

FMP: Interrogation Evaluation

This year I was tasked to create a final major project animation based on 1 of 3 ideas that I had come up with during the pre- production process. My final animation is called Interrogation. This idea is basically a comedic version of a police interrogation scene; however I have added some cartoon, slapstick comedy to make it more interesting. The overall production of this animation has formed many high points and low points throughout the production process. However I am excited to see the final product, finally finished after a years' worth of work, which has been represented through the final product I have created.

During this project I have really enjoyed going through the whole process of designing and animating my story, from the first script I wrote to the final animated sequence. During pre-production I had a creative and fun experience coming up with the designs for Carlos and Detective Taylor, exploring different designs, anatomy and personality. The overall look of the characters really came out nicely, because they're unique designs show off their own individual personal traits and characteristics which have been fun to create in an animation. The project has had a lot of high points, especially in the pre- production phase as I explored a variety of new ideas, designs and concepts which could have been part of the final product. Despite being a long process the animation side of the project had turned out nicely, having a combination of exaggerated and natural movement bringing each of the characters to life.

However, this project came with a lot of problems that I had to go through in order to get to the final product. This animation was originally intended to be a 2-3 minute animation, but due to my overly ambitious idea, this animation became more of a 10 minute animation. Unfortunately that was not going to be completed by the deadline, so naturally I had to adapt by exploring and developing new story ideas in a smaller time frame. As a result this became a reoccurring issue as I had to remove and edit this story many times; including changing shots and scenes to make an effective story that could be animated fully by the deadline.

Being overly ambitious with my ideas and not considering the overall time frame resulted in a lot of setbacks during the animation process because I was trying to figure out how to shorten the idea instead of working on animating the different shots.

A major issue that I did not like about making this animation was the long process of colouring and painting. Due to my restrictions with time management I found the re-colouring of the line work to be really repetitive and boring, because I was rushing to make sure the animation had a finished look to it. I did try to vector the line work, but the process took a considerable long amount of time for just half of a sequence. As a result the line work and colour does not have the visual impact I was expecting and has more of a rushed, requiring some improvements.

If I had to recreate this animation for a second time I would defiantly consider using a more adaptable character design that I would be comfortable animating across multiple shots. With the realistic, Disney, Cartoon style of character design I went for I realised during production process I was not creating a simple design, instead I was creating a design that applies natural anatomy, which is something I am not particularly confident in when drawing characters. As a result this presented a lot of challenges for keeping the character design the same through each shot, as well as applying exaggeration to these designs, but keeping a consistent design.

Furthermore looking back on the production of this animation I should have been focusing more on the quality of the animation instead of trying to get a full story. Working on my own made it harder to for me to keep to my schedule because I had to manage my time with other projects on top of this one which in some cases became overwhelming. Therefore I would have considered working in a team of at least 2-3 people rather than working on my own next time because it allows you to enhance your team working skills, but also take some of the pressure away from you and allow you to work in your specific skill set. As a result I feel that the overall story idea for my animation could have been made a lot simpler at the

beginning of the project, reducing the amount of stress caused and allowing me to focus on getting a high quality animation product.

Reviewing my final animation I have found that the final line work looks visually unappealing because the harsh, bold bitmap lines makes it difficult to read some of the characters facial expressions. Plus the line art sometimes distracts your eye because the lines are moving around, rather than flowing nicely. Therefore I am considering improving the line work to make a vector based line with a bitmap texture to bring a higher professional quality. In addition I think that some of the audio and timing could be adjusted because some of the audio feels flat and does not flow naturally leaving pauses and gaps in the dialogue. In terms of the colour I feel that the overall colour scheme really stands out from the grey scale background making the characters noticeable to the audience. However because of the harsh line work some of the colours have not been painted properly and leave a lot of gaps which look visually unappealing to me.

Overall I really like how this animation has turned out; despite the improvements needed I feel that the time I have spent on this animation has come out in the product I have produced. I really enjoyed working on this project because I got to express my own creativity and imagination through the story I came up with. Furthermore the final product has exceeded my personal expectations, considering I did not think I was going to have a nearly finished final animation project. Despite being a long and difficult journey I have enjoyed going through the process of coming up with my final animation project from pre-production to the final product. I am hoping to complete this animation to a more professional standard so that I have a completed product to show off at OXO and New Designers.