complex of these three plugins. It allows the ability to set how particles react between themselves and work with layer maps and adjust more how your particles interact.
· When effect is applied, the particles can be edited from effects panel
· Animation preset has multiple options on how the particles move

SELECTION & JUSTIFICATION
As I want to create a fairy tale element in my film, I decided that an effective way to do this would be by adding particle effects to scenes to act as "magic fairy dust" or "sparkles" yet I had no idea how to do this so this tutorial allowed me to learn how to create the exact particle effects I wanted in After Effects. I will use this newly learned skill to place sparkles and magic like particles over film footage to add the extra fairy tale feel and depth to my project.
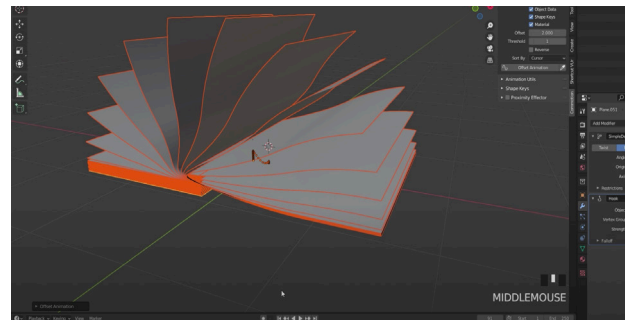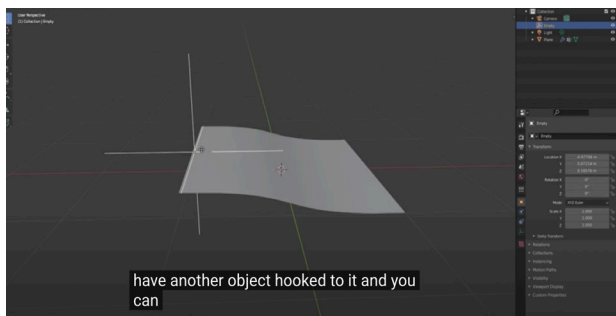
Title: Blender Tutorial - Book Opening Animation
Category: Youtube Tutorial
Link: https://www.youtube.com/watch?v=geyC6FfMFf8
Difficulty Level: ☆ ☆ ☆ ☆
Date: June 2022

KEY LEARNING POINTS
· Create the spine and the book covers. Parent the book covers to the spine, and add empties which are connected to the book cover's rotation.
· Key frame the rotation of the book covers.
· Add the bottom page, and add 40 loop cuts.
· Add a deform modifier to the page's z-axis, and adjust in edit mode.
· Key frame the movement of the page.
· Hook the page to the spine and add some gradient weight.
· Duplicate pages
· Key frame the rotation of the pages
· Using commotion plug in, offset the page animation.
· Edit keyframes to liking
· Add textures to the book's model (textures on page will appear warped so have to edit the UV map)

SELECTION & JUSTIFICATION
As I found that a book is difficult to animate in cel-based or path-based, I wanted to attempt some 3D animation in order to broaden my skills and create an effective book animation. While this was my first ever time using the software, Blender, this tutorial is able to be followed by beginners such as myself while also being able to introduce myself to the complex skill of 3D animation. I think that this tutorial has effectively deepened my understanding in regards to 3D animation and will play a very important part in one of my most crucial scenes in my project.
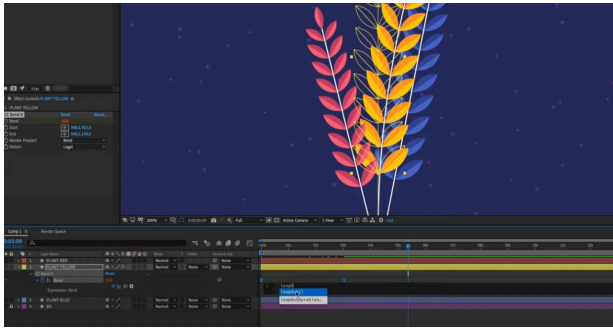
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Title: Create Waving Plants and Branches
Category: Youtube Tutorial
Link: https://youtu.be/0qxK1K0RTgM
Difficulty Level: ☆ ☆
Date: February 2022

Key Learning Points
- Import files into After Effects
- Apply CC Bend it to After Effect files
- Add keyframe at beginning in initial position, changing the bend value to own liking
- Add another keyframe to signify the end of the wave
- Add Easy Ease to keyframes
- Click stopwatch while holding alt and type in loopOut("pingpong") to create easy looping of the waving.

Selection and justification -
I aim to feature natural elements in my film and allowing for smooth animations such as waving plants will add complexity and details to make the entire animation composition look better. My main program I am using for animating is procreate and I haven't been able to achieve the flowy plant movements through the use of cel-based animation so this tutorial allows me to gain an insight into animating path-based elements into my project to achieve my desired plant effects.
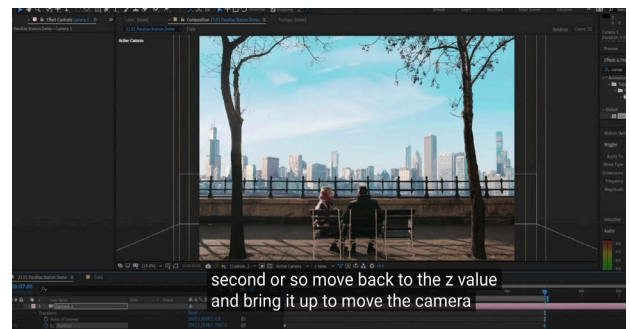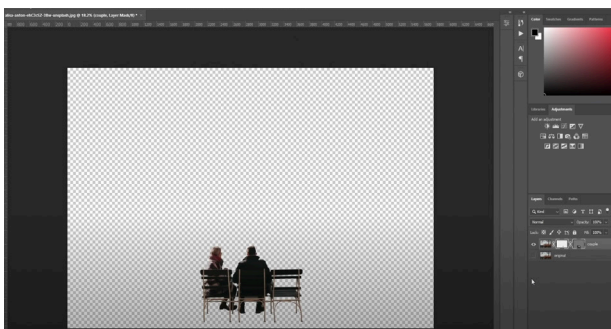
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Title: Create a 3D Scene from a Single Photo in After Effects | In-Depth PARALLAX Tutorial
Category: Youtube Tutorial
Link: https://www.youtube.com/watch?v=7tVyu-rjHbg
Difficulty Level: ☆ ☆ ☆
Date: May 2022

second or so move back to the z value
and bring it up to move the camera

KEY LEARNING POINTS
- Isolate layers (using photoshop or other softwares)
- Import layers into After Effects
- Convert all layers to 3D and adjust their Z axis accordingly then scale so it fits the size of the screen again.
- Add a camera layer and keyframe the position of the Z value

SELECTION & JUSTIFICATION
During the creation of my 2D animation, utilising this tutorial to create a parallax effect will ultimately add more depth to my work. Working with 2D animation, it is easy for images to appear flat but with the parallax effect it will give it a more realistic feel and depth. The AE camera tool will also allow me to express my camera knowledge despite not actually using a physical camera in my project.

Computers	Advantages	Disadvantages
Macbook Pro 2021 Apple M1, 8GB RAM, 256GB	• Easily accessible • Transportable • Compatible with and has access to appropriate softwares	• Limited storage • Multiple softwares open or heavy editing causes lag
Own PC AMD Ryzen 5 3600, 16GB RAM, 1.5TB	• Large monitor which allows for more work space and clearer view of work • Lots of storage • Powerful graphics and RAM • Typically high taxing software can run smoothly	• Only accessible at home • Incompatible with IOS ecosystem • Makes transferring files from iPad/Macbook harder without AirDrop
School desktop	• Has access to appropriate softwares • Free to use • IT Support	• Inaccessible out of school hours • Not as powerful hardware in comparison to other options • Can only use on school wifi which limits research and online resource options

SELECTION & JUSTIFICATION:
I will be using both my Macbook Pro and my PC to edit and put together my film. My Macbook will allow me to edit my film at home or at school and I use it all the time so I am familiar in the way it runs and is used. I will also use my PC as it is powerful and will be able to process the editing software and large files with minimal lagging due to the amount of 16 GB of RAM available, thus allowing for smooth editing. I have decided against using the school desktop as I believe my other options would be much more suited for my work.

Animating	Advantages	Disadvantages
iPad Air	• Very portable and accessible • Compatible with Apple Pen • Can draw straight onto screen - most realistic to real life drawing	• Low storage • Transferring iPad animations to editing software is difficult and time consuming • No/Limited Adobe software compatible
Wacom Intuos Graphics Tablet	• Makes drawing on a computer and editing significantly smoother and easier • Allows for pen sensitivity and pressure which is useful for sketching and drawing	• Some aspects of computer use and navigation is made more difficult due to using a pen as a mouse • The wacom pen has no attachable / designated storage place meaning it could be easy to lose

SELECTION & JUSTIFICATION:
I will be utilising both the iPad and Wacom Intuos for my project. The iPad will be beneficial to use for animating as it is easy to use in regards to drawing and sketching as well as really portable and accessible which will be perfect for working on my in and out of school. The Wacom Intuos also provides ease in regards to drawing and sketching for animation but I can also use this device to edit footage easily instead of using a trackpad or mouse, as well as using software I can't use with my iPad. Both the iPad and Intuos will allow me to achieve the type of animation style I aim to include in my project.

Lenses	Advantages	Disadvantages
Canon 50mm	• Allows for low aperture (1.6 lowest) - blurrier depth of field which creates cinematic feel • High quality shots	• No zoom means everything may not fit in frame or difficulty moving around composition. • Not suitable for long range shots
Canon 18-55mm	• Zoom lens means it is versatile for shot sizes • Good for long shots and establishing scenes. • Flexible framing	• Aperture cannot go as low as prime lens • Larger and heavier lens
Canon 85mm	• Allows for 1.4 lowest aperture which creates depth of field and allows for bokeh and blurred backgrounds • Higher quality shots • Great low light performance	• Limited to close up (or medium close up) shots as that is what this lens is primarily for • No zoom - lacks versatility and flexibility when shooting

SELECTION & JUSTIFICATION:
As my project is made of animation, I am not using these lenses for filming, however understanding the application of these lenses has deepened my own understanding on f-stop and aperture and allows me to replicate accurate camera shots in my animation. These lenses include the canon 50mm, 85mm and 18-55mm. I aim to include a variety of different shot sizes and angles so it is important to have versatility in the choice of lenses to use. The Canon 50mm and 85mm will be perfect for close ups of subjects and objects as it provides the option for low f-stop which is essential for creating blurrier depth of field and creating a more effective film. However, these prime lenses are not suited for long range shots so I will also be using a zoom lense which is the 18-55mm lens. The use of these camera lenses will ultimately assist me in achieving my desired shots which impact my storyline and intended message.

Cameras	Advantages	Disadvantages
Canon 7D Mark II	• Familiar using • Allows for 60fps filming in 1920 x 1080 • Weather sealed body • Good battery life • Has microphone port • 100% viewfinder coverage	• Not touchscreen - navigation and changing settings more difficult • Memory Card can't be directly inserted into computer - needs cable • No tilt screen • No image stabilisation
Canon 50D	• Camera I feel most familiar using as I've used this one for all my hobby driven photography • Easy image transfer from camera to computer with cable • Supports Time-Lapse recording	• Does not support video • Sometimes has hardware errors due to being an old second-hand camera • Has fixed display screen
Canon 750D	• Touchscreen makes changing settings and navigation significantly easier • Taught how to use in school • UHS Card Support - Small SD card which is compatible with computers without cable • Can connect wirelessly • Has microphone port	• Owned by school - inaccessible out of booked time slots so can't use at any time • Limited dynamic range • No image stabilisation
Canon Legria FS21	• Primely suited towards filming • Easy for handheld due to hand grip • Can zoom up to 45x • Three hours of power • Moveable screen	• Low quality images • Lens is unswitchable • Very outdated technology (2008) • Can only shoot up to 1,152 x 864 resolution
iPhone 11	• Recent iPhone camera technology can provide high quality filming • Can shoot in 4k at 24 fps	• Can't get the same depth of field as a DSLR can • Footage appears evidently less professional • Usability can be difficult in aspects such as changing settings

SELECTION & JUSTIFICATION:

While I will not be utilising any filming achieved by these cameras in the final project, these cameras will help me create video references which I can use for my animation. I will be utilising mainly the Canon 7D Mark II and potentially the Canon 750D. I will not be utilising the Canon 50D as that camera is only able to be used for photography and I will not be using my Legria due to its inversitiabilty in regards to settings and it's outdated and very low quality. The Canon 7D will be the best suited for me as I have access to it at any time and I am familiar with using it. It also provides high quality filming which is important for my filming. The Canon 750D would also be suitable as it provides all the filming essentials in which I need to complete my project and I have also learnt how to use it during school class time.

Lighting	Advantages	Disadvantages
Softbox	• Allows for controlled artificial lighting • Can easily move around lights to own liking • Prevents from more light spill to occur • Natural looking light despite being artificial due to square window shape	• Need to ensure they stay out of shot • Are not wireless so they need to be used within reach of a power-point • Not very portable • Not suitable for outdoors
LED Light	• Can set own RGB values allowing for a large range of colours • Wireless - allows for portability	• Handheld - another person needs to hold it • Can be difficult to hold after long periods of time
Light Reflector	• Able to direct where the light goes • Easy to position in relation to where light source is to reflect light • Can create special light effects	• Hard to use outside as they are light and can catch the wind • Handheld so another person needs to hold it and due to its size it may be difficult to hold
Light Diffuser	• Softens shadows • Allows for different colours in comparison to direct light - usually more pastel • Brings out textures in photography which would be invisible in direct and harsh light	• Hard to use outside as they are light and can catch the wind • Handheld so another person needs to hold it and due to its size it may be difficult to hold

SELECTION & JUSTIFICATION:
Understanding the application of these lighting hardwares will enable me to understand how to light your scene in order to make it appear more cinematic.I will be utilising softboxes, handheld LED lights, light reflectors and diffusers. Using all of these components will allow me to create a controlled filming environment in regards to light. Softboxes will allow me to control exactly where I want the light as lighting drastically impacts the mood of the film which will be important in my own project. Paired with the diffuser, I can create the exact lighting I want to encapsulate the mood of my film due to the softening of harsh shadows. The handheld LED light will also allow me to change the colour of the light or utilise a hair light which further can impact the feel of my filming components.

Others	Advantages	Disadvantages
DJI Mavic Pro	• 4k video, 120 fps and 1080p • Small and light making it easily portable • Has stabilisation • 30 min flight time • Max transmission distance from remote to drone is 7km	• Risk of malfunction and loss of connection • Have to be mindful of battery
Gimbal	• Allows for smooth and stable video even when handheld • Easier to film moving shots without jerks and shaky movement.	• Added weight making it heavier to carry camera • Can't support heavier dslr cameras • Time consuming to change lenses etc.
Boom Microphone	• Records good quality sound from subject without background noise or muffled audio	• Needs to ensure it is out of shot yet still in reach of subject's voice • Another person needs to hold it

SELECTION & JUSTIFICATION:
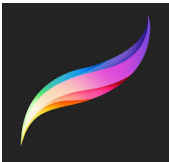
In order to create a better looking and "more professional" project, I will be utilising the concept of drones and gimbals and microphones in the production of my project to further my understanding of professional filmmaking and understand how I can replicate this in my own animation . Using the DJI Mavic Pro will allow me to shoot effective drone shots, adding more opportunities and possibilities to the range of angles and shot sizes I can implement into my film, such as bird eye views shots which will be significantly effective in setting the scene. Furthermore, a gimbal will allow for smooth filming. In my experience, handheld filming tends to be shaky and unprofessional, so therefore, using a gimbal will eliminate this problem, creating a professional looking film. Lastly, for shots where I need to record audio, I will need to use a RODE Boom Microphone in order to get clear and good quality sound recordings.

Software

Editing	Advantages	Disadvantages
Premiere Pro	• High end software used by even professional movie companies • Responsive interface allows for productivity, effectiveness, and efficiency • Supports many various file formats • Can open various projects at once without having to only have one open at a time • Flexible interface - custom key-binds, organisation of windows • Many features including lots of filters, the ability to colour correct and edit as well as adding elements such as text and separating/combining footage and audio • Easy to switch projects between premiere pro and after effects	• Playback sometimes becomes laggy when adding a lot of elements and editing - real-time rendering • There are no in built tutorials or presets which can make editing harder for beginners • Easy to get lost or confused in complex and advanced interface
After Effects	• Handles complex editing • Effects such as green screen, special effects, lighting effects • Easy to add effects and animate • Allows for vector-based animations, motion graphics and camera tracking • Can use presets, add transitions, add movements to static images	• Aspects are confusing such as using keyframe graphs • Playback sometimes becomes laggy when adding a lot of elements and editing • More for special effects rather than video editing so features such as cutting, trimming, cropping, layering are limited
Final Cut Pro	• Designed specifically and optimised for Apple silicon chips • Built in preset and templates such as for transitions or titles • A lot of various and useful abilities such as editing out background noise, tracking faces, correction tools as well as many other capabilities • Tidy interface • Has auto-saving functionalities	• Never used before so would have to learn entirely new editing software • Even though it does have a free trial, the actual software is expensive • No integration with other softwares such as the Adobe Suite • Limited exporting options

SELECTION & JUSTIFICATION:

For my project, I will be utilising Premiere Pro and After Effects to edit and combine cel-based and path-based animations. Considering I have some experience with premiere pro and after effects, I will be able to use them to edit while also using tutorials to improve my skills. After effects will allow me to add special effects that effectively add to my concept such as sparkles which add to the fairy tale feel of the film. I have decided not to use final cut pro as I will not be able to use it after the trial expires and I have no experience with it, meaning I would have to learn a whole new interface when I am already familiar with adobe's interface.

Animating	Advantages	Disadvantages
Photoshop	• Have experience using / familiar with • Allows for large variety of edits varying from editing out objects to changing colours to adding own elements • Allows for both image editing as well as animation • Also allows for drawing and image creation • Integration with other adobe programs • Advanced software - used by professionals	• Does not support vector graphics • Complex for beginners • High quality graphics are difficult to render • Consumes a lot of storage • Process lag when dealing with large files
Illustrator	• Allows for vector images • Can be easily transferred to other Adobe Creative Cloud software such as photoshop and after effects. • Large variety of brushes - pre-made + customisable • Large variety of export options	• Consumes a lot of storage space - both the program and the files • Slows down computer and creates lag • Optimised for vector drawings - sketching is not ideal
Procreate	• Very accessible • Have some experience using • Large amount of Procreate related resources available on the internet	• Can only have up 246 layers which is limited in terms of animation • Only available on iPad - cannot use on computer
Animate	• Very easy to add keyframes and layers of animation • Allows for motion tracing • A large variety of possibilities to animate •	• Interface can be confusing/clunky • Auto-save randomly comes up in the middle of working and takes a while to save which can be disruptive • Requires a lot of RAM and battery
Blender	Best free software for 3d animation Can use to create 3d assets Allows for 3d modelling with textures, lighting Supports many file types	• Requires large computer ram • Many features and complex software makes it confusing to use especially for beginners such as myself

SELECTION & JUSTIFICATION:

In regards to the animation elements of my film, I will be utilising photoshop, illustrator, animate and procreate. I already have experience animating in all of these softwares, and having access to them all will provide me with variety and choice in order to select which would be most suitable in which component of my film. Procreate will be suitable for animating backgrounds, illustrator would be suitable for creating animated assets, and animate makes it easy to animate directly on top of video footage. I have also decided that I might utilise Blender to create 3d assets such as titles to add an extra professional and fantasy element to my project.

Audio	Advantages	Disadvantages
GarageBand	Easy interface to learn and use Basic editing is very simple Easy to manipulate more than one track Visual audio levels	Large project files Lack of presets and effects Only available on Apple devices Can't view dB levels
Audacity	Simple interface Doesn't require large amount of RAM Has basic editing and recording features Has a wide range of tools Multitrack editing	While interface may be simple, it is not the nicest Lack advanced editing tools and effects Some features require third party plugins (which sometimes cost money)
Adobe Audition	Integration with Adobe suite - compatible with Premiere Pro and After Effects Supports many file types for exporting Multitrack Has presets for EQ, reverb, and other important audio editing features which makes adding effects quick and easy	Unfamiliar with software Confusing interface Like other adobe software, requires a good computer to be able to run smoothly

SELECTION & JUSTIFICATION:
For audio components of my film, I'll use Adobe Audition and possibly Garageband. Due to my lack of experience in regards to audio editing, it would be unwise to try and learn an entirely new interface and as audition is part of the adobe suite, the interface would be similar and easier to learn in comparison to other audio editing softwares. Utilising audio editing software will allow me to create relevant music and sounds to evoke and emphasise the mood I aim to portray in my film.

Development of Ideas

SKETCHING AND IDEA GENERATION

PROTOTYPING, MODELLING AND TESTING

Sketch Notes
Idea 1

Fairytales were set in the

MODERN time

19th century → 21st century

the characters had phones?

CINDERELLA
8:00
PRINCE'S BALL INVITE
12:00
Did you forget your shoe?

PUMPKIN LIMOUSINE

the **VILLAIN** was *GOOD*? → misunderstood?

SUBVERT EXPECTATIONS

quiet → voicing opinions

weak → strong

What 'if'... (fairy tales)?

SUBVERTING GENDER STEREOTYPES
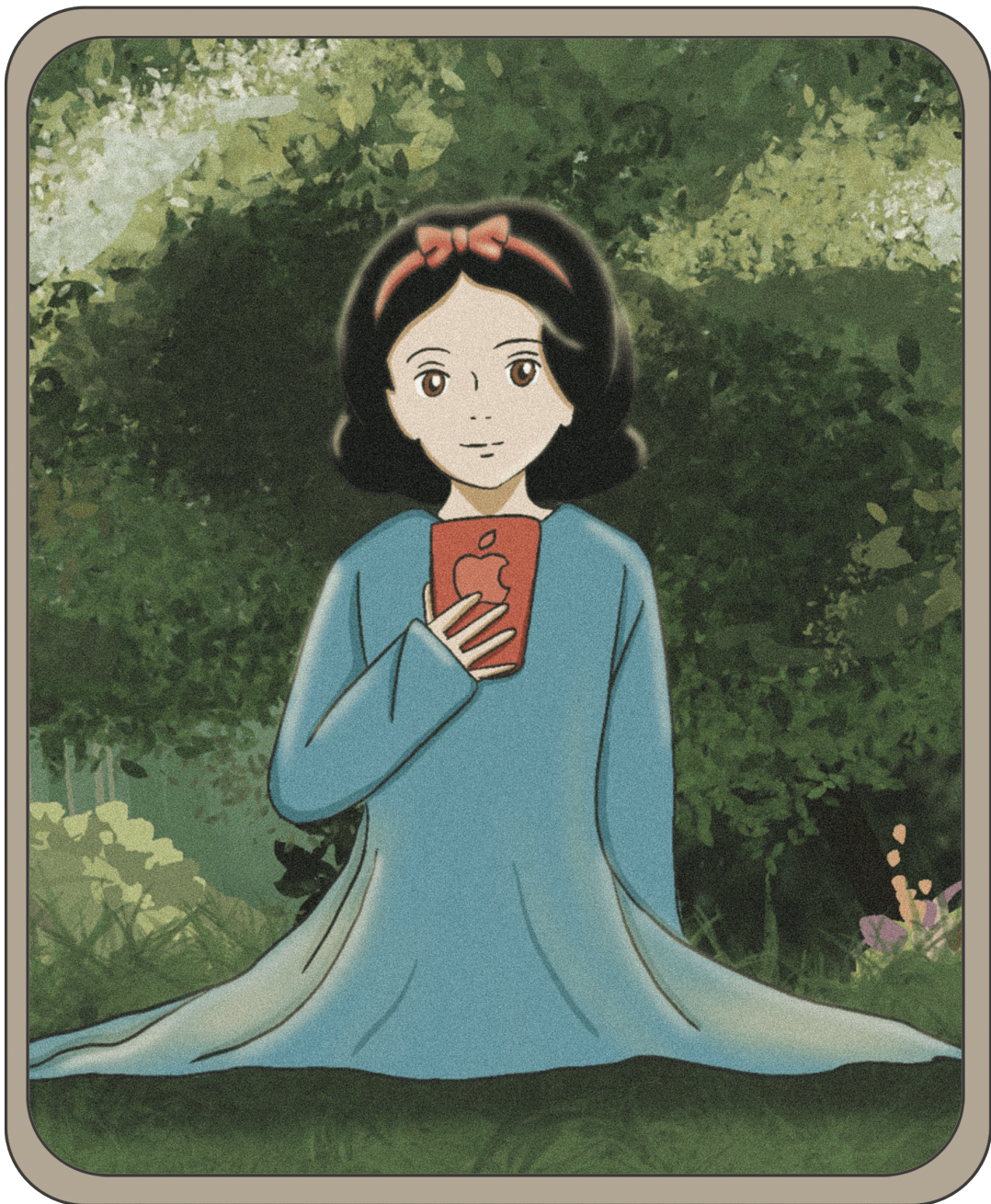
gender roles WERE SWAPPED
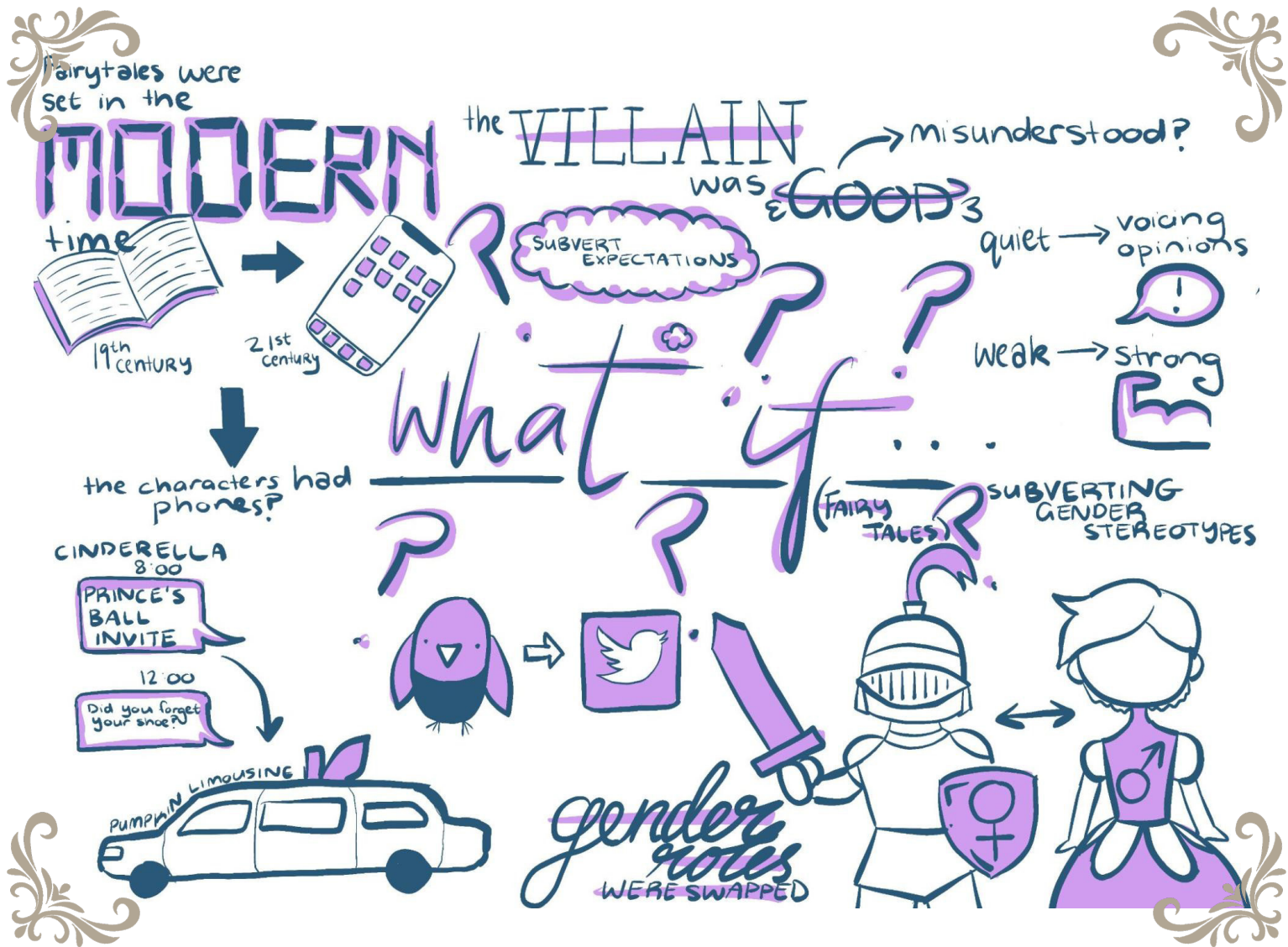
My first idea was the concept of "What if". I started with my initial fairy tale idea and built off that, considering the what ifs of fairy tales. My main ideas were "What if they were set in the modern time", "What if the gender roles were swapped" and "What if the villain was good". I considered elements I could incorporate into a film such as giving fairy tale characters modern technology such as phones and cars. I also considered the possibility of swapping the gender of the characters to subvert the gender stereotypes. Implementing these elements into my film will allow me to achieve my goal of challenging societies' perspective on gender roles and fairy tales.

FANTASY vs reality

new ideas

FICTION

NON-FICTION

perspectives

literature

fairy tales

novels

experiences

portraits

landscape

photography

COLOUR

DANCE

storytelling

cinemato-graphy

FILM

soundtrack

rhythm + beat

melody

MUSIC

lyrics

songs

not just through WORDS

abstract

paintings

ART

realism

My second concept is the idea of storytelling and the many ways that stories can be expressed. When people hear the word "story" they typically think of books and literature but this film idea will express that storytelling can be so much more than that. With this film concept, I aim to play with the ideas of fiction and non-fiction and the line between fantasy and reality. I showcase the idea of storytelling not only through literature, but through the idea of art expressed through paintings and photography, music through lyrics and melody, film through cinematography, and colour.

if fairytales were in the modern day...

Female characters in leadership positions → **BOSS/ Business Owner**

Access to

CARS

Access to PHONES

TEA

IN THE CITY

TECH-NOLOGY

consumerism + commercialism

Modern Tales

Ball invites via text (cinderella)

SOCIAL MEDIA

Lipton

MODERN DAY FOOD / PRODUCTS
↳ Alice in Wonderland Tea Party

BIG BAD WOLF
↓
Red Riding Hood's Pet dog

Dog instagram

IS THERE MAGIC?

My third concept is similar to my first concept, however it purely focuses on fairy tales in the modern time period, thus "Modern Tales". With this film idea, I am able to explore many aspects of the modern day like including phones and social media, technology and cars as well as combat modern day social topics such as female empowerment and consumerism. I thought it would be interesting to portray these well-known fairy tales characters and convert them into an entirely modern setting, thinking about how these old characters would interact and have their place with the modern world. I feel as though this is my strongest sketchnote idea and I aim to develop this idea further in my project.

Synopsis

Set in the old fairy tale world, in the middle of the woods, sits an abandoned book of fairytales. This world is filled with talking animals and creatures, and with magic in the air. However, what sits there isn't a usual storybook which tells the stories of the classic literature we grew up with. Open the pages, and it will propel you into a modern rendition of these fairy tales, turning each page displaying a new modernised tale.

Characters such as Cinderella, Snow White, and Sleeping Beauty are no longer weak and quiet. They speak their mind as the strong protagonists who don't need knights in shining armor to save them, and with the access to phones, cars and new technologies, their narratives have changed. As the modern day audience can no longer relate to the classic fairy tales, they are in need of new role models.

Throughout my film, as the fairy tale world is introduced to the modern day world, the characters are faced with new complications which they face in a different way. What would Sleeping Beauty prick her finger on in a world with little spinning wheels? Who would wake her up in a world with no knight in shining armour? What if Cinderella went to the ball in a suit? Would the godmother turn her pumpkin into a limousine instead of a carriage? What if the fairy tale characters had access to phones? Would they have social media and update their fans on their lives?

Throughout the duration of the film, it will address these questions which are brought up and ultimately introducing a new perspective to the audience as the film explores these questions.

Evaluation:
My synopsis has allowed me to consider more specific elements of my project and understand the potential of my film. Considering the setting and characters, I have developed an understanding of the context of my film as well as developing my goals for what aim to achieve. The synopsis has also allowed me to refine my idea to be clearer, reviewing the storyline in regards to complication and resolution. Before I developed my synopsis, my ideas were all over the place and this assisted me in narrowing down my ideas and to nurture a specific idea.

Character Sketching and Designing
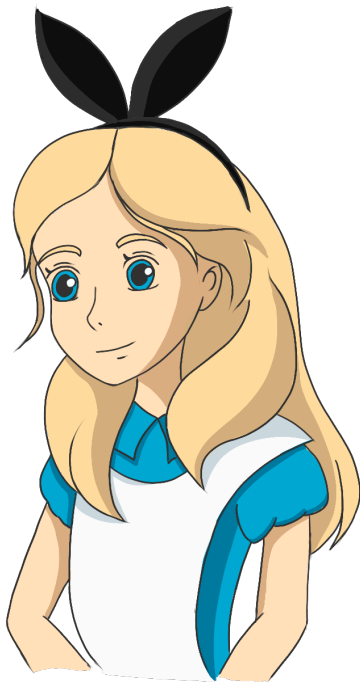
Alice (in Wonderland) refined

Fairy tale Cinderella sketch

cinderella

red riding hood

Red Riding Hood sketch

Red Riding Hood refined

Evaluation:
As I intend to portray characters in the modern day in a ghibli style, creating character designs before I start my actual production allowed me to play around with ideas and create the character design I like the most which I can use in my actual project. Creating character designs also allows for consistency of characters throughout separate scenes in my animation. It also allows me to establish the colour palette and assess the complexity of design, giving myself insight on any changes that should be made to make the overall project appear better or to animate with ease.

Scripting

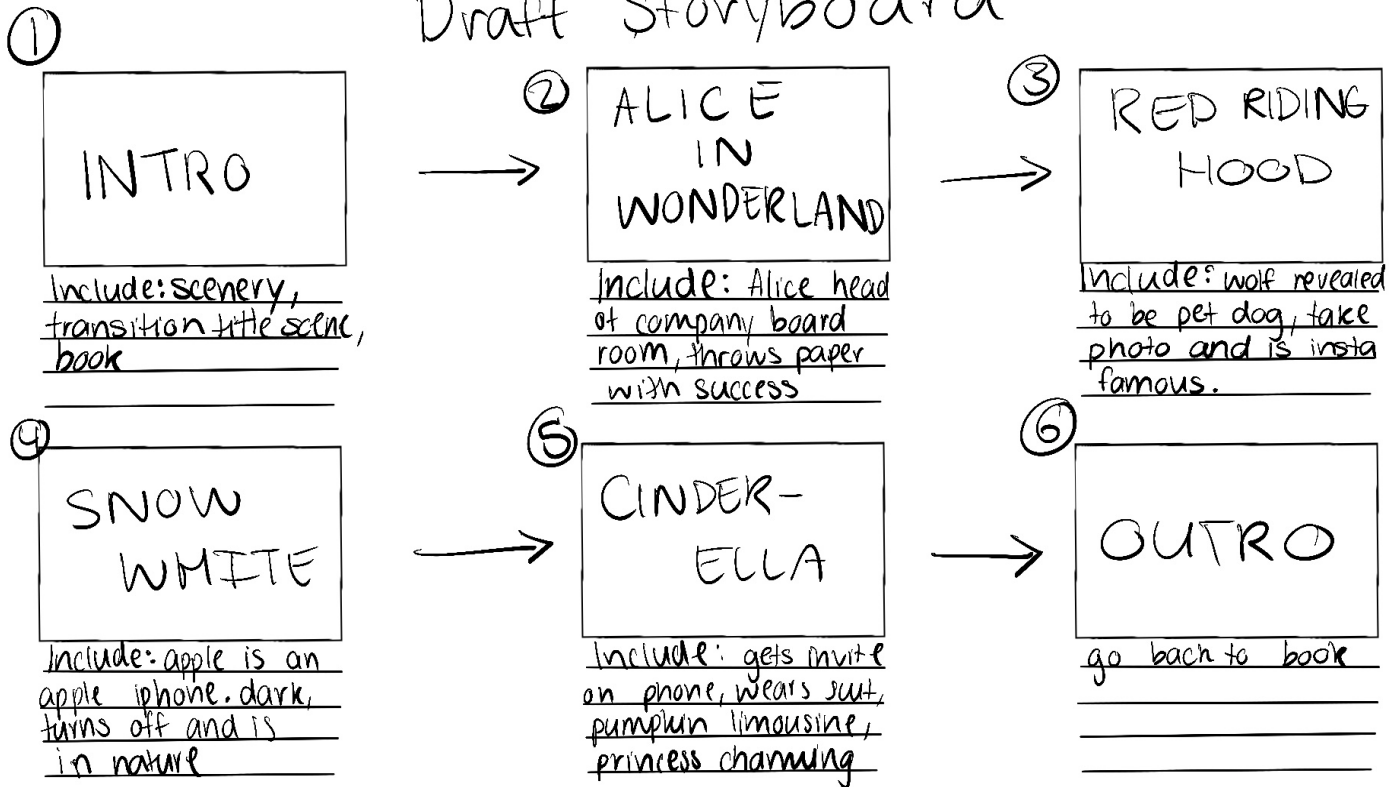| Written Script / Narration	Skills and techniques
"Once upon a time, in a magical kingdom" Night sky scenery, shooting stars behind clouds pans down to lake as water droplet falls.	Long shot of shooting stars travelling from left to right, slow zoom. Camera panning downwards. Establishes a fairy tale feel. Diegetic shooting star noise. Non-diegetic narration. Cel-based & Path-based animation.
"there was a young girl who dreamt of finding her prince charming *record scratches*..." Fairy tale style carriage on an old bridge travels across the scene from left to right.	Long shot. Slight shake of camera. Diegetic travelling carriage sound. Non-diegetic narration. Path-based animation.
Fairy tale title screen written "Fairy Tale" on screen with golden lettering on brick wall. Robin in tree.	Long shot. Diegetic sound of carriage passing and robin chirping. Colour palette is warm. Mixture of cel-based and path-based animation.
Car passes. Reveals pink "Modern Tales" neon sign. Grey concrete and bricks. Pigeon eats crumbs. "You might've heard this story before,"	Car used as a transition from fairy tale to modern. Stays as a long shot. Grey colour palette represents the city atmosphere. Diegetic sound of neon sign buzzing and cars passing. Non-diegetic fairy tale music fades in. Non-diegetic narration. Mixture of cel-based and path-based animation.
"but this is no longer the truth." A closed book lays on a shelf in the centre of a bookshelf. The pages fly open as the book is zoomed in on, Alice in Wonderland is seen as the title.	Long shot, book is in the centre. Zoom into high angle close up shot of book. Warm colour palette of oranges, yellows and browns. Non-diegetic music and narration continues. 3D animation.
"Once upon a time, down in the big city a young woman" Zooms into page of book. Busy city is revealed. Cars in streets.	Zoom transition. High angle of city landscape. Slow zoom. Diegetic city sounds (traffic) and non-diegetic music and narration continues. Cooler colour palette. Path-based.
"has established her new tech company. It is a special occasion for her board meeting today." Alice is sat at the head of a table, mad hatter and human white rabbit on either side of the table. Food such as UberEats bag and ChaTime is on the table.	Slow zoom. Mad hatter on one side and White rabbit on the other adds symmetry/balance. Shifts focus from background to table. Non-diegetic music and narration continues. Path-based parallax effect.
"Today is the day she's buying out her competitor and becomes the owner of the biggest tech firm in the city" (Alice's) Hand throws papers in the air. Papers fall.	Close up of hand throwing papers. Focus is shifted from hand to papers. Papers falling in the front create transition out of scene. Non-diegetic music and narration continues. Cel-based animation.
Fairy tale book is back. Page flips over to reveal "Red Riding Hood"	High angle close up shot of the book. Non-diegetic music.
"Meanwhile, in the deep dark forest *howling sound* *record scratches* I mean at the local nature reserve" Scenery of a forest. A path runs down the middle of the shot, leading to the silhouette of a wolf. A butterfly flies across the screen.	Long shot which establishes the scene. Slightly zooms towards the wolf. Non-diegetic fairytale music in the background. Diegetic howling sound effects. Cel-based animation.
"we meet Red Riding Hood, with 100 thousand followers on instagram" Red is in the centre of the frame standing on the path, cloak, hair and grass wave in the wind.	Wide angle. Green natural colour palette, red character contrasting. Ambient forest sounds. Path-based animation. Shot cuts to close up of Red.
"her furry beast loves showing what big ears and teeth he has" Red holds the phone camera up to the dog wearing a red collar. The phone camera focuses on the dog and the shutter clicks	Close up of phone, background out of focus. Cel-based animation paired with after effects editing. Fairy tale music continues. Diagetic shutter sound effect.

"but the most likes and comments come especially from what big eyes he has." Like and comments appear around Red's dog.	Close up of the dog, eye-level angle, path-based animation.
Scene cuts back to fairy tale book. Page flips over to reveal "Snow White"	High angle close up shot of the book. Non-diegetic music.
"Have you heard the story of snow white and the poisoned apple... phone? Snow White is sitting against a dark background. In her hand there is a red iphone that illuminates her face.	Full body shot of Snow White on the phone. Eye level angle. Non-diegetic music and narration. Dark colour palette. Cel-based animation with AE editing.
"It's a spell so powerful only the strongest amongst us can break it." Phone lights up with notification, Snow's hand presses the off button and the screen fades to black.	Close up of phone in Snow's hand. Camera is still. Cel-based animation.
Cuts back to Snow White sitting. Darkness fades to reveal and bright natural background.	Fading radial transition. Full body shot of Snow White. Bright, natural colour palette. Path-based animation. Diegetic natural sounds (birds, rustling grass and leaves, wind)
Scene cuts back to fairy tale book. Page flips over to reveal "Cinderella"	High angle close up shot of the book. Non-diegetic music.
"The year's most anticipated ball has landed, and Cinderella is invited alongside the world's biggest names." Cinderella is on the balcony of her apartment overlooking the city. Pans to show the city skyline.	Starts with mid shot of Cinderella, then pans to high angle of city skyline. Use of Parallax effect in After Effects. Non-diegetic music and narration. Diegetic city sounds (cars).
"As if touched by magic," An limousine drives into the scene and stops at the impressive looking building.	Shot opens with a long shot of the foot of building. Limousine comes into shot from the left and stops in front of door. Path-based animation. Diegetic chatter and car sounds. Non-diegetic music and narration
"her Godmother turns the vintage op-shop purchase into a dream outfit for the evening" Cinderella stands in the archway of the entry to the ballroom.	Slight high angle, long shot of Cinderella. Archways frames the composition. Golden/Royal colour palette for background. Cel-based animation.
"Everyone wants a piece of the host of the ball..." Host is standing on the top of a staircase, surrounded by a crowd of people.	Medium long shot. The crowd is blurred/silhouettes. Camera is focused on the host in the centre in colour. Slow zoom towards the host. Path-based animation.
"but her eyes" The host turns around	Close up as she turns around, eye level angle. Background is blurred. Cel-based animation.
"are only on Cinderella." Cuts back to Cinderella's eyes. Sparkles surround her.	Extreme close up of Cinderella's face. Cel-based animation.
Scene cuts back to fairy tale book. Page flips over to reveal a blank page with only the title "Your Story" "Now you know the truth of these tales. Don't let the narratives of yesteryear fool you. Tread your own path.." Book closes.	High angle close up shot of the book. Slow zoom in. Non-diegetic music. Fade out.

Evaluation:

Scripting allows for the screenwriter to clearly portray the ideas they want to convey through the dialogue, images and techniques. This allows for actors to gain a clear understanding of what they need to achieve and gives an overview of how the end project is supposed to look like. While I don't have actors or a team I need to portray my ideas to, a script has allowed me to give myself a clear outline of what I need to achieve and have set goals on what specific scenes I need to work on. While developing my script, I can also effectively convey the message I want to achieve through my statement of intent.

Storyboarding

Draft Storyboard

①
INTRO

Include: scenery, transition title scene, book

② ALICE IN WONDERLAND

Include: Alice head of company board room, throws paper with success

③ RED RIDING HOOD

Include: wolf revealed to be pet dog, take photo and is insta famous.

④ SNOW WHITE

Include: apple is an apple iphone. dark, turns off and is in nature

⑤ CINDER-ELLA

Include: gets invite on phone, wears suit, pumpkin limousine, princess charming

⑥ OUTRO

go back to book

I created this rough draft storyboard to visually convey the sequence of events I want my film to be shown in. Having this overall visual guide allows me to easily see what I need to work on and where in the storyline it will go despite working on scenes out of order. While I created this storyboard to give an overall idea of the sequencing of my story, it also allows me to dive into each particular section and create refined storyboards for them later on. This ultimately gave me a good idea of the amount of content I needed to create and allowed me to adjust my timeline accordingly.

Intro Scene

①
• stars fall from left to right
• slow zoom in

②
• carriage travels from left to right on bridge, camera slightly shakes from carriage

③
• medium close up of window with girl day dreaming, eye level angle

④ FAIRY TALES   TRANSITION   MODERN TALES
• carriage reveals fairy tales title. long shot. modern car transitions scene into modern day

⑤
• Long shot zooms into close up of book

Cinderella Scene

①
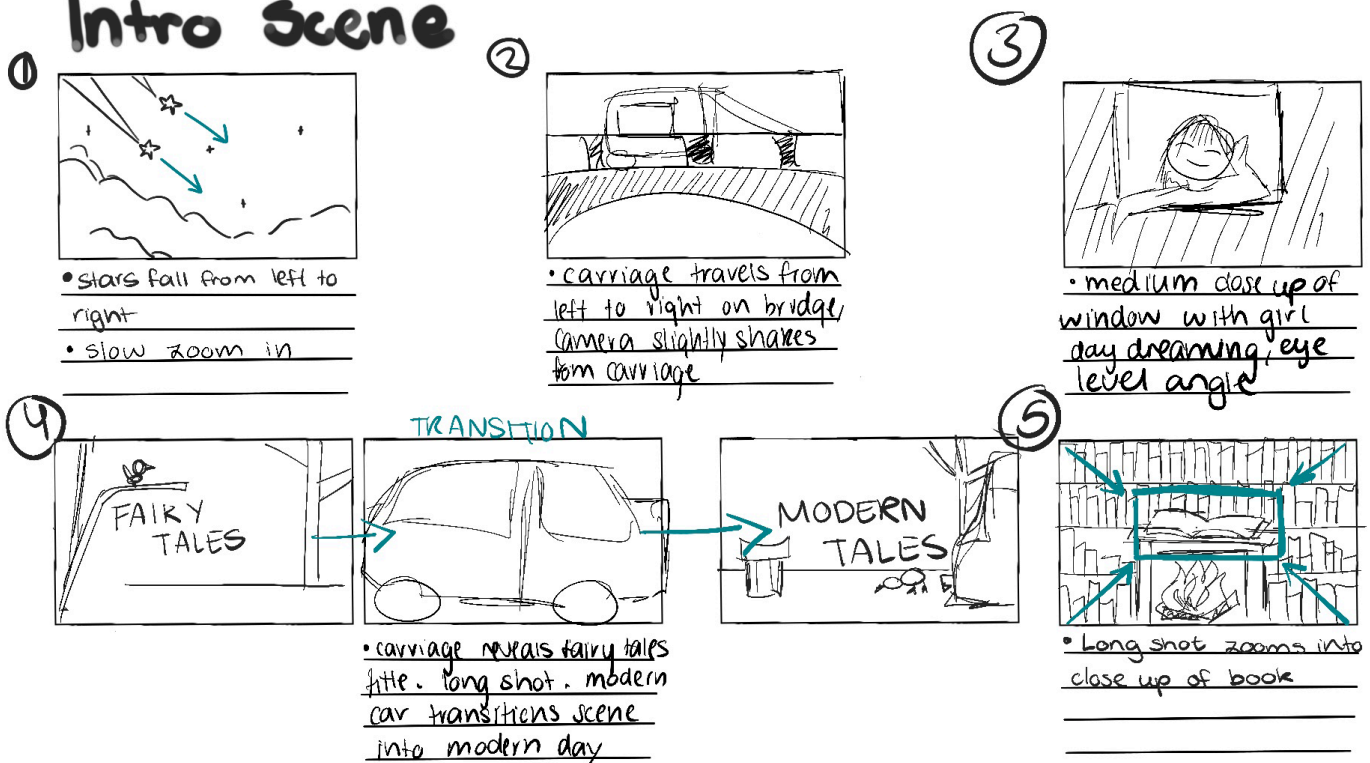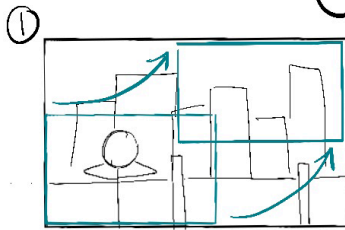
- midshot of cinderella from behind, pan to slight high angle of city

②

pan into shot

- left to right pan into shot, close up of phone as phone lights up, high angle

③

out of focus

- high angle close up of phone in hand with invite. background is blurred.

④

FADE TRANSITION
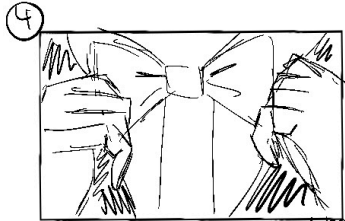
- still close up of suit and hands as cinderella tugs on bow & jacket

⑤
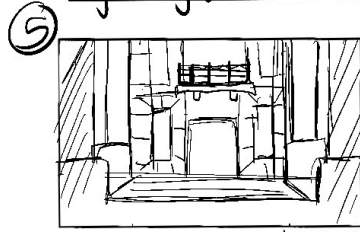
- long shot of building, limousine drives in from left and stops

⑥
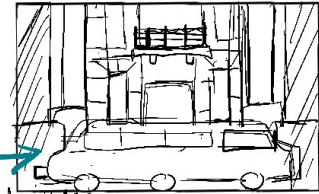
- car door opens, close up of shoe leaving door

⑦

golden light from above   in focus

out of focus people

- medium long shot of host talking to guests, guests are blurred out

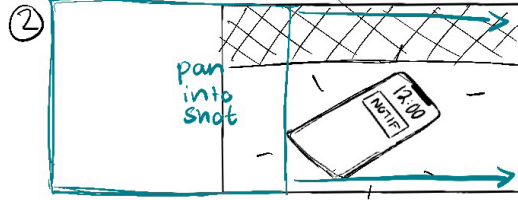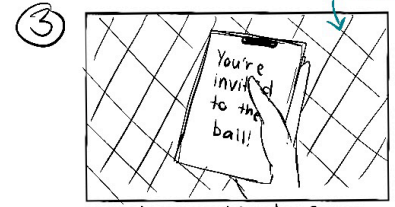**⑧**

light source
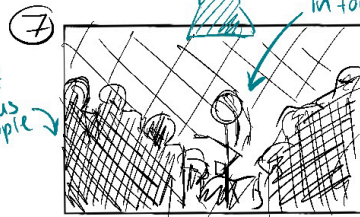
- long shot of cinderella in archway

⑨

FADE OUT
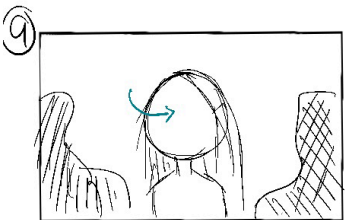
- medium close up of host turning head and looking at cinderella.
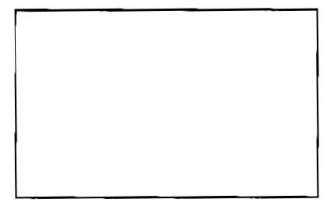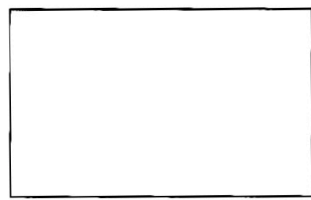
Evaluation

As a visual learner, I like to see ideas visually and utilising a storyboard is an effective way of planning the shots and storyline. A storyboard essentially provides a preview of how the film is going to appear, addressing shot sizes, angles, lighting, props, characters and costumes. In the pre-production phase of my major work, a storyboard is important as it will help me plan what I need to achieve, especially in the time frame available. It allows for issues such as incoherent elements in the storyline to be addressed before they become an even larger problem. The storyboard will assist in achieving my statement of intent as I am able to visually plan out how I am going to portray my fairy tale ideas and will be able to avoid limitations such as indecisiveness and procrastination.

Prototyping, Modelling and Testing

Background Design
Technologies Used: iPad Air with Procreate and Apple Pencil
Difficulty Level: Intermediate
Est. Time Spent: 3 hours

01 - Setting down foundations
- Describe the techniques you experimented with and the process involved.
- Find a suitable ghibli image.
- Colour pick colour palette from image.
- Then use as a rough reference, filling in foundation colours.
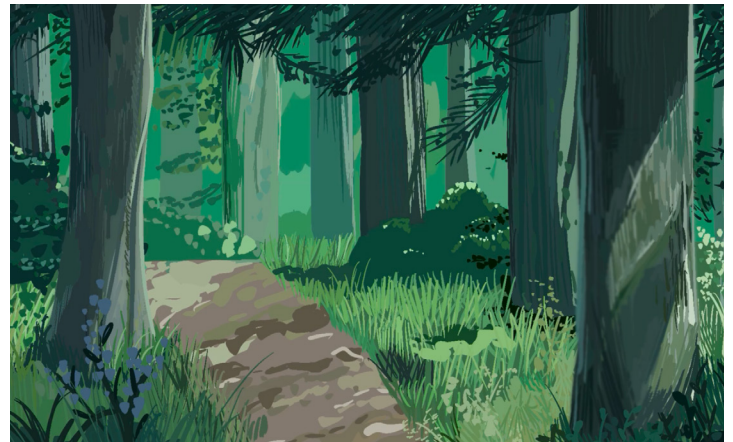
02 - Adding details
- Add texture, shadows and light to the background.
- Add strokes for the grass.
- Add texture in the bark of the tree.
- Add dots for flowers and leaves.
- Finally adding 10% grain as a new layer over the top

FINAL EVALUATION:
The goal of this prototype is to identify and understand the style of ghibli backgrounds and to try and adapt that into my own style for the animation elements of my project. While I did find it to be time consuming to create the background, I believe that the background does effectively add to the ghibli feel I aim to achieve in my final project. A problem I encountered that may turn into a larger issue later in the production of my project is the need for layers. If I want to animate certain parts of the background, I will need to utilise layers and organise them accordingly to their purpose. During prototyping I found myself adding unnecessary layers or adding multiple edits on top of the same layer and this created disorganisation in the layers panel and also problems regarding erasing or redoing certain elements. I can easily overcome this issue by effectively organising relevant layers.

Titles

Technologies Used: Adobe After Effects and Photoshop + Blender on PC
Difficulty: Title I = Beginner, Title II = Advanced
Est. Time Spent: 1hr 20 min
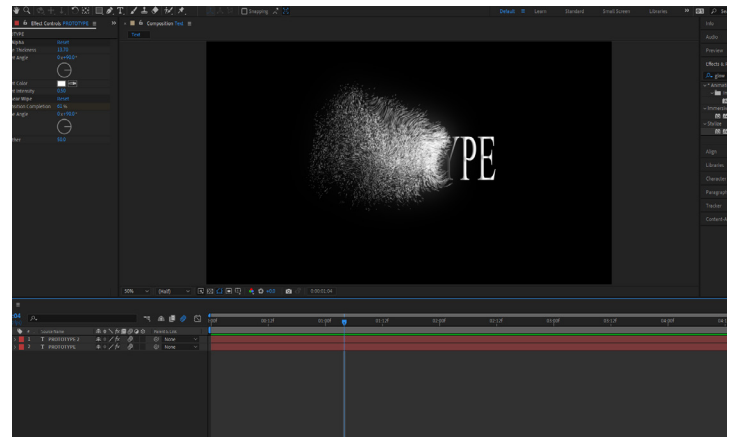
01 - Title I -
· Insert text
· Add Bevel Alpha Effect to text
· Copy text and add CC Particle Systems II to new text layer
· Edit particles accordingly to create desired particle effect (in this case it was a sand like particle) - adjusting opacity, colour etc.
· Add linear wipe on bottom text layer and adjust keyframes to match particles
· Add turbulent displace to top text layer
· I then also added some glow to the particles to make it more sparkle like
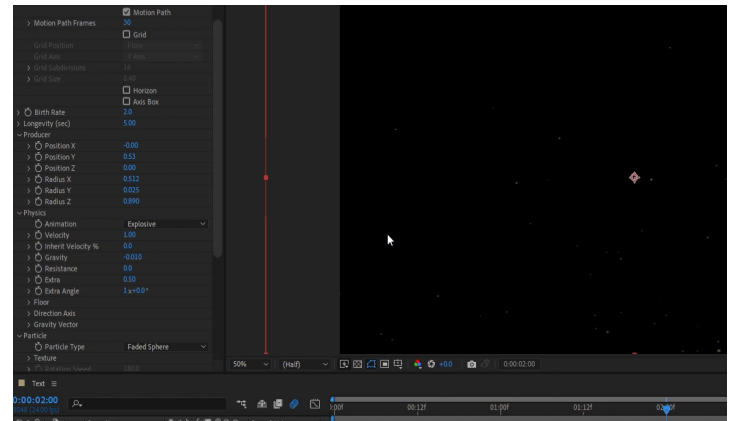
02 - Adding atmospheric particles -
· Add black solid layer
· Add CC Particle World and disable grid view as we don't need it for this for what we want to achieve
· Change birth and death colours to more suitable colours - in this case a more dusty colour palette and particle type to faded sphere rather than line
· Edit XYZ position and radius
· Change animation from explosive to viscous
· Edit birth rate to likin

03 - Title II - 3D Modelling -
· Make new composition in after effects
· Export and render as png
· Import into Adobe Photoshop CC
· Convert to 3D
· Export as waveform .obj
· Import into blender and separate letters
· Export waveform .obj

FINAL EVALUATION
I used this to prototype potential titles. A big part of my film is the idea of fairy tales and to achieve this idea, I need to learn how to implement particles into my film. For my first title prototype, I decided to practice adding these particles and decided that a good starting point would be to prototype a text transition with particles. As I used a tutorial, this effect wasn't that hard to do in after effects but for future particle effects, it will require time to adjust settings to find the right particle settings for the scene. I further deepened my understanding on Adobe AE's particle effects by adding atmospheric particles behind the title. This allowed me to learn about the different types of particles available for use. For my actual project, I will need to decide on what I would actually like the text to say and possibly adjust the particles to suit a more fantasy style mood. For my second title prototype, I attempted 3d modelling, however this did not work very well. While my PC could handle lots of editing and effects in AE, when I attempted to work in 3d, the softwares started to freeze and crash, making it very difficult to work with. I also ran into problems where I would need extra plugins which were expensive and I did not have access to. For future prototyping of 3d modelling, I will need to find better tutorials that will suit my limited access to plugins.
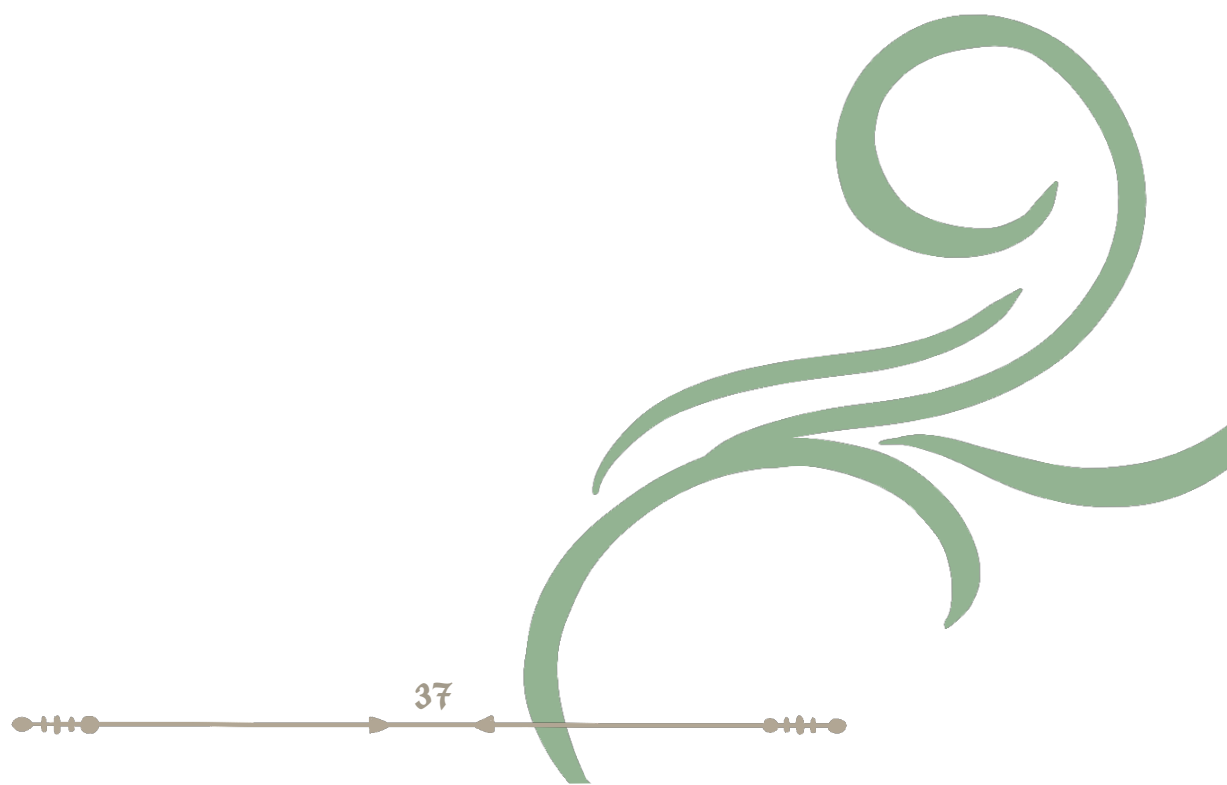
Colour Grading & Editing
Technologies Used: Adobe Premiere Pro on PC
Difficulty Level: Intermediate
Est. Time Spent: 40min
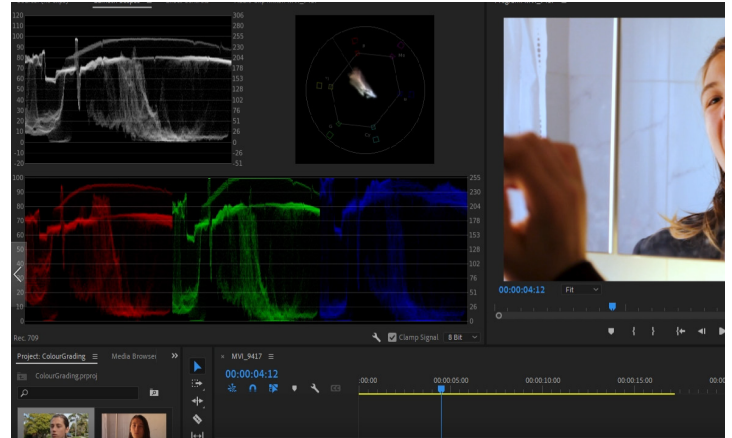
01 - Colour grading
- Describe the techniques you experimented with and the process involved.
- Import film footage
- Set up lumetri colour scopes and settings
- Using the lumetri colour scopes as a guide, brought down blacks and shadows and brought up whites to create contrast
- Neutralised temperature and tint using RGB lumetri scopes as a guide as well as auto adjust then adjusting manually.
- Repeat for each clip
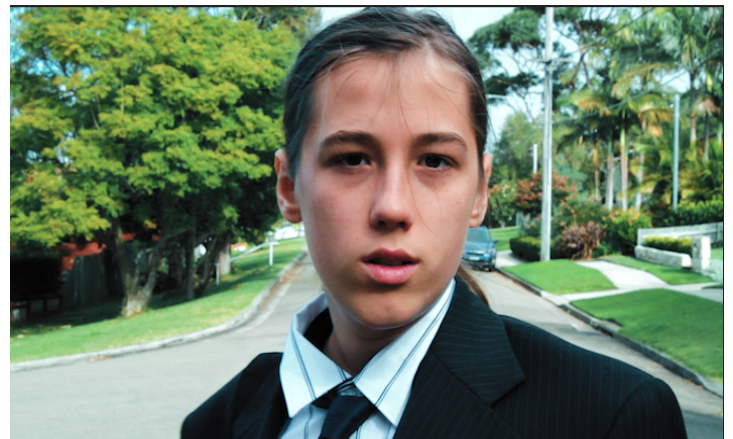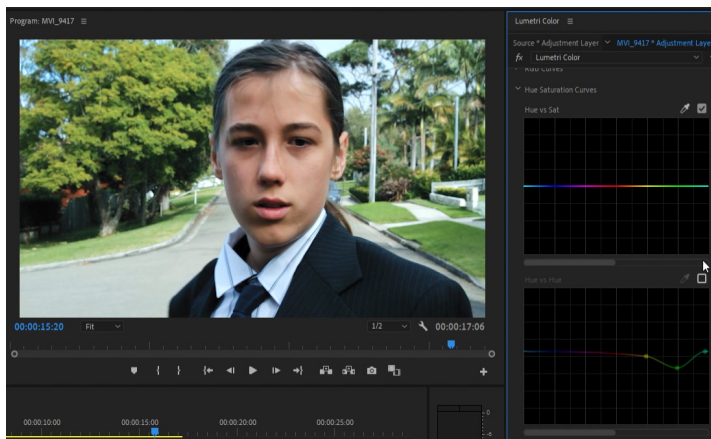
02 - Cinematic colour effect
- Added adjustment layer on top of all footage
- Edited curves
- Edited colour avoiding skin tones
- Adjusted curves and changed some hues
- Added a preset filter over the top

FINAL EVALUATION:
Colour is a very important aspect to get correct in the post-production phase of the project. It can drastically change the mood, affect the story and give a film a more professional and well-polished look. In this prototype, I used past footage I have taken which would be similar settings to my desired future footage and practised colour grading. I played around with colour effects and settings to explore the range of colour editing I could implement into my final project. Inspired by the colour palette of some of my inspirations, I brought out the blue and pink tones, which I believe creates the more "fantasy" look I am going for and focusing on the cooler tones creates nicer footage to watch. As I edited the colours in the footage, I realised that colour grading is an intricate process in order to do well and further realised that I need more practice in order for it to become easier and more effective. For future prototyping, I will conduct even more research on the colours I hope to achieve and the process in which to achieve them.

Animating on top of film footage
Technologies Used: Macbook Pro w/ Wacom Intuos + Adobe Animate/After Effects
Difficulty Level: Intermediate
Est. Time Spent: 1hr 20 min
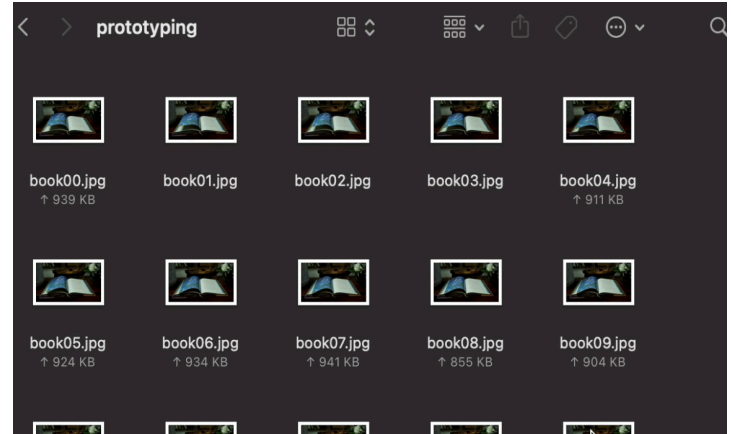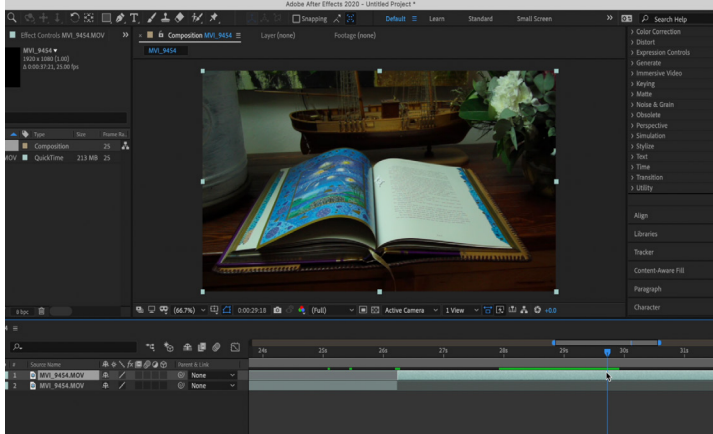
01 - Setting up film footage
- Import film footage into after effects
- Crop and adjust footage to preferred length and dimensions
- Import into Adobe Media Encoder
- Export as jpeg at 12 fps
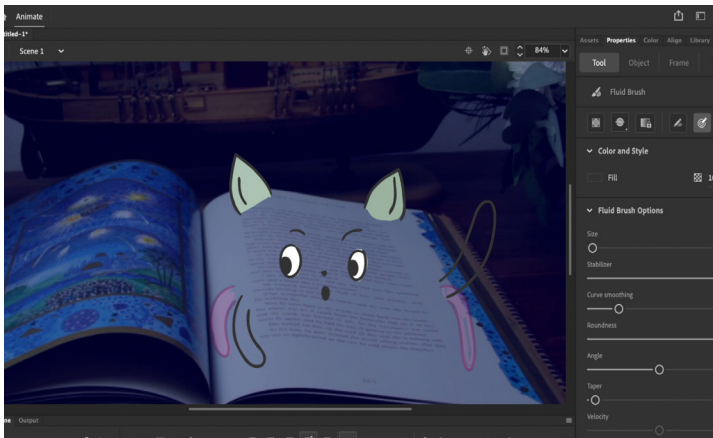
02 - Animating
- Import jpeg sequence into Adobe Animate
- Add new layer(s) and illustrate the first frame - having the outline as one layer and filled colours as another. Separate animated elements also need their own layers.
- Illustrate important key frames (most identifiable moments of change in movement)
- Turn on and off onion skin when needed
- Fill in frames in between important key frames
- Add blur if needed (I didn't in this prototype)
- Export as video

FINAL EVALUATION:
This prototype allowed me to identify the relationship between film and frame-by-frame animation, as well as to undrstand the Adobe Animate interface. For this prototype, I used some old footage I took a few months ago and tried to animate a cat-like creature as part of the book. I decided on this character as I intend to animate animal creatures in my project and decided this would be a good starting point for practice. To develop this prototype in my final project, rather than using 12 fps, I will aim to animate in 24 fps and possibly fill out every or nearly every frame to create a smooth animation. I will also find a proper animal reference and study the way it moves so I can effectively create an animation of it.

Character rigging

Technologies Used: iPad w/ Apple Pen on Procreate + Adobe After Effects on PC
Difficulty Level: Intermediate
Est. Time Spent: 1hr 20 min

	Hair	N	☑
	Face	N	☑
	Sketch	N	☐
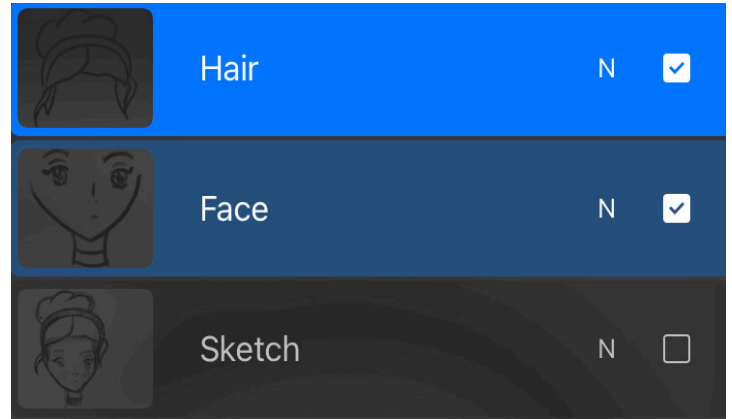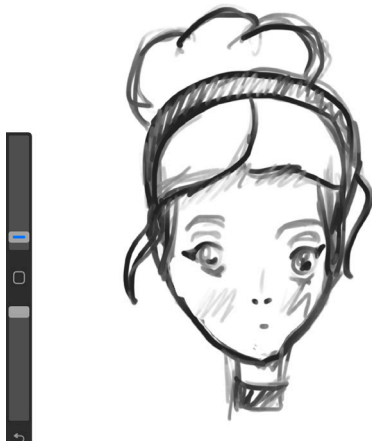
01 - Drawing character assets in Procreate
- Create new procreate file
- Sketch character
- Outline separate parts of the character on different layers eg, hair on one layer, arms on another
- Export layers as separate png file
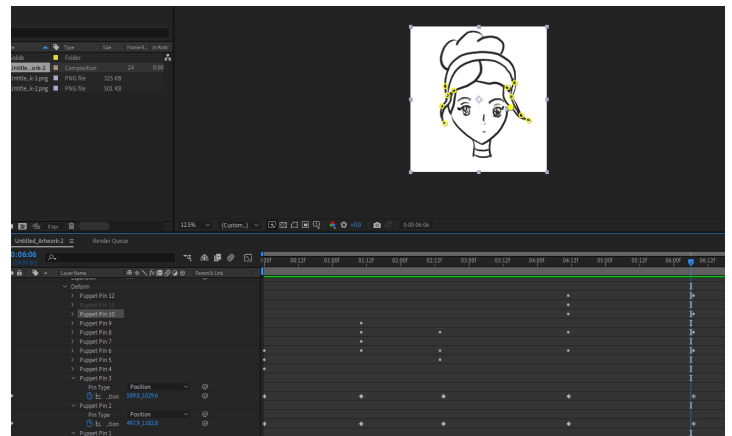
- 02 - Rigging in After Effects
- Import png files into after effects
- Use puppet position pin tool to pin parts of the character you want to move
- Create key frames of movement accordingly

FINAL EVALUATION:

Inspired by a few of my inspirations having flowy movements in their character animations and after discovering this is hard to achieve in Procreate alone, creating a prototype to learn and practice character rigging in After Effects was important if I wanted to achieve this effect. I decided to use a rough cinderella design which I plan to improve and include in my final project to practice these skills in After Effects.I can further implement these skills into other character designs and animations to include in my project. Throughout the process of creating this prototype, I discovered that I needed to learn how objects such as hair in the wind move more accurately because it ended up looking unnatural to a degree. For my final project I will need to improve this element of the process. Overall, I believe that this prototype will allow me to add further depth to my animation while also making my animating skills smoother and create an overall nicer appearing project.

Design Modificatons

Design Modification 01 - Technical

Film
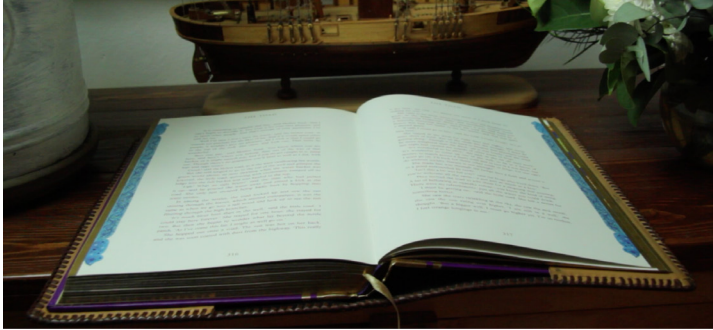
Animation

Change of media

Initially I intended on using a mixture of both film and animation in my project in order to create a clear divide between the modern and fairy tale world. However, as I ran into problems such as accessibility to actors and filming locations, I decided to refine my animation skills and create a project of pure animation. Modifying this process the production of my project allows me to have full creative control over my project without having to rely on other people as actors, further allowing me to work in my own time whenever I want without the pressure of having the film. While animation tends to be a lengthier and more strenuous process rather than film, I believe that the final product will be worth it in the end if I dedicate my time into improving and producing my animation so therefore I decided to disregard filming and focus on animation.

Design Modification 02 - Conceptual

Original Red Riding Hood Scene StoryBoard
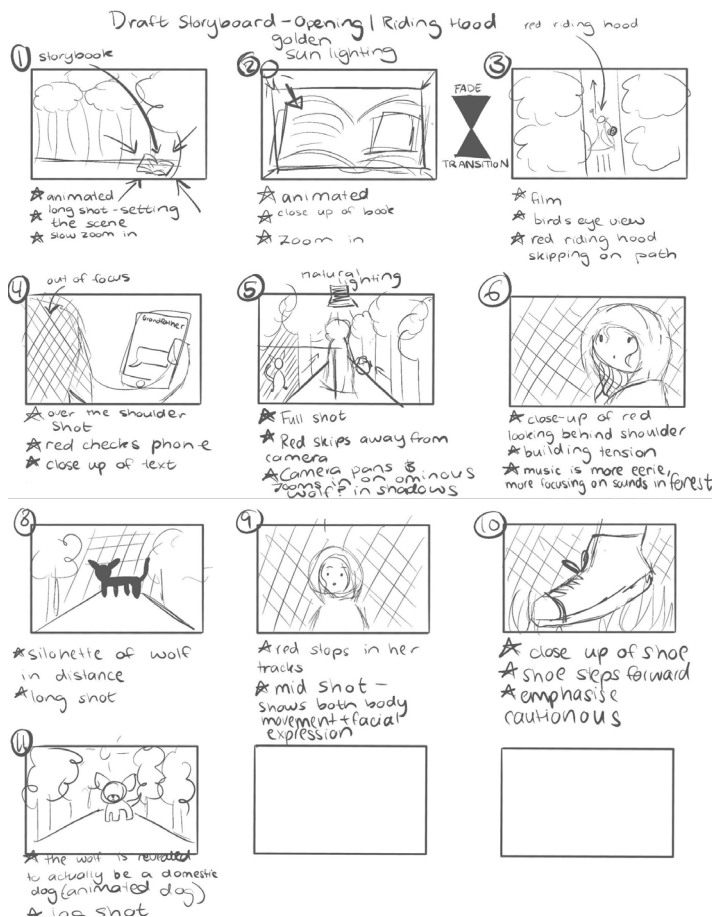
New Red Riding Hood Storyboard
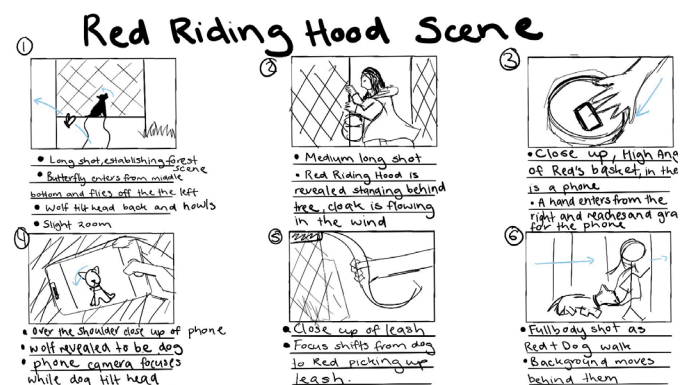
Change in storyline

While my overall idea has stayed predominantly the same, I have changed certain elements of the different characters' modern stories. For example, initially I wanted to have Alice (In Wonderland) have a tea party outdoors but with modern everyday food, however I changed this scene idea to feature her as head of a board room instead. My red riding hood was only encountering a dog (the wolf) but now I made it so that she is the owner of the dog. I believe that my new storyline ideas for my characters have stronger ties with the modern day as well as a stronger message.

Design Modification 03 - Technical

2D scene

3D scene

Implementation of 3D parallax effect and 3D camera

Originally I was editing my scenes in Adobe After Effects as a single 2D layer. When I was adding cinematic zoom effects, the camera movements and scenes felt a bit flat. After some feedback from my teacher, I decided to change the way I made my scenes and separated the assets of the scene into different layers such as background, subject and foreground. This allowed me to then convert the layers to 3D and adjust their Z-values according to the distance they should be from the camera. This also meant that I could insert the camera tool in after effects into my project and use my knowledge of camera functionality and settings even while I was creating an animation. Overall, this change in technical production allows for both an improved and more cinematic result as well as allows for the utilisation of my camera knowledge and skills while producing an animation.

Design Modification 04 - Conceptual

Original opening scene without narration

Script of Opening Scene / Red Riding Hood Scene

Written Script / Narration	Skills and techniques
Scene 01 Include written script and narration Fades into the scenery of a forest. A deer eats grass and a rabbit hops around nearby. A book lies amongst the grass just near a tree in the foreground.	Describe the skills and techniques that will be utilised in this scene. Long shot which establishes the scene. Slowly zooms towards the book. Natural sunlight. Animated. Whimsical music.
Scene 02	

New opening scene with narration

Written Script / Narration	Skills and techniques
"Once upon a time" Night sky scenery, shooting stars behind clouds.	Long shot of shooting stars travelling from left to right, slow zoom. Establishes a fairy tale feel. Diegetic shooting star noise. Non-diegetic narration. Cel-based animation.
"in a magical kingdom there was a young girl" Fairy tale style carriage on an old bridge travels across the scene from left to right.	Long shot. Slight shake of camera. Diegetic travelling carriage sound. Non-diegetic narration. Path-based animation.
"who dreamt of finding her prince charming *record scratches*…" Girl looks miseris loss is not the window of the	Close up of the window of the carriage. Eye level angle. Diegetic carriage noises continue. Non-diegetic narration, echo and record

Change in narration

Originally I didn't plan for narration and rather wanted to tell my story through the use of solely imagery, sound effects and music. However, I realised that narration is a common aspect for the storytelling of fairy tales especially in films such as those made by Disney. I decided that adding a narrator's voice over my animation would add to the fairytale element. I had originally feared that if I added narration then it would take the audience away from the animation I wanted to portray, yet now I believe that instead of taking away from my story, the narration will instead add to the fantasy elements I aim to achieve. I first thought of finding a narrator with the classic deep male voice however, after watching one of my inspirations, Enchanted, I was inspired by the female narrator voice. I decided on having a female narrator as this furthered my highlights of feminism in my story. I found a female voice actor who was willing to do the narrator voice for my project and this will help me achieve the fairy tale style story I hope to portray.

Timeline Plan

Term 4 2021	WK 1	WK 2	WK 3	WK 4	WK 5	WK 6	WK 7	WK 8	WK 9	WK 10	WK 11
Statement of Intent						P/A	P/A	A			
Research											
Inspirations & References 01	P	A									
Inspirations & References 02	P		A								
Inspirations & References 03		P				A					
Inspirations & References 04		P				A					
Materials - Graphics		P	A								
Materials - Video		P	A								
Materials - Audio		P		A							
Technologies - Software			P		A						
Technologies - Hardware			P	A							
Processes Overview					P				A		
Processes - Tutorial 01					P				A		
Processes - Tutorial 02					P/A	A	A	A			
Processes - Tutorial 03						P	A				
Processes - Tutorial 04						P/A	A	A			
Processes - Tutorial 05							P	A	A		
Processes - Tutorial 06									A	A	
Development of Ideas											
Sketchnote 01				P/A	P/A	P					
Sketchnote 02						P		A			
Synopsis							P	A	A		
Script								P	A	A	
Storyboard								P	A	A	
Shot list								P		A	
Prototyping 01									P/A		
Prototyping 02									P/A		
Prototyping 03									P/A		
Prototyping 04									P	A	
Prototyping 05									P		A
Production Video										P/A	
Ongoing Evaluation			P/A					P/A			

Ongoing Evaluation Entry 01
Term 4 Week 4 2021

In conclusion to the work leading up to Week 4, I have completed my research for two inspirations, and materials in regards to graphics and video. I have started researching audio and hardware and have begun work on my first sketchnote. In comparison to the proposed timeline, my actual timeline is slightly delayed. During the next four weeks, I aim to further progress on my project efficiently. By Week 8, I hope to have completed the research phase of my project and started the majority of the development of ideas phase, including completion of the sketchnotes as well as the statement of intent. To achieve this, I will need to keep on track according to the timeline, possibly setting goals in order to stay motivated.

Ongoing Evaluation Entry 02
Term 4 Week 8 2021

As Week 8 concludes and my progress submission upcoming in Week 11, I have completed the majority of the research section of my portfolio, only having a few tutorials to complete which will assist me in my prototypes which I also aim to complete by Week 11. I have achieved my goal of completing my sketchnotes and statement of intent and have also begun working on elements in the development of ideas phases such as the synopsis. My actual timeline is still slightly delayed to my proposed as I have not started my storyboard, shot list and script. By Week 11, I should have completed all of the Research and Development of Ideas including developing some prototypes as well as having created a production video showcasing the process of my work so far.

Term 1 2022	WK 1	WK 2	WK 3	WK 4	WK 5	WK 6	WK 7	WK 8	WK 9	WK 10	WK 11	BK 1	BK 2
Research													
Inspirations & References 05	▓												
Inspirations & References 06	▓												
Processes - Tutorial 07			▓	▓									
Processes - Tutorial 08				▓									
Processes - Tutorial 09					▓		▓						
Processes - Tutorial 10						▓			▓				
Development of Ideas													
Sketchnote 03		▓											
Finance Plan			▓	▓									
Appropriate Design and/or Design Modification													
Design Modification (Technical)										▓			
Design Modification (Conceptual)										▓		▓	
Record of Production													
Record of Production (Intro)							▓	▓	▓	▓	▓	▓	▓
Record of Production (RRH)				▓	▓	▓	▓	▓	▓	▓	▓	▓	▓
Record of Production (Alice)									▓	▓	▓	▓	▓
Work Health and Safety					▓								
Ongoing Evaluation				▓				▓					

Ongoing Evaluation Entry 03
Term 1 Week 4 2022

Over the summer school holidays, I consumed media through film, anime and video games which helped develop more ideas for my own project thus, allowing me to find my last two inspirations to complete in alignment with my proposed timeline. Furthermore, I have also found more tutorials to assist with the production of my project and I finalised my third sketchnote and my finance plan to include in the portfolio. My goals for the next four weeks are to focus on record of production and finding two more tutorials which will allow me to enhance my animating process. At this point in time, I have a background that I can utilise in my Red Riding Hood scenes. The actual production of my project is extremely important and I should attempt to stick to the proposed timeline plan in order to finish my project in the timeframe.

Ongoing Evaluation Entry 04
Term 1 Week 8 2022

My record of production is quite delayed in comparison to the proposed timeline at the conclusion of Week 8. The initial animation process has proven to be a time consuming process but through practice this process should speed up over time. I aim to begin my second scene for the record of production in the next week and I ultimately aim to have a third scene prepared by Week 1 Term 2. In the next few weeks, I also need to work on completing the design modifications sector of my portfolio. While other subjects and exams have also pushed me back a bit in regards to the timeline, I have the school holidays approaching soon which will allow me to dedicate some time to working on the production of my project.

Term 2 2022	WK 1	WK 2	WK 3	WK 4	WK 5	WK 6	WK 7	WK 8	WK 9	WK 10	BK 1	BK 2	
Work Health and Safety								▓					
Record of Production													
Record of Production (Intro)	▓				░	░▓	░▓	▓					
Record of Production (Alice)	▓	░	░▓	▓	▓								
Record of Production (RRH)	▓	░	░	░	░	░	░				▓	▓	
Record of Production (Snow White)					▓	░	░	░	░				
Record of Production (Cinderella)								░	░	░	░▓	░▓	
Record of Production (Outro)											▓	░	
Appropriate Design and/or Design Modification													
Design Modification (Technical)			░					▓					
Design Modification (Conceptual)			░					▓					
Presentation and ICT Skills								░					
Production Video	░▓							░					
Ongoing Evaluation				▓				░					

Ongoing Evaluation Entry 05
Term 2 Week 4 2022

Up to the close of Week 4, I have prioritised animation production. By Week 1, I had completed a scene from my intro and Red Riding Hood Scene, which ended up being very delayed to my expected timeline. I have also started to continue working on my Alice scene. I previously only had an illustration of my Alice scene but I animated it using a camera in After Effects and worked on other cel-based animation scenes. By the end of Week 8, I hope to have completed the majority of my portfolio (only to have some record of production left) and to have started working on some extra scenes such as Snow White and Cinderella. I also hope to add some more depth and elements into my animation scenes. As I am already delayed to my proposed timeline and production has proven to take large amounts of time, I am going to dedicate more time during the weeks, however taking effective breaks in order to avoid burnout.

Ongoing Evaluation Entry 06
Term 2 Week 8 2022

At this time, I have completed the majority of my portfolio and I am happy with the progress I have made regarding that. Despite this, I had hoped to get some more actual production completed by this time. However, this week I had also found a voice actor willing to volunteer for my narration in my film. This gave me motivation to really sit down and refine my script and now that my script is final, I have envisioned many more scenes I can complete and how I can use cel-based and path-based animation, even potentially 3D elements. With this motivation, I now have a very clear vision of what I want to complete and when. While it is too late to submit this new production into my final school assessable progress task, I hope that the result will live up to what I envision it to be by the final submission of the major project to NESA.

Term 3 2022	WK 1	WK 2	WK 3	WK 4				
Record of Production								
Record of Production (Intro)	▓							
Record of Production (Alice)		▓						
Record of Production (RRH)		▓						
Record of Production (Snow White)		▓						
Indesign Portfolio	▓ (projected) ▓ (actual WK1–4)							
Evaluation of Major Project		▓ (projected WK2–3) ▓ (actual WK3–4)						
Production Video		▓ (projected WK2–3) ▓ (actual WK3–4)						

Ongoing Evaluation Entry 07
Term 3 Week 1 2022

Over the school holidays, I have dedicated a large amount of my time to focus on the production of my major project. By this point in the timeline, I have started and nearly finished the last scene in my animation. In the weeks leading up towards submission, I need to edit the sound design, fill in and refine some scenes and implement feedback that I have recieved. In addition to this, I also need to transfer my portfolio to Adobe InDesign and create my final production video towards to end of my production. I fear that these next few weeks leading up to submission are going to be stressful as my trials fall into the same time-frame, but as long as I stick to my timeline plan, I should be able to achieve my goal for my project.

Overall Evaluation

Having a timeline plan has effectively contributed to my quality and ability to produce my major project. It has allowed me to have a clear visualisation of deadlines and progress I have completed and are yet to complete. Comparing the projected versus actual timelines made it easier to plan effeciently . The timeline has also greatly contributed to the overcoming of one of my problems I had mentioned in my statement on intent of time management. Without a time line plan, managing my progress of my project would have been a difficult task and therefore this can been a crucial element during the planning and production of my major project.

Finance Plan

Hardware

Item	Supplier	Est. Costs	Actual Cost	Purpose
Finance Plan 2021-2022 - HSC Multimedia Project				
Hardware				
Macbook Pro 13' 2021	Apple Store	$1,899.00	$0	Portable device to be used for all production work
iPad Air 10.9' 2021	Apple Store	$899	$0	Main device to be utilised to create animations
2nd Gen Apple Pencil	Apple Store	$199	$0	Used in pair with iPad to create animations
Canon 7D Mark II	Mother	$1,920.00	$0	Device to be used for filming
Wacom Intuos Graphics Tablet	Wacom	$129	$0	Used in pair with laptop or pc to edit / create animations
PC AMD Ryzen 5 3600	Scorptec	$1,899	$0	Main device to be used for editing
TOTAL		$6,946	$0	

Evaluation

In order for me to create my desired project of cel-based and path-based animation, I will need to utilise various hardwares which can cater towards my needs. Suitable hardware can be expensive and for the equipment I was going to be using, it was projected to cost over $7k. However, for my project I did not need to spend any money as all these hardwares consisted of previous purchases or borrowed equipment and therefore come at no extra cost to me as they are already readily available. This allowed me to save a significant amount of money as I did not have to spend unnecessary money on hardware in order to achieve my major project goal.

Software

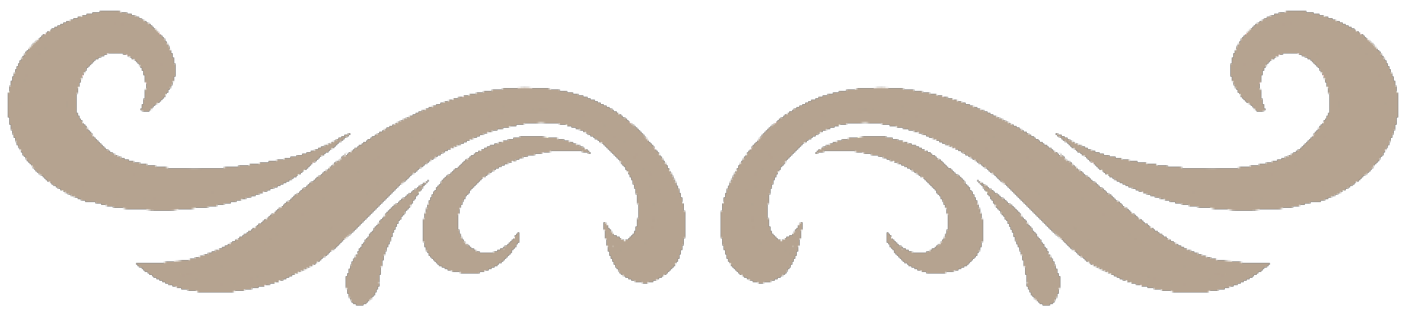| Item	Supplier	Est. Costs	Actual Cost	Purpose
Software				
Adobe Creative Cloud All Apps	NSW Governmer	$871.07/yr	$0	Allows access to Adobe Softwares
Adobe Photoshop CC 2022	NSW Governmer	"	$0	Software which can be used for animating and editing images
Adobe Animate CC 2022	NSW Governmer	"	$0	Software which can be used for animating
Adobe Premiere Pro CC 2022	NSW Governmer	"	$0	Software which can be used for editing
Adobe After Effects CC 2022	NSW Governmer	"	$0	Main software to be used for editing and path based animation
Adobe Media Encoder CC 2022	NSW Governmer	"	$0	Software to be used for exporting
Procreate	Apple App Store	$14.99	$0	Main drawing software to be used for animating
Google Drive	NSW Governmer	$24	$0	Storage saved in the cloud to share and store assets
Epidemic Sound	NSW Governmer	$15	$0	Main sound effect and music provider
TOTAL		$925.06	$0	

Evaluation

Editing, drawing, animating and other softwares are also a crucial element of the production of a major project. These software licences can also be expensive to own. I was able to avoid the projected cost of over $900 by using softwares provided by the school for free. As a NSW Government school student, I was able to access the Adobe Creative Suite with no extra cost which allowed me to gain access to powerful, useful and professional editing and animating softwares in order to effectively animate and produce my project. While Procreate was not funded by the school, I had already purchased the app a while ago so it did not come at any extra cost.

Other

		Other			
Portfolio Printing	Officeworks	$0.15/page		$12	Prints pages in portfolio to be showcased at the end of major project
Portfolio Folder	Officeworks	$13.40		$13.40	Folder to hold all the portfolio pages
TOTAL		$25.40		$25.40	

Evaluation

During the creation of a digital multimedia major project, funds will occur which do not factor as hardware or software. As my major project is to be printed and presented in a portfolio folder, I will have to fund the printing and purchase of the portfolio. This cost is unavoidable however is not an extremely significant cost in comparison to other potential expenses. Without spending money on the printing and folder for my portfolio, it wouldn't be able to be presented to external viewers and I would not be able to achieve my statement of intent.

Record of Production

| Rating	Description	Symbols
Beginner	Requires not too much time (under 10 hours) or background knowledge, skills and experience to complete with ease. Production under this category may be simplistic and straightforward and may only need one software / hardware to complete.	☆
Intermediate	Requires some background knowledge or familiarity with softwares or skills to be able to complete and takes a moderate amount of time (10-30 hours). Production may require more than one software/hardware to complete but is generally straight forward.	☆ ☆
Advanced	Requires substantial background knowledge and varied skills in order to complete. May take an extended amount of time (30-50 hours) and may require multiple attempts or revision before the production is completed. Production may require more than one software/hardware.	☆ ☆ ☆
Master	Requires extremely competent skills and background knowledge to complete the production. Takes a long period of dedicated time (50+ hours) and may require numerous practice attempts in order to effectively complete. Production may require more than one software/hardware and is typically quite complex.	☆ ☆ ☆ ☆

Introduction Scene

Technologies Used: iPad w/ Procreate, After Effects on Windows PC
Difficulty Level: ☆ ☆
Est. Time Spent: 21 hours

## Car Transition

01 - Backgrounds
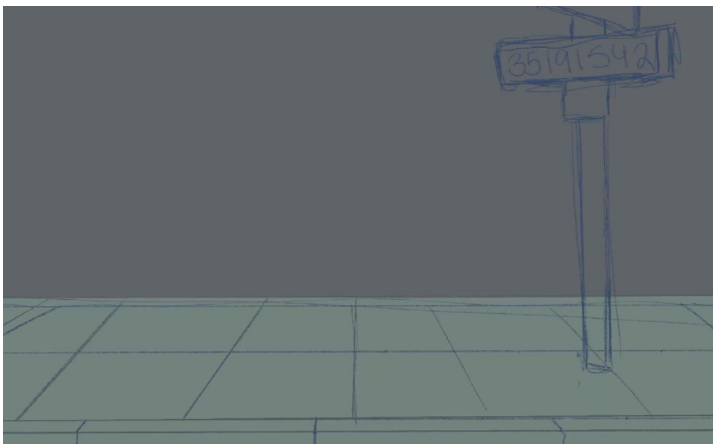
Modern Background

For this background, I drew inspiration from a scene in Steve Cutt's "The Turning Point". I used the colour palette from Cutt's animation as it contrasts against a more earthy fairy tale background and captures the mood of a city setting. During the process of this background, I first added basic colours, then sketched where I wanted lineart to go, then added details such as shading to give it depth. I used a vignette to darken the scene in order to highlight the neon sign - a significant element of the technological world.

Fairy Tale Background

I wanted to make the fairy tale background appear as though it was in an old setting. In order to do this, I researched roads in the 1800's and while keeping the path, wall and sign in the same place as the other background, I redrew and changed the colours of elements in the background. After I used the modern background as a guide, I then redid a couple of things such as the writing and the path again to make them appear more "fairy tale-like".

02 - Animating Birds
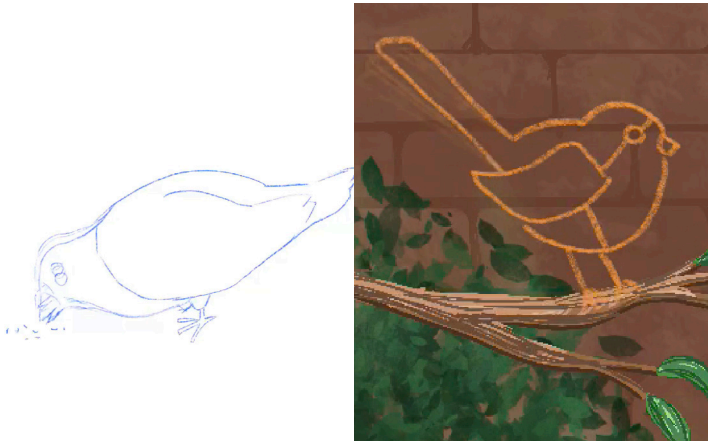
I chose two different birds to animate - a robin, a common bird in fairy tale stories and a pigeon, a bird frequently associated with the city. The robin essentially "transforms" into the pigeon to signify the change of era. In order to animate these birds, I found some references of these birds and sketched the animation first.

I then went back over each frame and added line art and then finally filling with colour. I chose colours that I believed would suit the colour schemes of the backgrounds they were to be placed in. I then placed the bird animation layers into the background images and moved them accordingly. In order to animate these birds, I found some references of these birds and sketched the animation first.

02 - Animating car transition + Editing title in After Effects
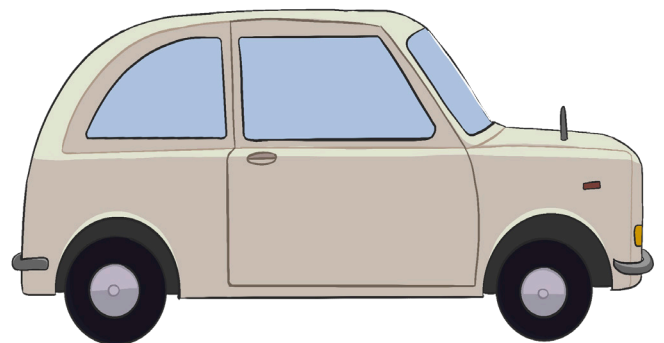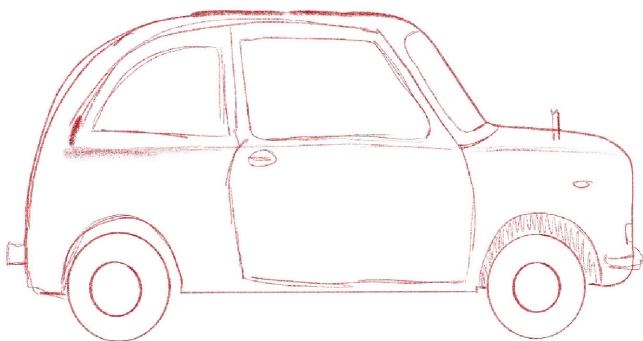
For the car in this scene, I used a car from a my iPad to draw the car and then exported it scene from my Procreate and then imported ghibli film as a reference. I used procreate on as a png. I then exported all my files for this them into Adobe After Effects on my PC.
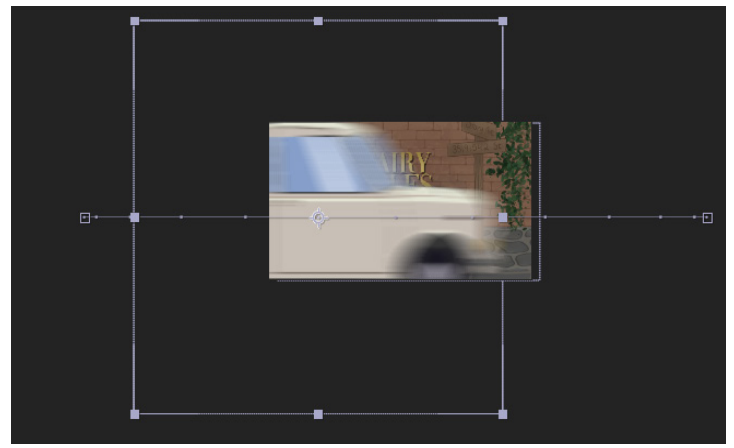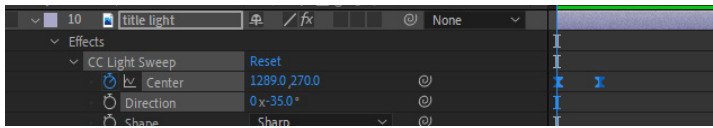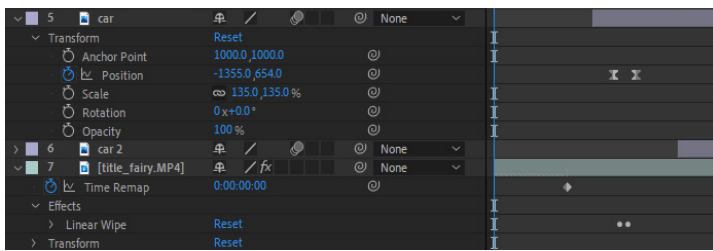
After adjusting the timelining of the scene, I added the car image and keyframed it to start at the left side of the screen and then to move horizontally to the right side of the screen. I added motion blur and adjusted the keyframes until I liked the movement of the car. I then add a linear wipe transition to the fairy tale file to reveal the modern day background in time with the car. I also added a light sweep effect to the fairy tale text to make it appear with more shininess.

04 - Sound Design

In order to capture the atmosphere I was hoping to achieve in this scene, sound design is a crucial element. I added sound effects of a car going past, a bird chirp and the buzz of a neon sign and adjusted them according to their relevant appearance. I then faded in some fairy tale music I am planning to have played throughout my film.
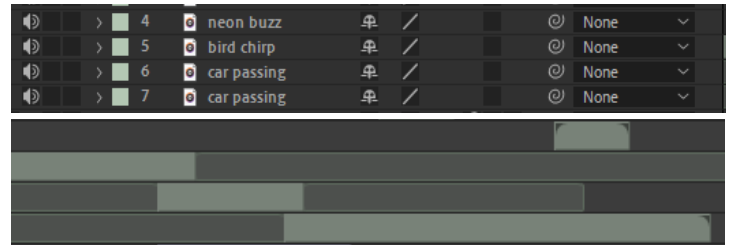

EVALUATION

I wanted to create an introduction scene that clearly and effectively communicates to the audience the transition between the idea of the fairy tale world into the modern day world thus introducing my concept of "modern tales" and I think I have been able to achieve this by this scene. A challenge I faced with this scene is that I didn't have a strong reference for my fairy tale background, but after some extra research and editing of colours and textures when drawing the background, I was able to overcome this challenge and create a background that reflected the fairy tale. Another challenge I faced was during the After Effects editing phase, and due to my limited After Effects knowledge, I had difficulties masking the light sweep layer on top of only the fairy tale text. I ended up resolving this by going back into procreate and separating the title from the rest of the background and then placing them in again, allowing me to achieve the light sweep effect on only the text. Due to the lengthy and tedious process animating involves, I avoided sitting for prolonged periods of time by taking breaks every so often in order to improve ergonomics. Ultimately, through a mixture of cel-based and path-based animation, this intro scene showcased my intention of transitioning the fairy tale world into a modern world.

Path-based Animation
## 01 - Creating Assets
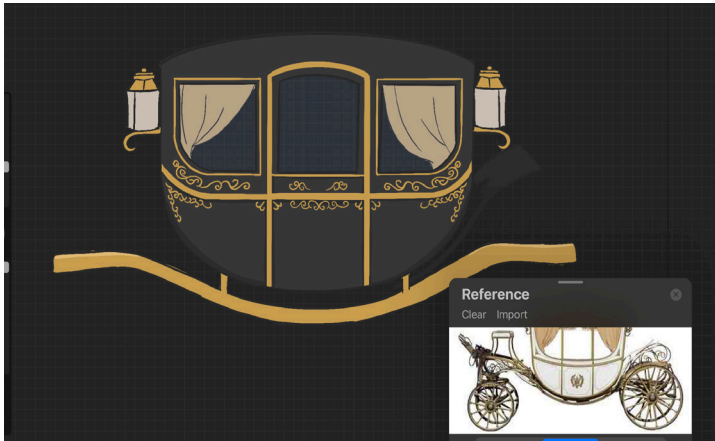
For the carriage scene, I had to create the background, the carriage, the carriage wheels and the horse separately. I found a reference for the carriage, however I only took the bottom half. I then drew the wheels on separate layers each. I exported the carriage assets as .png and the background as a .jpeg.
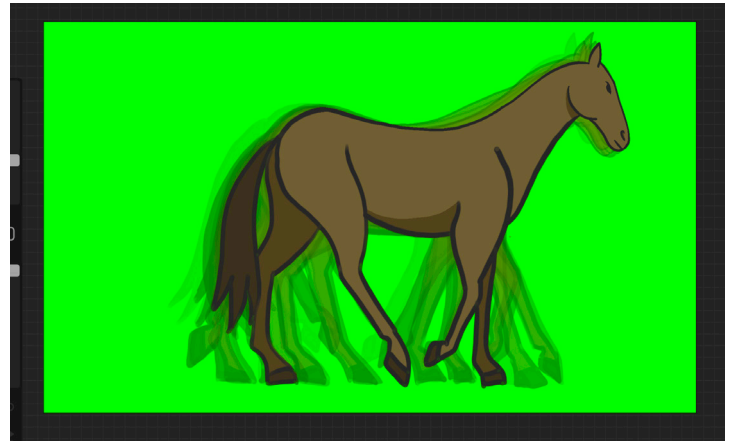
For the horse, I researched a horse walk cycle and used that as a reference to create a cel-based animation. I decided on a 6 frame cycle for the horse and after I had drawn each frame, I added a green screen background and exported it as a .mp4.

02 - After Effects editing + Expressions utilisation
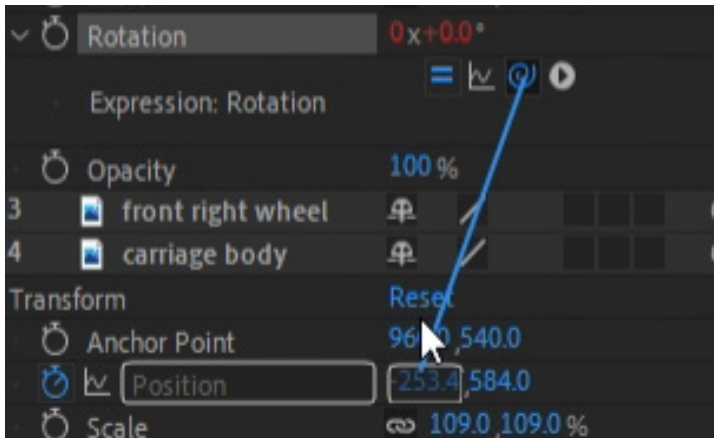
While holding down the alt key, I pressed the stopwatch icon (keyframe button) on one of the wheel's rotation values. This brought up the expression for the user to view and edit. I used the expression "pick whip" tool and dragged the wheel's rotation value to the carriage's x-value. I repeated with the rest of the wheels. The carriage's wheels now rotated whenever the carriage's x-value was changed and this created a rolling effect.
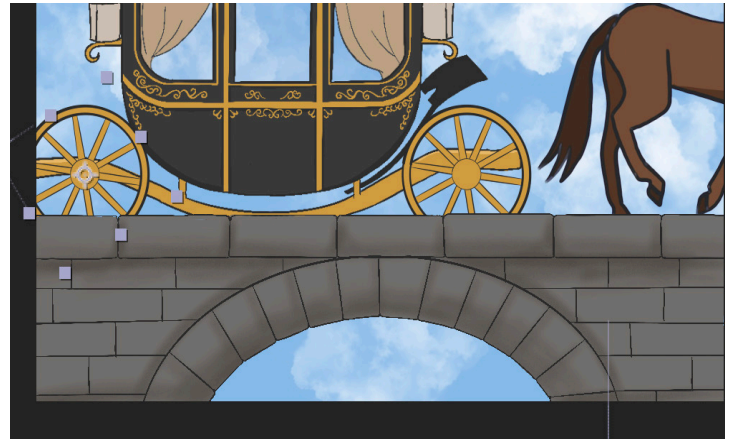
As the wheels were moving a bit too fast, I went back into each wheel's rotation expression and added a "/2" which halves the speed at which it should rotate. I then keyframed the carriage and horse where I wanted it to start and end.

EVALUATION

I wanted to create this scene to capture a fairy tale element before the transition into the modern world as well as to utilise some more after effects techniques and create a more complex scene. The creation of this scene allowed me to understand the relationship between different assets and values and how they can impact a scene as well as the use of expressions. I came across a few challenges in this process. One challenge was that the wheel's anchor points were off so the wheels were not rotating the way that they should. I fixed this by changing the anchor point so that they were more centred. Another challenge was that the speed and movement did not match up, causing the scene to look a bit artificial rather than natural, having to adjust the expression settings and keyframes in order for it to appear more natural. I believe that this scene successfully portrays the fairy tale aspect.

Scenery

01 - Background w/ cel-based animation
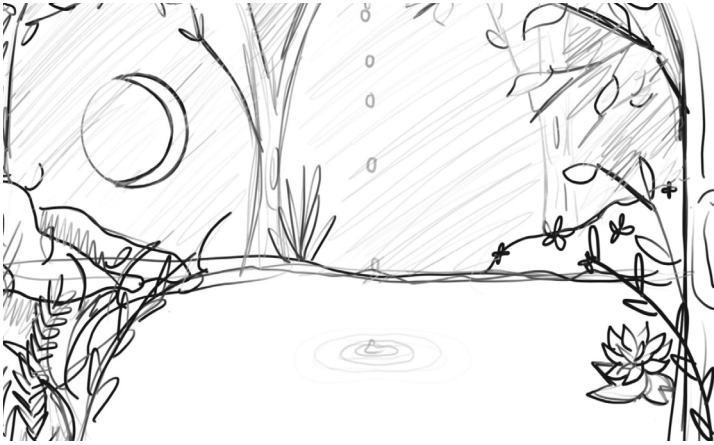
I started with an animation of a water droplet falling into a body of water. From there I developed a sketch of the environment, adding bushes, trees, plants and sky to the background. I then coloured the background with earthy tones to suit the scenery. I then traced over the animation sketch to make the water droplet more realistic. I then exported the background as an mp4 and the blade of grass and foreground tree as separate png files.

02 - Cinematic zoom + bending plants in AE

fx	CC Bend It	Reset
> ⟳	Bend	5.3
⟳	Start	⊕ 1837.5,1080.0
⟳	End	⊕ 1519.8,557.1
⟳	Render Prestart	Bend
⟳	Distort	Legal

I then imported my files into After Effects and made the layers 3D, then adjusted the Z-value of the background and foreground to make the scene depth accurate to the camera position and shot. I added a camera layer and keyframed the camera position to perform a slight zoom towards the water. To add more movement to the foreground, I utilised the CC Bend it effect and applied it to the plant in the foreground. I adjusted the start and end point to cover the length of the blade and keyframed the bend percentage, making it to appear like its waving in the wind.

03- Atmospheric Particles
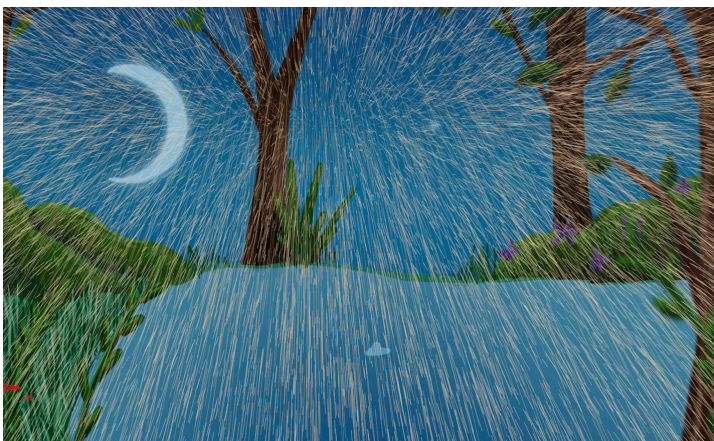
Finally, I felt like the scene was missing something so I added some atmospheric particles which could also be interpreted as fireflies. I utilised CC Particle World and applied it to a solid layer. I changed the particle type to faded spheres and changed the colours to a more orange and white tone. I gave the particles a viscous animation style and adjusted their gravity, birth rate, longevity, and size to my liking. Furthermore, with the utilisation of a 3D scene, I could also change the Z-axis variation of the particles which added more depth.

> ⏱ Velocity	3.15	
> ⏱ Inherit Velocity %	0.0	
> ⏱ Gravity	-0.010	
> ⏱ Resistance	0.0	
> ⏱ Extra	0.50	
> ⏱ Extra Angle	1x+0.0°	
> Floor		
> Direction Axis		
> Gravity Vector		
Particle		
⏱ Particle Type	Faded Sphere ⌄	
> Texture		
> ⏱ Rotation Speed	180.0	
> ⏱ Initial Rotation	360.0	
⏱ Rotation Axis	Any Axis ⌄	
> ⏱ Birth Size	0.340	
> ⏱ Death Size	0.050	
> ⏱ Size Variation	100.0%	
> ⏱ Max Opacity	62.0%	
> Opacity Map		
⏱ Color Map	Birth to Death ⌄	
⏱ Birth Color	▭	
⏱ Death Color	▭	
> Custom Color Map		
> ⏱ Volume Shade (appr	0.0%	
⏱ Transfer Mode	Composite ⌄	
Extras		

EVALUATION

I wanted to create an effective fairy tale theme scenery shot to open my film with and I believe this scene achieves this fantasy element. I had to give numerous attempts at getting the right particle effect I was aiming for, so this added some production time from frequently changing and amending particle settings as the particle world allows for a very diverse and large variety of options which can be edited. The final particle effect simulates the idea of fireflies while also paralleling atmospheric themes in fairy tale movies which tend to have magical particle effects. Converting the scene to 3D also makes the scene appear less flat, adding more depth to the composition. I also believe that the night time setting further adds to the magical fantasy element I was hoping to achieve. This scene strengthens my film's ties with the "fairy tale world". To minimise eye strain as a result of excessive screen time, I took frequent breaks during the production of this scene.
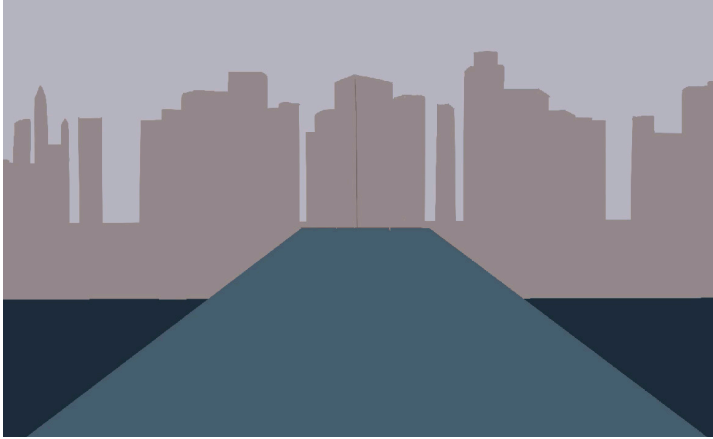
Alice in Wonderland

Technologies Used: iPad w/ Procreate, After Effects on Windows PC
Difficulty Level: ☆ ☆ ☆
Est. Time Spent: 24 hours

Illustration Creation

01 - Background

In this scene, I wanted to establish a board room in the city setting. To achieve this, I begun my illustration by working on the background first. For the background, I used a photograph reference and first defined by foundation colours and then worked on details in the city skyline, adding effects for the lights and sky and utilising various brushes to achieve nightime on the water look for the city

02 - Main character
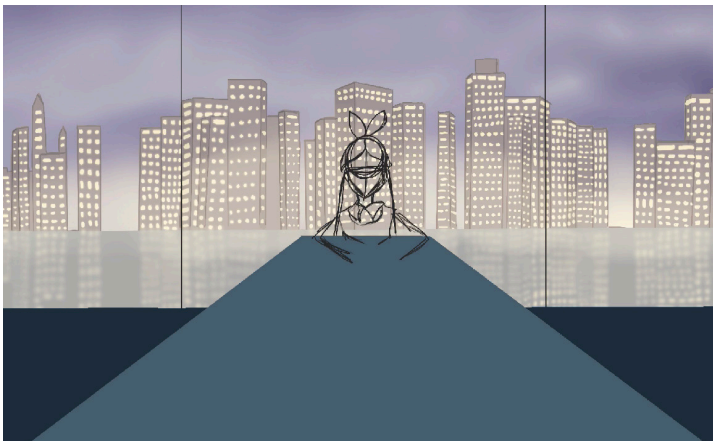
When drawing the main character of this particular scene, I first needed to sketch how I wanted it to look. I placed my Alice character at the head of the table to imply that she's in charge of the board room.

I used my prototype of Alice in a ghibli style as a reference and made her appear in the ghibli style which is one of my inspirations, while also using the colour palette from the 1951 disney animated film.

03 - Props / Details

In this modern day "tea party", I converted the idea of the original old teapots to be replaced as a ChaTime drink in my illustration. I also placed an UberEats bag. These objects are both symbols of the modern day and can suggest the ideas of commercialism and the concept of food delivery in order to make the modern society's life easier. I also added some floral decorations to make reference to the vibrant flora in Wonderland. To draw these props on the table, I once again started with the base colours and then shaded it until my liking. I used various Procreate brushes to achieve this.

04 - Extra characters

The final addition of this particular illustration was the drawing of extra characters, those being the Mad Hatter and the White Rabbit, both being portrayed in human and civilised form. I wanted to keep an identifiable feature of both characters so I kept Mad Hatter's hat and added a bunny ear headband to the White Rabbit.

I placed both characters opposite of eachother to create symmetry in my composition. Considering the lineart and colouring, I further referenced the style of ghibli characters and I chose the colour palette of these characters to suit their surroundings.

EVALUATION
I think that this illustration effectively portrays the modern day city life through the characters of those in the classic literature of "Alice in Wonderland". I have intertwined the ideas of commercialism and female empowerment into my modern day fairy tale theme through my use of setting, props and composition. A challenge I discovered when drawing this scene regarded my limited experience drawing people. I found myself struggling to draw the human characters, especially the hands, so in order to resolve this, I had to find various references which were relevant to the poses I wanted to apply to my characters. While this drawing has taken a lengthy process, I think the final illustration possesses the concept and meaning I aim to portray.

Cel-based animation

01 - Sketch
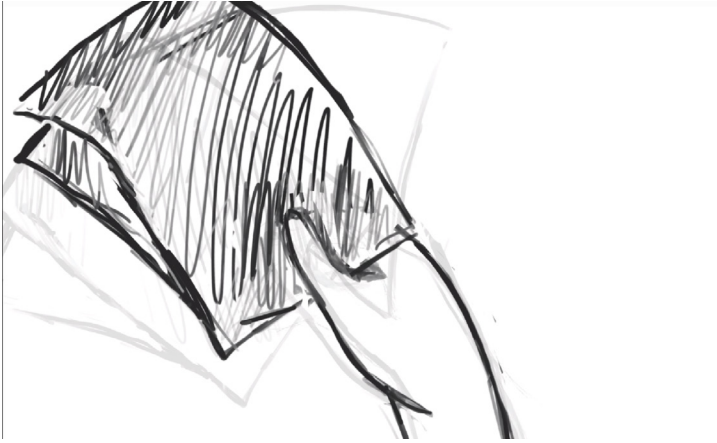
I used my own hand gesturing a paper throwing movement as a reference to sketch out the movement of Alice's hand frame by frame. I sketched it as a close up of the hand. I also sketched where I wanted the papers to fall.

02 - Lineart

I refined the messy sketch through redrawing clean lines over each frame. This created a nicer looking image of the hand animation and provided the outlines for when I put in colour.

03 - Colours

In order to create the style of animation I am creating, filling in the lineart with colour will achieve a complete appearing animation. I used the same colours that I had established in the illustration for the skin tones and the sheets of paper. This creates consistency in the design.

04 - Background

After I was done with the animated moving aspects of my scene, I amended the illustration's background to be a more zoomed in version which I could set as the background layer for the animated hand and papers.

EVALUATION

While animating this hand and paper movement ended up being a lengthy process of 13 hours of work for 3 seconds of animation, this is one of my favourite scenes so far. A challenge I faced was my struggle to draw hands. I do not have much experience with drawing hands and it was hard to get a reference for this quite specific scene. I overcame this problem by filming my own references and this helped a lot as I was able to get the exact reference material that I desired for this animation. I think that this cel-based hand animation allows me to create an effective animated scene that captures Alice's business success through her hand movements.

3D Parallax

01 - Import layers & convert to 3D
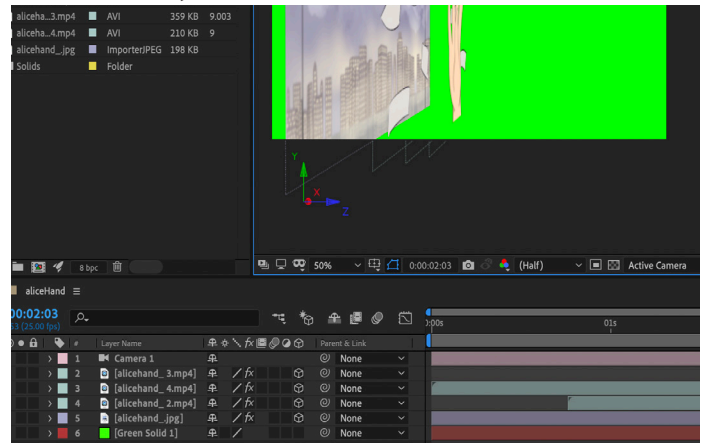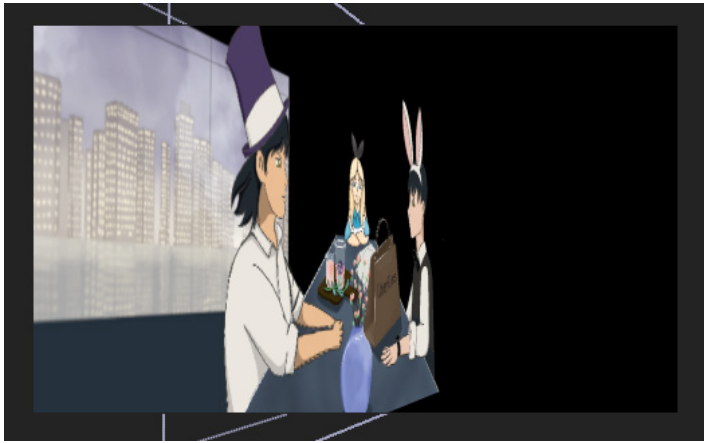
I import layers separately and this allowed me to easily access each individual asset. I converted each layer to 3D by clicking on the icon and this let me change each layer's z-value. Changing the z-value impacts the distance the subject is from the camera. This allowed me to create a semi-3D environment with my 2D animation. I placed the background the furthest away and the foreground the closest to the camera.

02 - Add After Effects camera layer
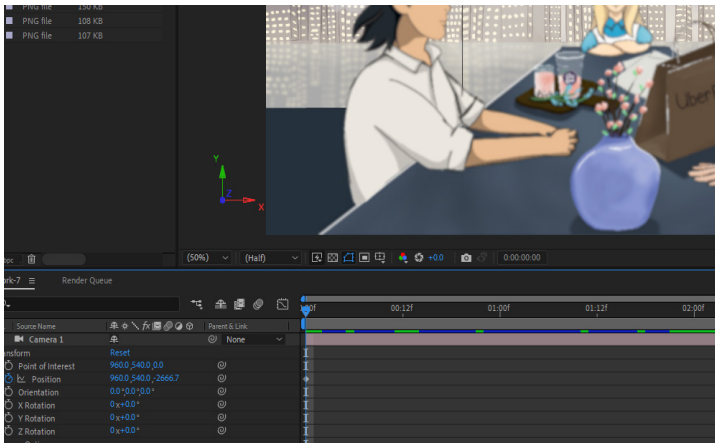
After I had decided that all of my layers were in the right positions on the z-axis, I added a new camera layer. I set the camera layer to replicate a 50mm lens. I keyframed the camera position from where I wanted it to start and where I wanted it to end to produce a slow cinematic zoom. I was also able to blur elements in order to show a shift in focus and add to the cinematic effect I wanted to create.

EVALUATION

This process wasn't as time-consuming as other animations I've done such as my cell-based, however it took some time to frequently change settings to adjust how I wanted the scene to look. I thought that this process would be harder but I actually found it to be easy to understand. While this is one scene I have created for my project, I can further use these skills in other scenes and go beyond just a simple cinematic zoom and create other effects with the 3D camera tool and 3D environment.

FINAL EVALUATION

While this scene ended up taking a long amount of time to complete, I managed to create a scene that I think effectively reflects Alice as a strong female leader as she takes over the company. I have utilised various skills and techniques to produce this scene such as illustration creation, cel-based animation and the parallax effect and combined these techniques to create a cinematic product. I believe the end product of this scene effectively conveys both the usage of these techniques and the idea I want to communicate in relation to portraying fairy tales in a modern context. I was able to overcome the challenges that arose efficiently through my own practical problem solving or through online tutorials for extra assistance. In alignment with ergonomic concerns, this scene was produced over an extended period of time with substantial breaks in order to avoid overworking and bad posture.
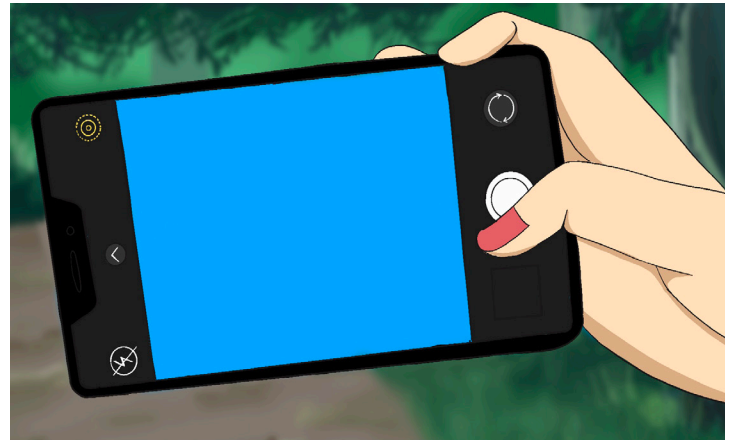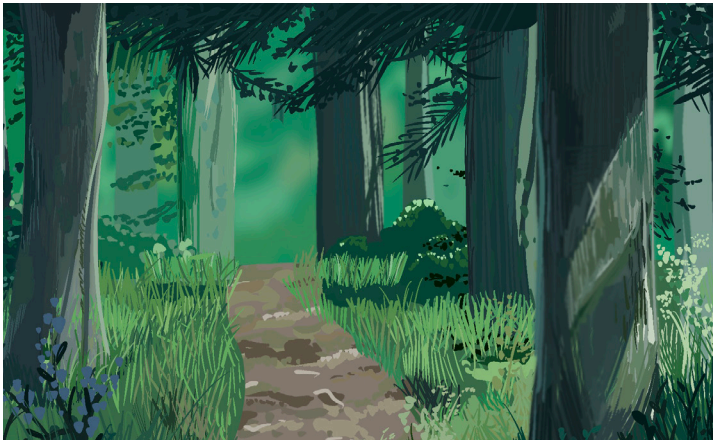
Red Riding Hood

Technologies Used: iPad w/ Procreate, After Effects on Windows PC
Difficulty Level: ☆ ☆
Est. Time Spent: 23 hours

Phone Scene

01 - Creation of Backgrounds / Static parts of the scene

Using a prototype background I had made previously during the development of ideas process, I slightly amended it so that it would suit my red riding hood scene. I then also used that background to create another shot, however this time with a hand and phone, to showcase the technology of the modern age used by this fairy tale character. In order to add an animated image in the phone, I used a blue screen to be used to After Effects (a green screen could not be used as my background contains greens so I resorted to blue).

### 03 - After Effects editing - Merging scenes + Blue Screen editing
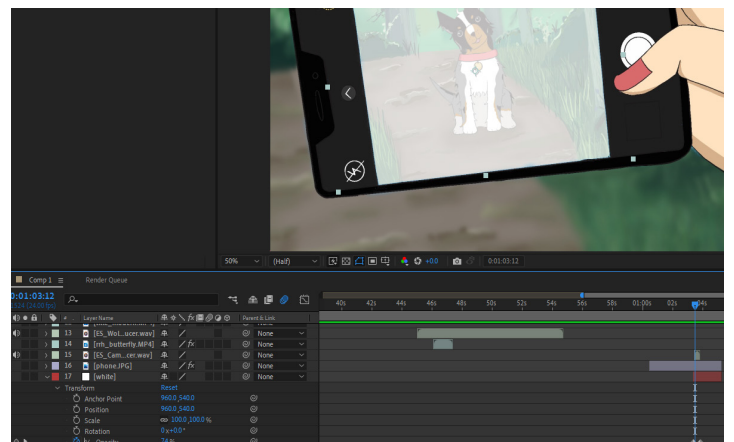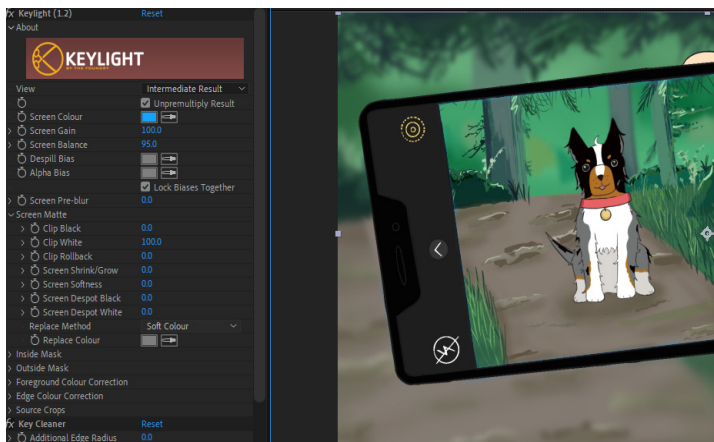
I made use of various Adobe AE effects in order to achieve this shot. To place the dog animation in the phone drawing, I had to use a keylight effect and select the blue colour to reveal the dog layer I placed underneath and positioned the animated dog layer to fit the phone camera and appear like it's being viewed through a phone. I utilised the gaussian blur effect and keyframed it so that it would blur in and out to replicate a camera focusing. I then added a solid white layer to suddenly appear and fade out to replicate a camera shutter.

EVALUATION
I animated this scene for my project to portray the wolf as a harmless pet dog in the eyes of Red Riding Hood in order to make Red appear as a fearless female character. Introducing the dog character as a wolf and then revealing it to be a dog acts as a "mini plot twist" and subverts the audience's expectations. Some challenges I encountered were that I exported the phone foreground on the same layer as the background so that didn't allow for much movement to be done with the phone and hand. To prevent spending more unnecessary time to seperate the layers, I decided I would just add more movement to actions of the phone, especially considering I wanted the phone to be the primary focus of this shot. Overall, this scene allowed me to challenge the Grimm Brothers old connotation of wolves and dogs to be aggressive creatures and align Riding Hood's story with a more contemporary approach.

Character Rigging
01 - Create character
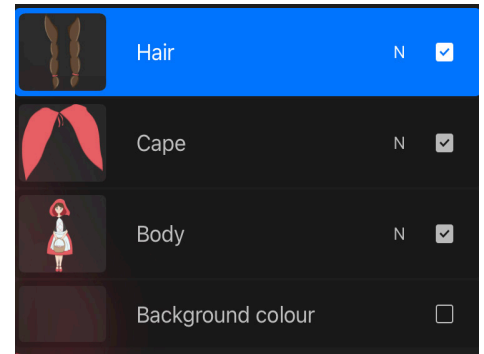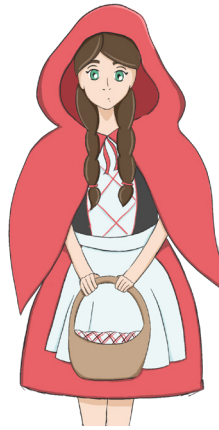
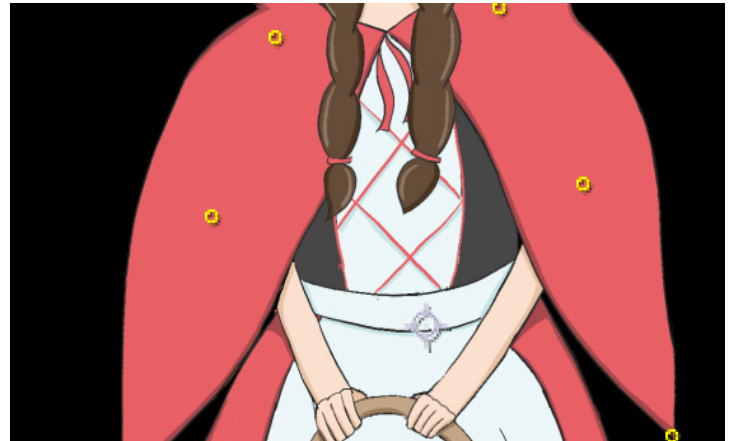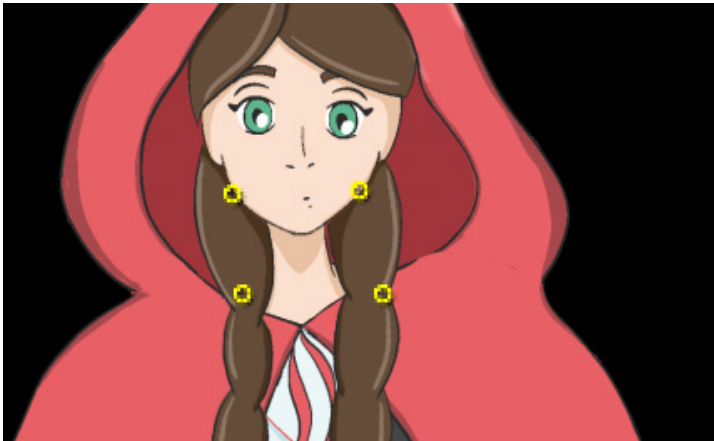

In Procreate, I started with a sketch of my red riding hood character, clearly identifying the cape and hair that I'd be planning to move. I then refined the character with line art and added colour. I had to remember to do the cape and hair on separate layers to the rest of the character as it would make it easier to animate later.

02 - Puppet tool

I imported my layers into Adobe After Effects and used the puppet pin tool to place points on areas that I intend to move, and points where the puppet tool can identify as a "joint" to know where bending should occur. I placed points in the hair and the cape.

03 - Moving the puppet
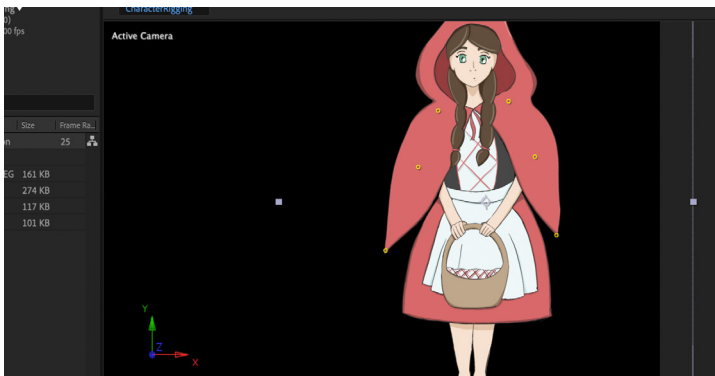
I keyframed the pin point I wanted to move and then moved them slightly using the puppet tool to imitate a waving cape and hair. I keyframed different pin points at different times so that the movements weren't in sync to appear more natural.

EVALUATION

I found the puppet tool to be a tedious process however the results of waving movements were smooth and could not be achieved using cel-based animation. I was inspired by one of my references of Genshin Impact who tend to use nearly still images with flowing movements such as hair and I wanted to implement these movements into my own work as I feel in these scenes I can focus on more detail rather than considering whether a design would be easy to animate. A challenge I discovered while animating was that the movements appeared robotic and unnatural. I resolved this through amending some keyframes so that the braids and cape would move at different times which is more accurate to real life. While using my PC to animate on After Effects, I ensured my workspace was clear in order to improve productivity and appeal to ergonomic setups.

Modern Tales Book

Technologies Used: Blender, Adobe Photoshop on Windows PC & Procreate on iPad
Difficulty Level: ☆ ☆
Est. Time Spent: 23 hours

Creating a 3D Model
01 - Spine of the book
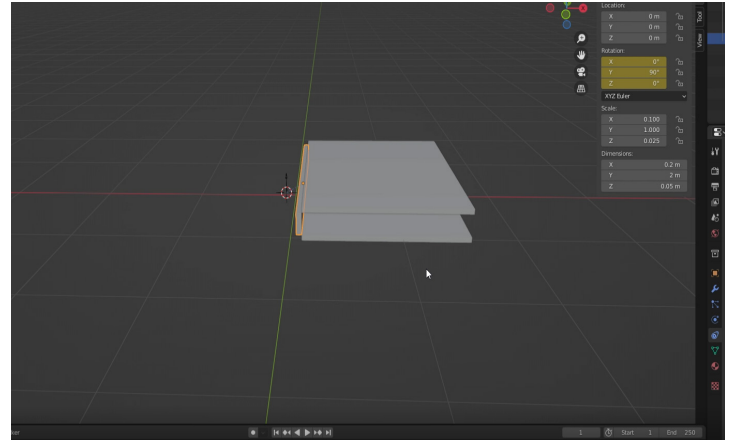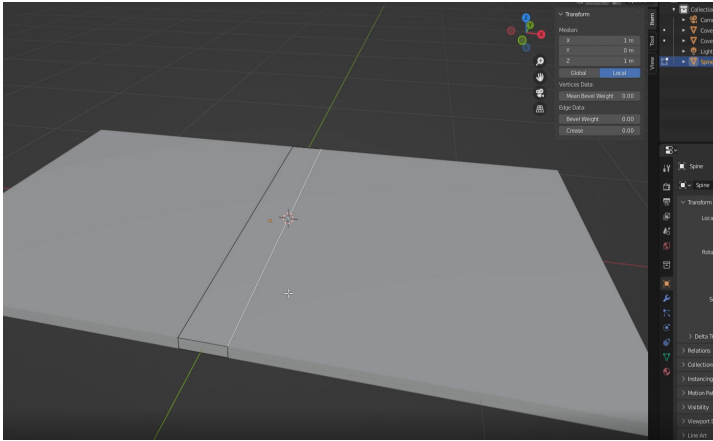
In Blender, I opened a new project and removed the preset objects. I then added a long rectangular block to create the spine of the book, and two larger rectangles to create the covers. I added empties and pivot constraints to the spine of the book so that it would move how a book spine should when I changed the axis. I also applied constraints to the book covers, this time to copy the spine, so that it would turn with the spin, and limit the rotation, so that it wouldn't rotate the wrong way.

02 - Pages
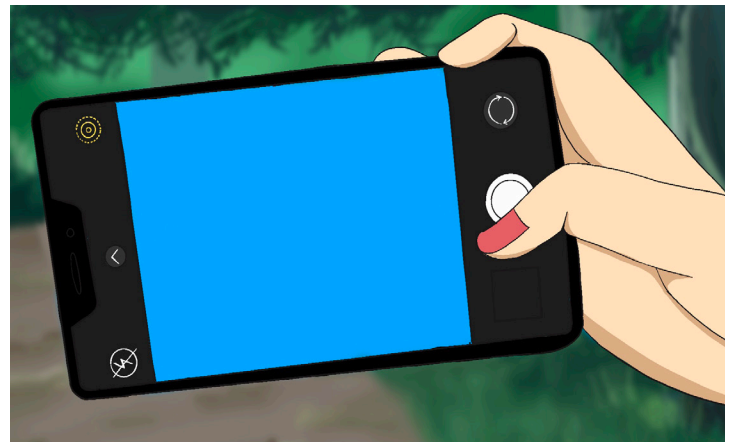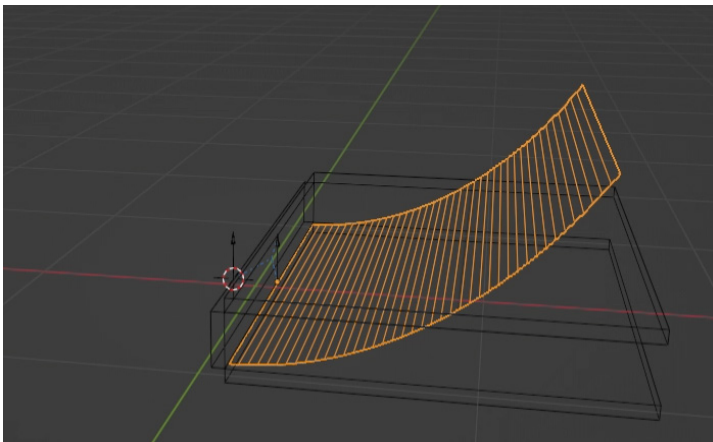
I added my first page as a plane, and turned my view to wireframe so that I could see the page better as I was working with it. I aligned it with the book, and added 40 loop cuts, adding a simple deform modifier so that the page would bend along the z axis. I then hooked the page to the spine, and added weight towards the centre of the book on the page using a heatmap. I then duplicated the pages so that they would fill up with book.

Creating and adding textures

01 - Creating assets in photoshop

I created the book cover and pages in Adobe Photoshop. I researched old fairy tale books and based my book cover and pages on these real fairy tale books in order to create a more authentic fairy tale book feel. For the text, I used a Lorem Ipsum generator to create some unreadable text that still appeared real.

For the title pages, I used a shot from my own animation and edited it using a Camera Raw Filter, applying a filter, some fade and some grain. I applied these filters so that my artworks that I used would appear old and vintage. I exported these as .jpeg.

02 - Applying to 3D Model
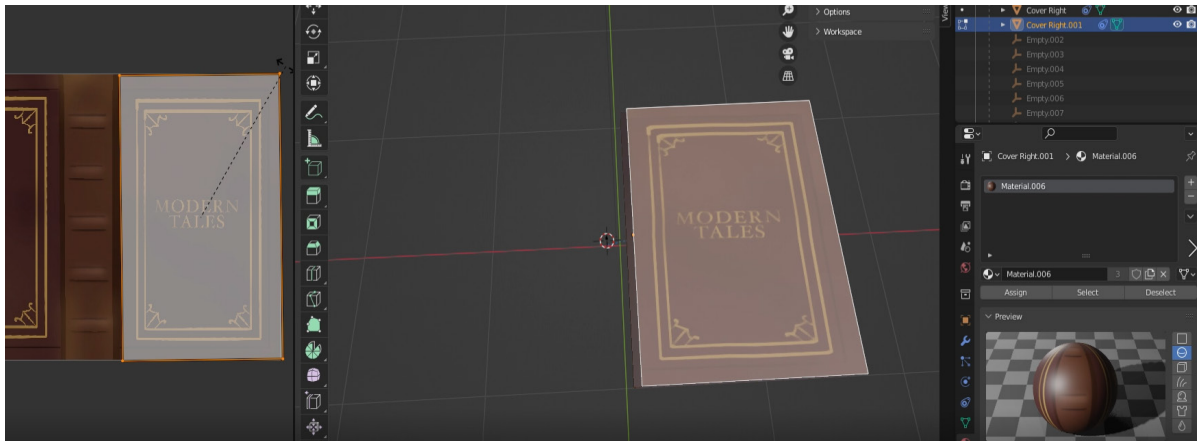
I imported my textures I had made in photoshop, and applied them to each individual object. A challenge I encountered was that the textures on the pages became distorted due to the warp of each page. This meant that I had to edit and adjust the UV map, changing the scale and position.

03 - Backgrounds
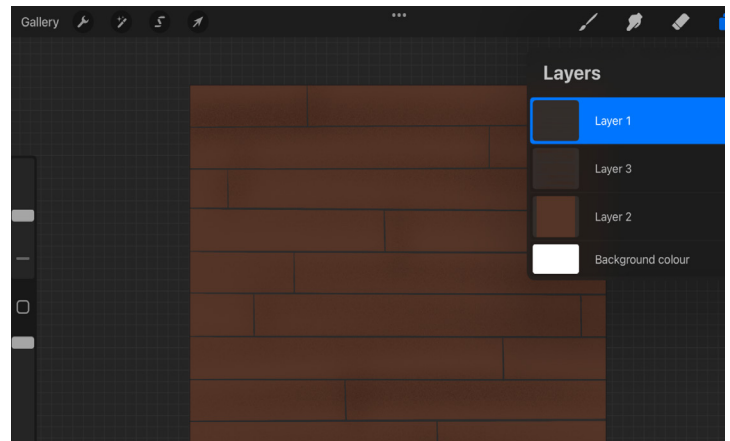
I made the floor and bookshelves in Procreate, using a wooden and warm colour palette, in order to support a comforting scene for the book scene. I placed the wooden floor under the book and the bookshelves a little bit away from the book. I positioned the light above the book, but away enough so that the light wasn't harsh on the pages.

Animating a 3D Model
01 - Animating spine and page rotation
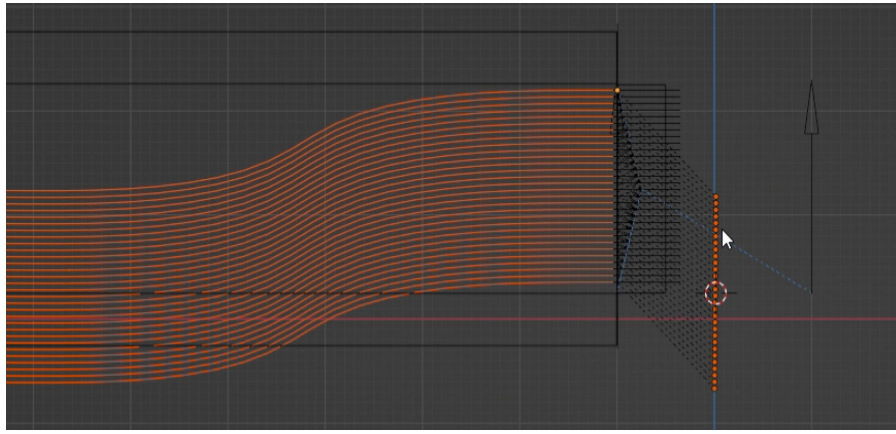
Using Blender's animation tool and timeline, I was able to utilise keyframes to animation moving features in my book. I first animated the spine rotation and book cover opening and closing to set the groundwork for the rest of the animation. From there, I had a guideline of how my pages should move from one side of the book to the other. I keyframed the rotation of all the pages along the spine and had to adjust them slightly each time so that they would align. This ended up being a tedious process but was essential for my book animation.

01 - Animating spine and page rotation
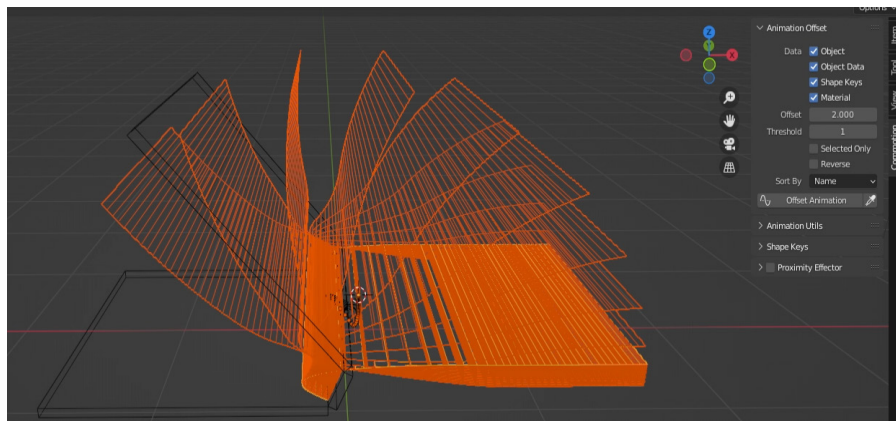
As all pages were moving at the same time, this was unlike the natural page flipping of a book and looked unrealistic. In order to remedy this, I installed a plugin called commotion which has the ability to offset the keyframing of each page turning. As I tweaked the settings for this plugin to implement, the pages were able to move in a more natural page flipping movement. However, while implementing this in my process, I realised I had forgotten to change one thing and this plug in made it difficult to change some things later in the animation process. I ended up having to redo some of the animating and when I realised where I went wrong, I was able to fix it.

EVALUATION
I knew this scene had to be a quality and well-made scene as it was the scene that joins all of my tales together, resulting in being the main focus in my animation. As animating books in cel-based or path-based was difficult, I turned to 3D animation in order to create the book animation. While it was a lengthy process, having to learn the Blender interface and how to 3D model, I overcame this learning curve through watching Blender tutorials. I made a lot of the assets for the model in Procreate, using the same process as my other scenes for the textures so that the animation style could remain consistent regardless of the entirely different type of animation. I wanted this scene to stand out, being a significantly important element of my animation and I believe that my utilisation of 3D animation has allowed me to achieve this, giving me a clean animation of a book opening and closing.

Work Health & Safety

Work Health & Safety refers to the management of risks to the health and safety of everyone in the workplace including yourself, coworkers, consumers and the public. The Work Health and Safety Act 2011 (WHS) is the law in NSW that provides the legal requirements and framework for businesses to comply with occupational safety standards and the protection of health, safety and welfare of employees and the workplace. In the creative multimedia industries such as those working with filmmaking and animation, companies have to comply with these safety standards as required by WHS. For example, filmmakers have to consider the safety of their workers and the public when utilising a public space to film, while animators have to consider ergonomic setups to reduce risks of harm for themselves when using computers for long periods of time. They can minimise potential risks through the use of WHS strategies such as the use of a risk assessment. Risk assessments involve identifying hazards and assessing these risks in order to implement control measures. These risk assessments can be used to minimise risks for any element in the multimedia industry. In my own production of my major project, I utilised risk assessments to ensure that my work setup and practice was being used in a safe and efficient way in alignment with the WHS Act.

Likelihood	Consequences				
	Negligible	Minor	Moderate	Major	Severe
Very likely	LOW	MEDIUM	HIGH	CRITICAL	CRITICAL
Likely	VERY LOW	LOW	MEDIUM	HIGH	CRITICAL
Possible	VERY LOW	LOW	MEDIUM	HIGH	HIGH
Unlikely	VERY LOW	LOW	LOW	MEDIUM	HIGH
Very unlikely	VERY LOW	VERY LOW	LOW	MEDIUM	MEDIUM

Risk Assessment
Conducted 12/6/22

HAZARD	PERSONS HARMED	PROPERTY DAMAGE	PREVENTION	RISK ASSESSMENT	FURTHER CONTROLS
Incorrect setup of work space / poor posture	Poor posture can lead to short term pain and long term back problems	N/A	A proper workplace set up with adjustable tables and chairs that align with ergonomics such as monitors forwards facing and at eye level is essential	Medium - Moderate long term consequence, possible likelihood.	Ensuring that the work setup is uncluttered will decrease distractions and increase productivity.
Long periods of looking at electronic device screens	Due to the excessive amounts of bluelight, my eyesight is at risk of eye strain and deterioration.	N/A	I can prevent this by taking breaks over long periods as well as looking outside frequently to adjust my eyes and avoid further deterioration.	Low - Minor injuries, likely possibility	My glasses have a blue light filter on them which can decrease the amount of blue light and I can ensure that my room always has sufficient lighting so that I am not working in the dark.

Excessive sitting in same position	Can lead to long term harms of obesity, heart disease and back/neck problems.	N/A	Taking breaks to stand up every 20 min to 1 hour will decrease the amounts of sitting at a time.	Medium - Possible likelihood of leading to long term harms.	Investing in a standing desk has proven to improve posture and reduce risks so this can be a possible way I can further reduce sitting down for long periods.
Psychological Implications	Large amounts of stress and pressure can lead to poor mental health	N/A	Taking breaks occasionally from large amounts of project work by doing things that I enjoy can decrease potential burnout and increase mood.	High - High amounts of stress is very likely and an cause bad mental health	Having a planned timeline and clear scaffold of what I need to complete and distributing the work to complete over time can further decrease the amount of stress.
Tripping over cords	Physical injury can occur in an untidy workplace if I trip over exposed cords.	Cords can be damaged as well as other equipment from the fall.	Cord management is vital to decrease this risk by moving cords out of the way.	Low - Falling over typically causes minor injuries and it is unlikely	If any exposed cords are unavoidably in the way, tape can be placed over them.
Exposure to current/ electric shock	Chance to cause external and internal burns and cardiac arrest.	Electronics can short circuit which results in breakage.	Checking that cable connections and switches are secure and used correctly before use. Cables should also be ensured that they are not damaged or in a position to wear.	Low - it is very unlikely to occur, but can cause serious harm and damage	In the occurrence of a storm, electronics should be unplugged to avoid electric shock or short circuit.
Electrical Fire	Fires can cause burns and emission of toxic fumes which are damaging for health.	Electronics as well as surrounding assets can be severely damaged.	Ensuring that the cables are connected properly and safely and out of the way through cable management.	Low - it is very unlikely to occur, but can cause serious harm and damage	Fire alarms and fire safety equipment such as extinguishers or fire blankets can minimise the impact in case of occurrence.

Lighting and Ventilation

Safework NSW establishes that there must be sufficient light to enable workers to perform tasks without straining their eyes or adopting awkward postures and that workplaces inside buildings need to be properly ventilated with windows and doors, fans or air-conditioning. While I am producing my multimedia project at school, the school provides classrooms with large windows which allow for a sufficient amount of light. Furthermore, these windows also allow for fresh air to come into the room, which can be further ventilated by the ceiling fans. When it's too dark for sufficient amounts of light, the school has ceiling lights which allow for students to continue to perform in an environment safe from eye strain.
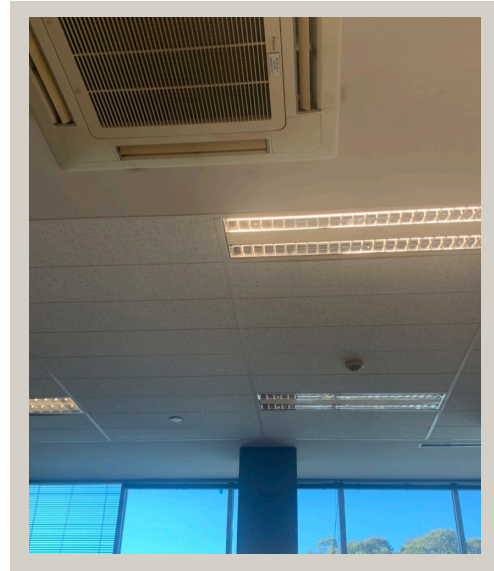
Ergonomic setup

An ergonomic setup requires the monitor to be at arm's length away, eye level to just below the top of the monitor and allows for the head and neck to be straight and shoulders to be relaxed. While working in a school environment, this ergonomic setup can be achieved through the access to adjustable desks and chairs. I can utilise these adjustable chairs and desks and adjust them to suit my height and computer screen in order to maintain an ergonomic setup. The school chair's height and angle can be adjusted.

Safety Equipment and Signage

In compliance with WHS regulations, the school is equipped with safety equipment and WHS signage and protocols. Classrooms have access to fire extinguishers, first aid kits and informative signage for in the case of an emergency. Furthermore, the signage around the school also clearly marks the emergency exits and communicates the expectations and plans in the events of a lockdown or evacuation. This WHS signage and safety equipment is essential in order to create a safe working environment and this has allowed me to produce my project in a safe work environment at the school.
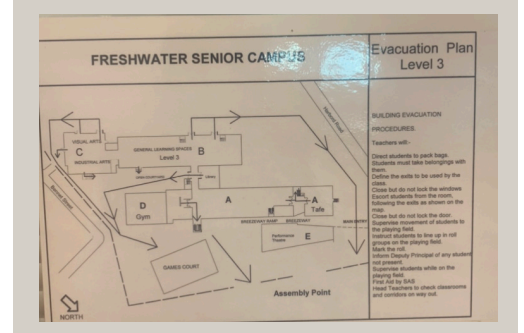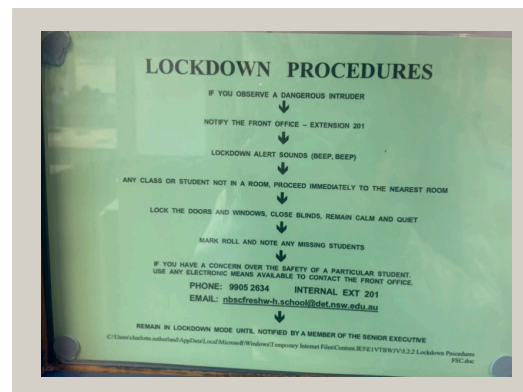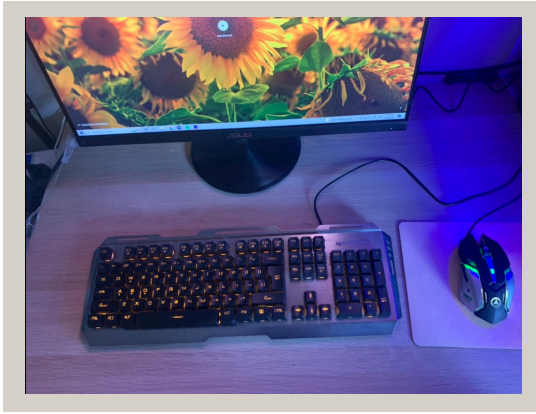
Clear workspace

A non cluttered workspace is essential to not only increase productivity but also to increase safety for oneself and the equipment. In my workspace, I ensure that no food or drink is nearby in order to prevent spillage which could damage my important devices or severely impact the electrical wiring. Furthermore, I try to keep my desk as uncluttered as possible. This allows me to have enough space to practise an ergonomic setup and posture.

Cable management

In order to avoid breakage of cables resulting in physical harm or equipment damage, cables must be managed properly. In my home space, I run all my cables either behind my desk or entirely out of the way. For example, my ethernet cable that is connected to the main PC I use for editing is run through under the house as it would be creating a safety hazard otherwise. I also ensure that these cables are connected to their powerpoints correctly, and that heavy electricity using devices do not use over the maximum watt allowance. I have used cable ties to hold cables together so that they do not get tangled and messy.
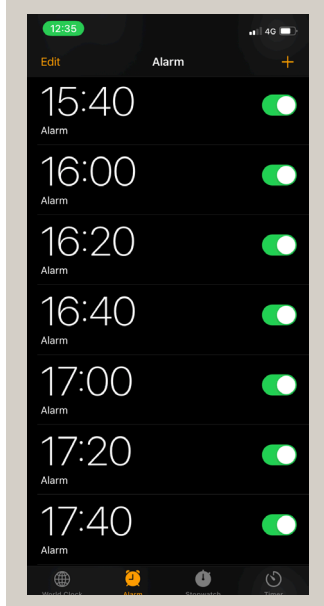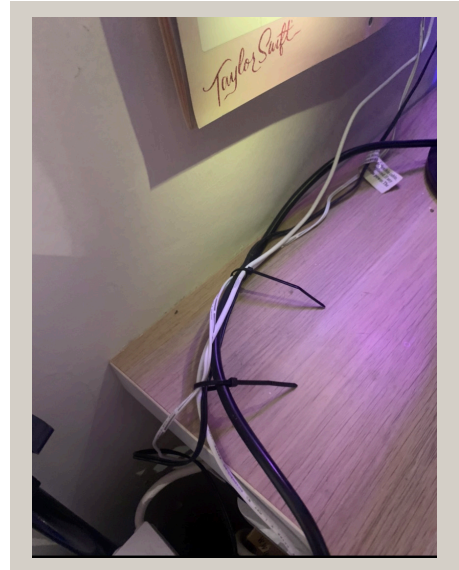

Breaks

As I am completing an animation, it is inevitable that I will spend prolonged periods of time sitting at electronic devices working on my project inside. In order to avoid eye strain and excessive amounts of sitting, it is important that I take frequent breaks. I have ensured that every hour I take a break. Breaks may involve eating some food to recharge, taking in fresh air in the backyard or while going on a walk, calling a friend to meet social needs or participating in an activity that I enjoy which doesn't involve device screens such as cooking or sketching. Taking these breaks allows me to prevent both physical and mental harm to myself.

Evaluation:

Overall, complying with WHS standards is extremely important in creating a safe workspace for myself and others while completing the major project. In both the school environment and at home, I am equipped with the necessary ergonomic and safety equipment and practices. Complying with WHS standards allows me to prevent any proposed risks as well as have an insight into the industry workforce as they also have to comply with these practices. While in animation production, risks tend to be low risk, it is still important to consider these risks in order to prevent long term issues. Ultimately these practices have allowed myself to work more efficiently and effectively in the workspace.

Ethical & Legal Considerations

To become a digital citizen it is important that technology is used in an appropriate and responsible way and that ethical and legal factors are considered. Legal considerations refers to those standards set by the law while ethical considerations refers to decision making based on moral principles. As my major project is essentially a reflection of myself and my ability, and I am intending to apply for universities and courses with my final product, it is important that I respect ethical and legal considerations as these practices impact how others will view my work. I have considered these factors through my use of software and copyright.

Software

In order to complete my major project, I had to utilise various softwares which fall under various software licences. Most of these softwares required a paid subscription in order to obtain a licence for use of the software. Pirating copyrighted software such as the Adobe Creative Suite is an illegal and unethical practice. These unethical practices should be avoided and I have complied with these considerations when utilising software for my project.

ADOBE CREATIVE CLOUD WITH SINGLE SIGN ON

FREE ACCESS FOR ALL NSW DEPARTMENT OF EDUCATION STUDENTS AND STAFF

As I am a NSW government student, I have access to a creative suite licence as provided by the government. This allows me to have full access to the softwares I need in an ethical way. Other softwares such as Procreate, I have paid for entirely. This means I can use these softwares for personal use and in this case, for the production of my major project.

Your plan
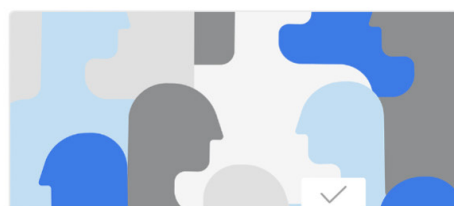
Adobe for Enterprise
NSW DoE - STUDENT1

You may see 'Cloud storage: 1.024TB' listed below. Please disregard this storage

Included in your plan

- Ps Photoshop
- Lr Adobe Lightroom
- LrC Adobe Lightroom Classic
- Ai Illustrator
- Id InDesign
- Xd Adobe XD
- Pr Premiere Pro
- Ae After Effects
- Dw Dreamweaver
- Total cloud storage 82GB

Copyright

Copyright is an extremely important legal aspect that needs to be considered when creating and submitting a project as your own. Copyright refers to the law that protects intellectual property such as such as text, artistic works, music, computer programs, sound recordings and films. While creating my project, I need to ensure that all the aspects of my project that I utilise are entitled to me and that copyright laws are respected. I have done this through creating my own assets for my animation and sourcing music in an ethical way.

As music is covered under copyright, I had to ensure that I found non-copyrighted music and sounds to include in my project. By using a subscription provided to me by my school, I had access to Epidemic Sounds which offered a large range and variety of music I could legally use. As the major work is a personal project, a commercial subscription was not needed so the personal plan provided all the resources I needed for my project regarding audio while also maintaining an ethical practice.

Plan
**Personal**

Included in plan
- ✓ Unlimited downloads/month
- ✓ YouTube, Facebook, TikTok, Instagram, Twitch, podcasts
- ✓ Monetize on one channel per platform

| Status	Price/year	Next billing
● Active	USD 144.00	2023-04-06

Presentation Skills & Techniques

Google Docs - Word processing

Google Docs is an online word processor that allows for the creation and formatting of documents. I have utilised this online software to create and consistently edit a draft of my portfolio. Due to Google Docs being an online service, a major advantage to using this as my word processor was that my work was uploaded to the cloud in real-time, also allowing me to have the ability to access the file from any browser on any device. This meant that it was always backed up and created security that I wasn't going to lose my progress. Furthermore, the Google Docs interface is easy to understand and use as well as provide useful tools such as spelling and grammar correction.
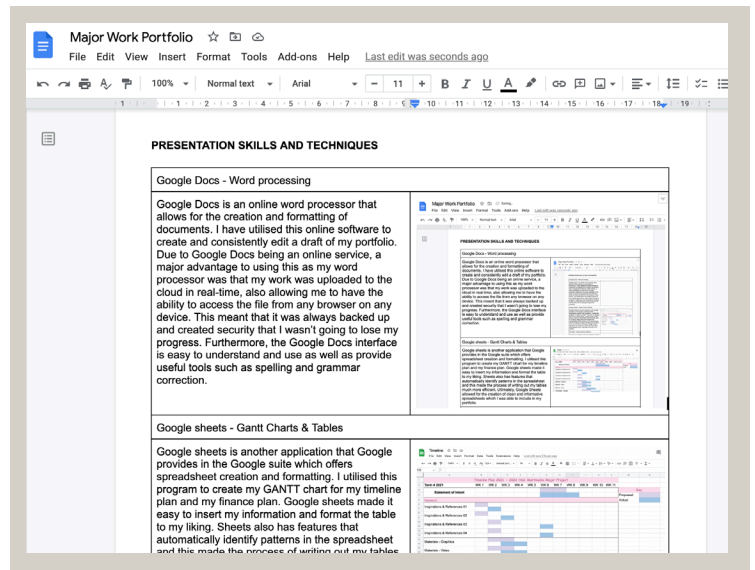
Google sheets - Gantt Charts & Tables

Google sheets is another application that Google provides in the Google suite which offers spreadsheet creation and formatting. I utilised this program to create my GANTT chart for my timeline plan and my finance plan. Google sheets made it easy to insert my information and format the table to my liking. Sheets also has features that automatically identify patterns in the spreadsheet and this made the process of writing out my tables much more efficient. Ultimately, Google Sheets allowed for the creation of clean and informative spreadsheets which I was able to include in my portfolio.
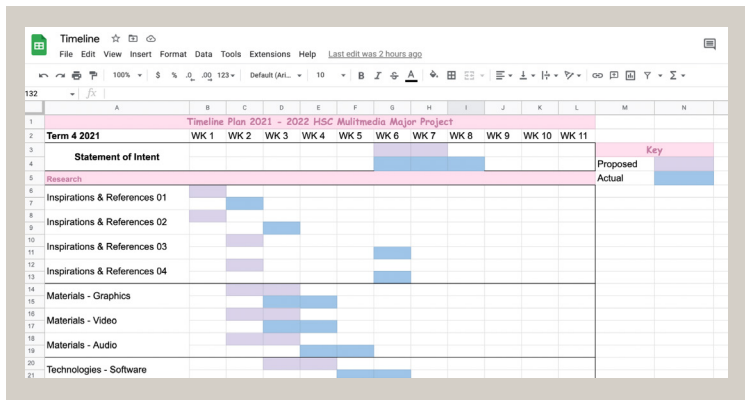
Procreate - Hand rendered sketches

Procreate is a drawing program available on Apple iPads. While Procreate tends to be used for mainly artistic purposes, I also utilised it to draw my sketchnotes and storyboards to be used in the pre-production documentation. Procreate allowed me to easily draw digitally. This saved me the process of scanning in physical documents and rather just uploaded my files directly to my portfolio. The range and variety of tools available in this app also made it extremely easy to create my sketchnotes and storyboards, such as the shape tools, the different pen brushes and the ability to use layers.
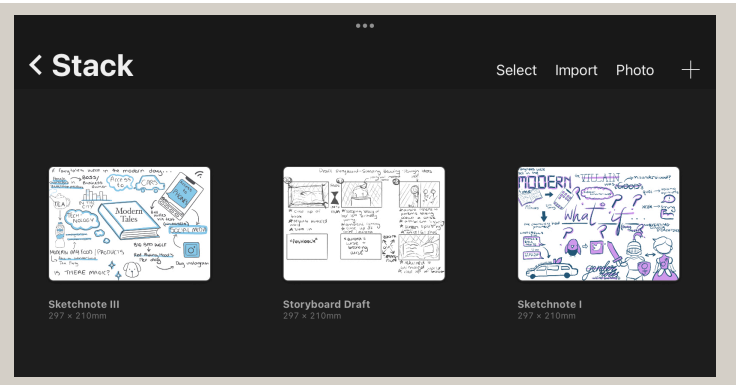
Google Drive - Backing up of data

The files I created through Google Docs, Google Sheets and Procreate, as well as elements of my production, I backed up using Google Drive. Google Drive refers to the free cloud-based file storage and synchronisation service developed by Google.

As any device I use to create my major work is prone to damage, this means that all my files could be deleted. However, utilising Google Drive allows me to have a secure backup of these files which would be accessible on any device. As I complete parts of my project, I upload them to the Drive in order to ensure no part of my project could ever be lost.

Premiere Pro - Production video

Premiere Pro is a video editing software available with Adobe's Creative Suite. Premiere Pro played a huge part during the creation of my production video. This program allowed me to utilise tools such as splitting clips, adding text for titles and annotations, and adding various other elements such as moving and still images. The inbuilt voiceover feature also meant that I didn't have to use an external program to record my narration as I could do that directly in the software. This software played a crucial part in my creation of my production video to be efficient.
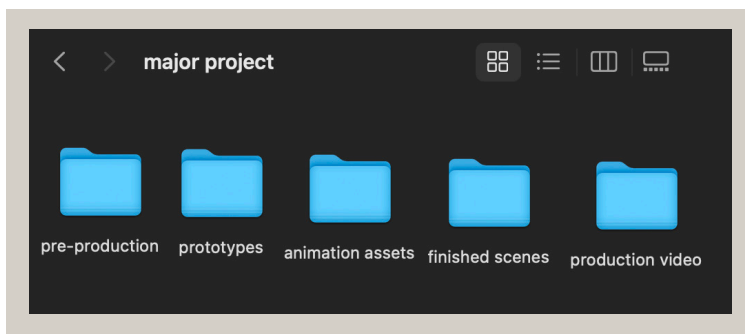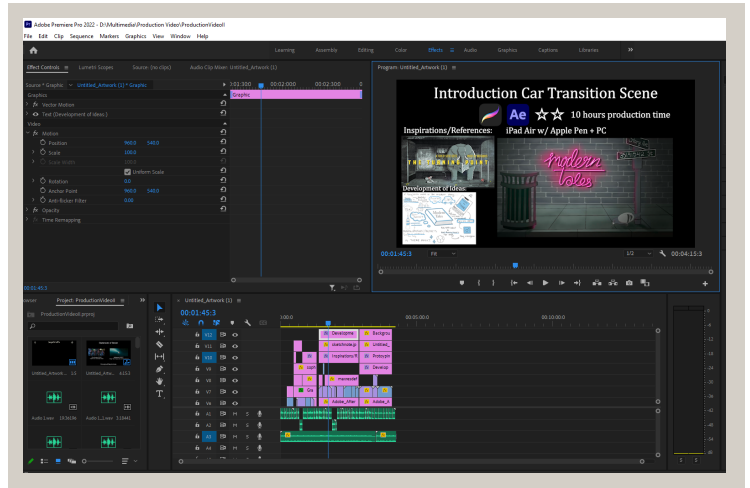
Files and folder management

Files management refers to the process of creating an organised structure in which you store information for easy retrieval. Utilising files management ultimately improves efficiency and decreases the possibility of losing files as all the files are in their designated places which are clearly labelled. This process has helped me in the creation of my major project as I am dealing with a large amount of various files which I need to access at any time.

Adobe Indesign- Word processing

Adobe InDesign is a desktop publishing and page layout designing software application. I used this software to transform my portfolio draft into a fully customisable layout which I can present my finished portfolio with. This allowed me to have full creative control over the layout of my portfolio, having access to various tools specially designed for page layout designing.
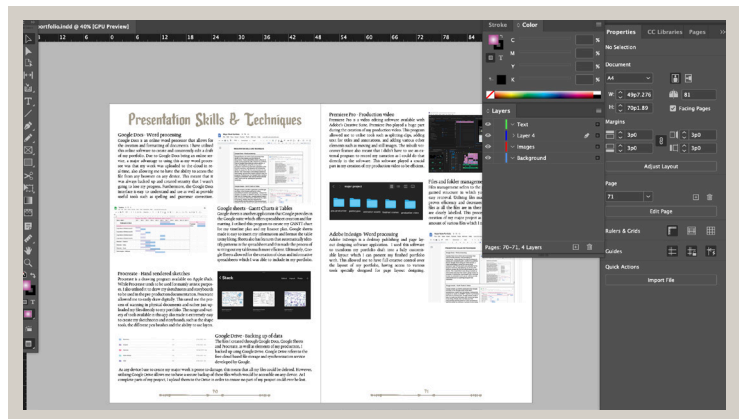
Evaluations

EVIDENCE OF A QUALITY PRODUCT

Sketchnoting	Synopsis	Storyboard
Through the process of sketchnoting, I was able to generate a range of various ideas which I could also build upon, through both text and visual depictions. Through the generation of my ideas with this process, I was able to select ideas that would align the strongest ideas which would also align my statement of intent, ultimately assisting me to build the best idea for my major project.	My synopsis allowed myself to develop a clear idea regarding the plot, characters and setting. Throughout the production of my project, referring to my synopsis assisted me in maintaining consistency in the storyline. This assurance of consistency improves the quality of my project.	My storyboards provided an extremely useful visual depiction of the scenes I wanted to achieve during the production of my major project. It improved the efficiency of the production as it acted similar to a checklist as I was able to see the scenes I aimed to complete, what they should include, and where they should be in the final film.
Tutorials	Prototyping	Animation
Through the implementation of utilising tutorials, the quality of my product was able to improve significantly. These tutorials which I sourced from Youtube and SkillShare provided new ideas, skills and techniques which I could use when creating my project and also add complexity to my scenes.	Through the creation of prototypes, I was able to practise animations and skills I wanted to use, and ultimately improve them before I created the final product. This allowed me to identify my strengths and weaknesses and I was able to utilise this knowledge in order to focus on creating a final high quality product.	In my project I used a range of cel-based, path-based and 3D animation skills and techniques, in combination with various different softwares which allowed me to showcase my abilities, and improve my production quality.
Draft film	Feedback	Finalisations
When I had a sufficient amount of scenes prepared, I was able to use them in a draft version of my animated film. This allowed me to see my animation visually in the order I wanted to portray it and how it looked all together. This also allowed me to identify areas I needed to improve or tweak. It also opened opportunities for feedback.	After working on my project for so long, it was important that I sought feedback from viewers who could watch my production with fresh eyes. I gained feedback from my teacher, peers and industry professionals in order to ensure that I could create a high quality product as they could identify areas of my project that needed improvement.	When finalising my project, I considered the feedback I had received and used that to improve my project in order to ensure that my project was to a high quality. Ultimately, after watching my film through and tweaking things every time until I was happy, I exported it using H.264 codec through Ado-be Media Encoder.

Evaluation

Overall, throughout the creation of my major project, I ensured to take a range of steps in order to produce my project to a high quality standard and to the best of my ability, while also seeking to consistently improve. I believe that through the utilisation of these crucial steps, I was able to refine my product and ensure high quality.

PROFESSIONAL EVALUATION

NS   **Nick Stathopoulos**   10:21 pm

Details

Firstly I'd like to congratulate you on your efforts so far. I know how time consuming animation is. I like your contemporary take on traditional fairy tales and putting a twist on the whole Disney princess genre.

Thank you for asking me to critique your project, and I'd like to offer some thoughts and suggestions,

Things I liked: The transition when Alice tosses the papers into the air is masterfully handled. The anime style character design is particularly appropriate for this subversion of classic tropes. I thought the use of colour was particularly well handled, especially in the forest sequences.

Things to consider:

One shot needs to lead to the next. It keeps the action fluid. So for instance, when Red Riding Hood takes a pic with her phone of her dog, we need to see the phone in her hand or in her basket before the close up of the phone. It's more than continuity. It helps your viewers follow what you want them to know.

Voice Over: With voice overs you need to do either one of two things: The images need to reflect what is being said, or it has to play against it. In this case you need to add two shots in the Cinderella sequence.

The first shot: "But her eyes" she turns. Now you need a close up of her face tight on the eyes...with sparkles! She's infatuated with her!

The second shot: "were only on Cinderella"...we now need to see a close up of Cinderella. This is now the last shot of that story. It's the emotional heart of the sequence. We are being told that her eyes were only on Cinderella, but we're not seeing all-important emotional responses. You need to show, not tell.

I hope these suggestions will be of help.

I enjoyed your film immensely and look forward to your next animated adventure.

Nick Stathopoulos

Who am I: I'm an artist, illustrator, animator, film maker. I was a background artist for Hanna Barbera and Walt Disney. I art directed a computer game company (The Strategic Studies Group), producing art work and animations for numerous computer games. I'm now a fine artist and have been an Archibald finalist eight times.

https://www.nickstathart.com/
nickart@ozemail.com.au

Evaluation

In order to effectively improve my project, I reached out to an industry professional. I contacted Nick Stathopoulos, who was willing to watch and give me feedback on my project so far. As someone who has had hands-on industry experience, in animation particularly, this introduces a new perspective for the viewing of my animation. I found his feedback incredibly helpful and he gave suggestions that would have not occurred to me. Using this feedback, I was able to implement the improvements he suggested and effectively improve the product of my animation.

RANGE OF SKILLS

DIFFICULTY   APPLICATION

CEL-BASED ANIMATION

Advanced
- Learned how to navigate the Procreate interface
- Gained an understanding on the animation features in Procreate
- Developed my artistic skills and style in illustration
- Gained an understanding on the movement of objects.

A large amount of my assets and scenes in my project are created using cel-based animation. I have discovered that it is a highly demanding and difficult skill to master and took a large amount of time to learn and then implement into my project, especially as I used it frequently throughout my project.

PATH-BASED ANIMATION

Advanced
- Learned how to navigate the After Effects interface
- Gained an understanding on how to use and edit keyframes
- Gained an understanding on effects in AE

A lot of the scenes in my project have included path-based animation. As I had to draw out the assets and then keyframe them appropriately for each scene, this built up to be a time-consuming task. I had to use various softwares in order to complete path-based animation and used it consistently throughout the production of my project, the application of this skill proves to be highly demanding.

3D PARALLAX

Advanced
- Learned how to navigate the After Effects
- Gained an understanding on 3D layers in AE
- Gained an understanding on camera layer in AE
- Developed skills in camera settings and camera operation
- Gained an understanding on effects in AE

I frequently used the 3D parallax technique to add more depth to various scenes in my animation. This involved using the assets I have created, establishing and creating a 3D environment and utilising the camera layer in order to operate a virtual camera to replicate real-life camera movement. This process took long amounts of time to complete and showcases a high skill level in both animation as well as my understanding in camera usage even when the camera is virtual.

3D ANIMATION

Advanced
- Learned how to navigate the Blender interface.
- Gained an understanding on the creation of 3D models.
- Gained an understanding on adding textures to models
- Gained an understanding on how to use and edit keyframes
- Gained an understanding on using a 3D camera in 3D environment

Learning how to use and implement 3D animation into my project took a large amount of time and was proven to be a highly demanding task, especially considering it was an entirely new skill for me to learn and involved a lot of steps, tutorials and tweaking even just for one scene. I applied this skill in the most important scene of my film, creating a 3D animation of a book and I believe this is showcasing one of the most complex skills in my animation during a crucial scene.

CHARACTER RIGGING

Advanced

· Learned how to navigate the After Effects interface.
· Gained an understanding of how the puppet tool works and the mesh tool.

This skill was proven to be highly demanding as I had to design a character, have different assets of the character on different layers and then intricately keyframe using the puppet tool. It involved a lot of tweaking in order for my animations to seem natural. I used the skill of character rigging to introduce one of my characters in a peaceful scenery as it allowed for subtle movements in the wind.

SOUND DESIGN

Intermediate

· Sourcing appropriate music & sound effects
· Ensuring that my music & sound effects respected piracy and copyright laws.
·

To apply this skill in my film, I searched and downloaded a variety of music and sound effects as .mp3 files. Due to my access to an Epidemic Sounds subscription, I was able to search through non-copyrighted sound effects, yet this still took long amounts of time to find the relevant sound effect for scenes.

POST-PRODUCTION EDITING

Intermediate

· Learned how to navigate the Premiere Pro interface.
· Gained an understanding on the effects and transitions available in Premiere Pro

Editing during post-production allowed me to bring my film together to showcase my various range of skills in a cohesive storyline. The skill of editing involved a lot of tweaking in order to successfully finalise my film.

APPROPRIATENESS OF USE

Procreate- Animating & Graphics creation

Procreate was a key software and significantly appropriate application during the production of my project. It provided me with the necessary tools to create illustrations, graphics, and cel-based animation. It allowed me to use various brushes, colours, layers, and blending options in order achieve my desired intent. Due to my previous experience in the application, I was able to avoid a learning curve in learning the interface and how to use the various tools.

Adobe After Effects - Video editing

Due to Adobe After Effects' large range of tools available for implementing effects, transitions and path-based animation, this software was very useful and appropriate for various parts of my animation creation. Key frames, 3D environments, virtual camera layers, particle effects, motion blur and other features were all largely useful and important when I was producing my major work.

Premiere Pro - Video editing

Premiere Pro was extremely useful and appropriate when combining all my scenes together, adding transitions and adding music and sound effects. It had all the tools I needed in order to achieve this as well as an interface which I was able to navigate with ease. This software allowed me to edit my film using industry standard software.

Adobe InDesign - Folio Refinement

Indesign was significantly appropriate during the creation of my final portfolio. It provided me with a large range of various tools that are specifically designed for page layout creation such as creating magazines. These tools include layers, page numbers, shape tool, pen tool and many others and I utilised these to create a portfolio inspired by the themes of my fairy tale topic.

Adobe Photoshop- Graphics creation

When creating graphics, photoshop was proven to be of extreme use as one of the leading softwares for graphics creation. It provided me with the tools I needed such as layering, masking, applying filters and editing photos. As I have had experience using photoshop before, this software was really easy to use and was a quick and efficient way to obtain graphics that I needed.

Macbook Pro- Computing devices

This device was very suitable for me during the production of my project. I was able to use most of the softwares that I needed and I was also able to use it at school and other places outside of the home due to the portability, increasing the efficiency and flexibility of production. Its access to AirDrop made transferring from my iPad Air very easy.

PC - Computing devices

Due to the large amount of RAM, I was able to smoothly run the programs I needed. The large monitor also provided me with a large workspace on the screen and successfully improved the efficiency of my production. Overall, my PC was extremely useful during the production of my project and was very appropriate for me to use.

iPad Air - Computing devices

My iPad Air was an extremely appropriate hardware which I was able to utilise in the creation of my major work. It made drawing illustrations and creating cel-based animations significantly easy as when paired with the Apple pencil, it was similar to drawing traditionally. While my iPad had limited space, Google Drive and iCloud assisted in saving storage space.

.mp4 - Materials

I consistently used the MP4 (H.264) file format for exporting animation videos as well as the final work. This was extremely appropriate for myself to use as it was widely accepted on all of my devices. Furthermore, the MP4 file format allows for substantial maintenance of quality while keeping a small file size.

.png - Materials

For non-moving assets I typically used the .png format and this worked very well for me as it allowed for a transparent background, meaning I could animate assets very easily.

Google Drive - Storage

Google Drive was extremely appropriate for the storage of my files as not only did it provide a backup of my entire project, it also allowed for me to easily and efficiently transfer work across my devices and share my progress with other people for feedback.

Blender- 3D modelling & animating

Blender was proven to be a beginner friendly 3D modelling and animation software so this was extremely appropriate for both myself learning the program and the implementation of this software during the production of my project. It also provided me with all the tools I needed in order to create a 3D model from scratch, apply textures and animate using a virtual camera in a 3D environment.

EVIDENCE OF PROBLEM SOLVING

LACK OF EXPERIENCE

Before the start of my major project, I had extremely minimal animation experience, and without coming up with a solution to this problem it would have significantly impacted my ability to complete my project - an animation. In order to combat this problem, I researched and found numerous tutorials on the internet, for example on Youtube and SkillShare. After watching and applying myself to these tutorials, I was able to gain the skills I needed in order to produce and complete my animation project. I watched these tutorials consistently throughout the timeline of my major work production, first learning the basics and then seeking out ways I could use these tutorials to further improve my project. Thus, through my research of tutorials, I was able to overcome the problem of my lack of animation experience.

TIME MANAGEMENT

As animation is a significantly time-consuming task, it is important to manage time effectively in order to reach the deadline in time. However, throughout the production of my major project, I struggled staying on top of tasks and often ran out of time, leading to high amounts of stress. In order to resolve this problem, a timeline plan assisted me to visually see the deadlines and progress of my project. I was able to assess the expected and actual progress of my project and reestablish ways in which I can remain on track if I fell behind. Furthermore, at the start of my project, I overestimated the amount of animation I was able to achieve in the period of time to complete my project, so I had to strategically cut down on scenes in my storyboard as well as my script. While this reduced the overall length of the film, I was able to focus more on improving important scenes and have enough time to produce a quality animation as well as for my portfolio.

Timeline Plan 2021 - 2022 HSC Mulitmedia Major Project													
Term 4 2021	WK 1	WK 2	WK 3	WK 4	WK 5	WK 6	WK 7	WK 8	WK 9	WK 10	WK 11		
Statement of Intent												Key	
												Proposed	
Research												Actual	

LACK OF ACCESS TO ACTORS AND FILM LOCATIONS

Initially I had planned to do a mix of the medias of film and animation to portray the real-world and animated world interconnections. However I faced issues relating to finding potential actors as my friends were not keen on acting or weren't suitable for the roles I wanted to portray in my film. Furthermore, I also had issues regarding finding suitable filming locations and costuming. In order to resolve these problems occuring because of the film portion of my project, I decided to focus entirely on animation. This essentially allowed me to take full creative control over my project without the fear of the inconsistencies and unpredictabilities of actors and locations. Furthermore, taking this new leap into animation creates new opportunities for ideas and skills that I could implement into my project as I had more time to focus on purely animation creation, not only resolving my problem but also providing new possibilities for my project.

FINAL EVALUATION

RESEARCH

When I started the major project, I had no clear idea of what I wanted to do or what story I wanted to portray. As I conducted research into inspirations, I was able to identify elements from films, animations, photography and video-games of which could spark ideas and inspire ideas for my own project. After watching "Spirited Away" and other Studio Ghibli films, I developed an attachment and connection with the animation style and decided that I could implement this style into my own animation. Disney's parody on the classic fairytale princess trope through the film "Enchanted" assisted me in developing the framework for my modern fairy tales idea. As these inspirations helped with my initial ideas, I also researched technologies and industry processes to assist me with the direction of my animation production. This efficiently helped me identify the hardwares, softwares and materials which would benefit and be most suitable for me during my major work production. This helped me decide on the hardwares which I had easiest access to and provided me with effective softwares such as Procreate and Adobe After Effects. I also established that the most suitable file formats for my project would be .mp4, .png and .mp3 as they were widely compatible and did not require larger amounts of storage space. Furthermore, my research also led me towards tutorials which were of great assistance in my major project. I was able to learn new skills, develop new ideas and build upon knowledge in order to navigate the softwares as well as encouraging the utilisation of a wide range of skills in my production. Overall, research has played an extremely crucial role in the development of my major project as it allowed me to establish ideas, discover and learn a large variety of skills and identify the most suitable materials and technologies for the duration of the production of my project. I believe these skills that I have learned from this research will have a long-lasting effect as I can implement these techniques into personal projects and further expand the possibile capabilities of the technologies I have access to regardless of producing a major project or not.

SKETCHING & IDEA GENERATION

Sketching and idea generation has allowed me to effectively develop and build upon my ideas I had initially established in order to create the best potential idea. I achieved sketching and idea generation through the process of sketchnoting, character sketching, storyboarding, scripting and establishing a synopsis. Through visual depictions of ideas achieved by sketchnotes, I was able to both expand upon as well as zoom in on specific aspects of my initial idea. This allowed me to really clarify the aim of my project I wanted to portray and to explore the ways in which I could do this. Furthermore, storyboarding also allowed for the visual depiction of ideas, yet this also allowed me to portray the sequence of events in which I wanted my storyline to be portrayed, refining my idea in order to achieve the best result possible. Scripting also allowed me to establish a narration as well as scenes to go alongside, allowing myself to develop a cohesive storyline while also highlighting the relationship between audio and visuals in a written manner. Over the course of my major work production, I consistently referred back to these elements of sketching and idea generation, and these proved to employ a crucial impact on the overall storyline and direction my project was going to take.

PROTOTYPING, MODELLING & TESTING

In order to achieve the best possible results when it came to final production, I explored a series of various skills and techniques through the process of prototyping, modelling and testing. Due to being a beginner to animation, this allowed me to learn and practise new skills which I could ultimately improve and later implement into the actual production of my film, even when they do not appear in the final project. Without testing my capabilities and improving my skills, the complexity and quality of my production would not be up to the standards at which I aimed to achieve and would not effectively showcase these capabilities. As I practised techniques this allowed me to grow my confidence when it came to actual production. Essentially, through the creation of prototypes, modelling and testing I was able to maximise my ability for improvement and thus, create a project to the highest quality I could.

TIMELINE & FINANCE PLANNING

For a task as large as the major project, efficient planning and management strategies were crucial for myself to implement into the production of my project in order to ensure that I was consistently prepared and on track towards the completion of the project. A finance plan allowed me to keep track of purchases that had to be made as a result of the major project, however in my case, my financial expenses remained under $30. Furthermore, the timeline plan allows for the visual portrayal of due dates as tasks fall due and the monitoring of ongoing progress. This effectively assisted me in time management as I could see whether I was on track or if I had to catch up on progress. Throughout the major project, I learned first-hand how time-consuming and how much effort goes into animation production. Through my timeline plan, I can see how long it has taken me to create a 3 minute animation, and this has inspired a new appreciation as I watch other animated projects or films.

LINK TO STATEMENT OF INTENT

Overall, I aimed to address the portrayal of female gender roles in classic fairy tales through the conversion of old fairy tale characters into the modern day while subverting gender stereotypes. I have done so through the use of a Studio Ghibli style of animation and hope that my film inspires a new perspective on both the outdated values of fairy tales as well as their perception on modern day society. I believe that my film successfully targets an audience that are familiar and grew up with fairy tales, particularly a female audience as I shed a new light on the empowerment of women in my film in contrast to the weak and submissive subliminal messages taught in fairy tales. Through the use of my combination of cel-based, path-based and 3D animation I am able to capture the fairy tale element of storytelling, yet portray my messages of female empowerment and the changes in the modern day. My statement of intent has provided me with clear guidance in every aspect throughout the production of my project and has allowed myself to create a project I deeply connect with and am very proud of. Furthermore, throughout the creation of my animation, I have gained a significant amount of experience in various softwares such as those in the Adobe Creative Suite, and hardwares such as my iPad Air, increasing my ability and skills for animation. Throughout the duration of the project I was evidently going to run into problems, and through the development of solutions to these problems, it has allowed me to improve my problem solving skills. Overall, throughout the production of this major work, I have unlocked a new previously undiscovered passion for animation and I hope to enrich my animation skills further through applying to animation courses in order to enter the creative industries after school. If I had never chosen to partake in the multimedia major project, then I would never considered going down this path in life and while it was an insanely time-consuming and highly demanding project, I am very grateful I was able to endure through it till the end. Conclusively, I greatly believe that my project has successfully appealed to what I was intending to achieve. I have overcome the challenges I have faced and used cel-based and path-based animation skills I have learnt in a way in which I can communicate my intent of sharing a new perspective on fairy tales in a contemporary context and subverting old female gender roles into strong female figures in order to inspire my audience.