Space Capades

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Senior Project – FMX 499

Pre-Production
Illustrator, Photoshop, Excel, Celt-X

Concept

My ideas and plans for my senior project were harshly affected by the COVID-19 pandemic, as I

was most interested in creating my script as a short live-action film supplemented with copious

amounts of visual/special effects and animations. Luckily, I was not too far into the production

of my project yet at the time campus shut down and I lost access to a plethora of crucial

programs and equipment. With limited resources, my next option was to adapt, improvise, and

go with my second idea, a 2D animation. Akin to the concept behind my original idea, I wanted

to illustrate a way to creatively visualize my imagination, in a cute, fun, and aesthetic fashion.

Logline

A very bored student in quarantine lets his rich and vast imagination loose as his doodles reveal

his fantasies throughout a series of dreamy and chaotic adventures.

INT - CLASSROOM - DAY

Me/a student is sitting at desk in classroom. Student has
elbow on desk with an empty notebook open and a pen. Student
is visibly bored and distracted.

Student looks down at notebook and picks up pen. Starts to
doodle a stick figure person.

INT - NOTEPAD - DAY

CUT TO SHOT OF NOTEBOOK PAGE WITH JUST THE STUDENT'S HAND IN.

                    (the notebook is not lined, just
                    an empty white void)

The stick figure is frozen for a few seconds then suddenly
becomes animated and alive.

Cartoon character looks around left, right, up, to see
nothing but white void. He jumps and stomps on his landing,
and the corners of the room pop into place. He jumps again
and several background details drop down into place from the
sky. (background details are just basic, partially colored
sketches); (door drops down as closed, then opens on its own)

Character looks around again, appears satisfied, then starts
horizontal walk cycle through door. As he walks in place,
background details pass by signifying he is moving.

Cut to over-the-shoulder shot of him passing through the
door, entering a narrow hallway. The space is getting more
and more narrow as he reaches a hallway with several portals
lined up on each of the walls.

He slowly continues walking through, trying to peak into each
portal, but nothing is visible through the portal wall.
Portals are vibrant and bright, compared to black and white
details of the rest. (over-the-shoulder shot of him walking
face up to one; side shot of him walking past). However you
can hear weird noises coming from certain ones, getting
louder and fainter as he walks past.

He gets to the end of the narrow hall and corners himself. He
looks to the portal to his left, then his right. He hesitates
for a moment then leaps in.

INT - INTER PORTAL DIMENSION

He climbs out of the portal head first, then once out of it

he stands tall (camera pans up and zooms in to face-shot)

Then camera rotates upside down.

He reorientates himself for a second, shows fear, then camera zooms out to him upside down, suddenly drops and falling through weird/scary/trippy dimension like from spongebob.

He falls for a few seconds, then reaches the bottom which is another portal and he falls in.

EXT - HIGHER DIMENSION

Another close face shot. He sighs a quick breath of relief. Then...

Cut to weird filter animation sequence.

EXT - ALTERNATE REALITY

Character suddenly wakes up in an alternate zany world. Rubs his eyes and looks confused.

Although all surroundings are very strange and alien-like, this scene is calm unlike the previous chaotic two.

He peacefully walks around for a few seconds until a blue beam from directly above suddenly strikes him and he levitates up to what is revealed as a UFO.

EXT - SPACE

The UFO flys up into space.

On the UFO, over the shoulder shot of him with a crew of other aliens of a different race in front of him awkwardly staring.

Back to space shot of UFO, as the character gets booted out. He tumbles out of the UFO, drifting in space, then gains his balance and starts swimming/drifting through space. Flying by stars and nebulas and other sick space stuff and visuals.

maybeShots of cartoon doing walk cycle on planet. Can keep the walk cycle but switch planets/backgrounds throughout a short sequence.***maybe***

Cartoon swimming in space again, reaches a black hole and gets sucked in. Stars and light warps as he gets closer to black hole. His body starts to get ripped apart into black scribbles. The scribbles get more chaotic and grow, from the

size of the character to covering the entire screen.

Cut to pitch black for a second.

Suddenly cut to white, with character standing in the center of empty white void just like from the beginning.
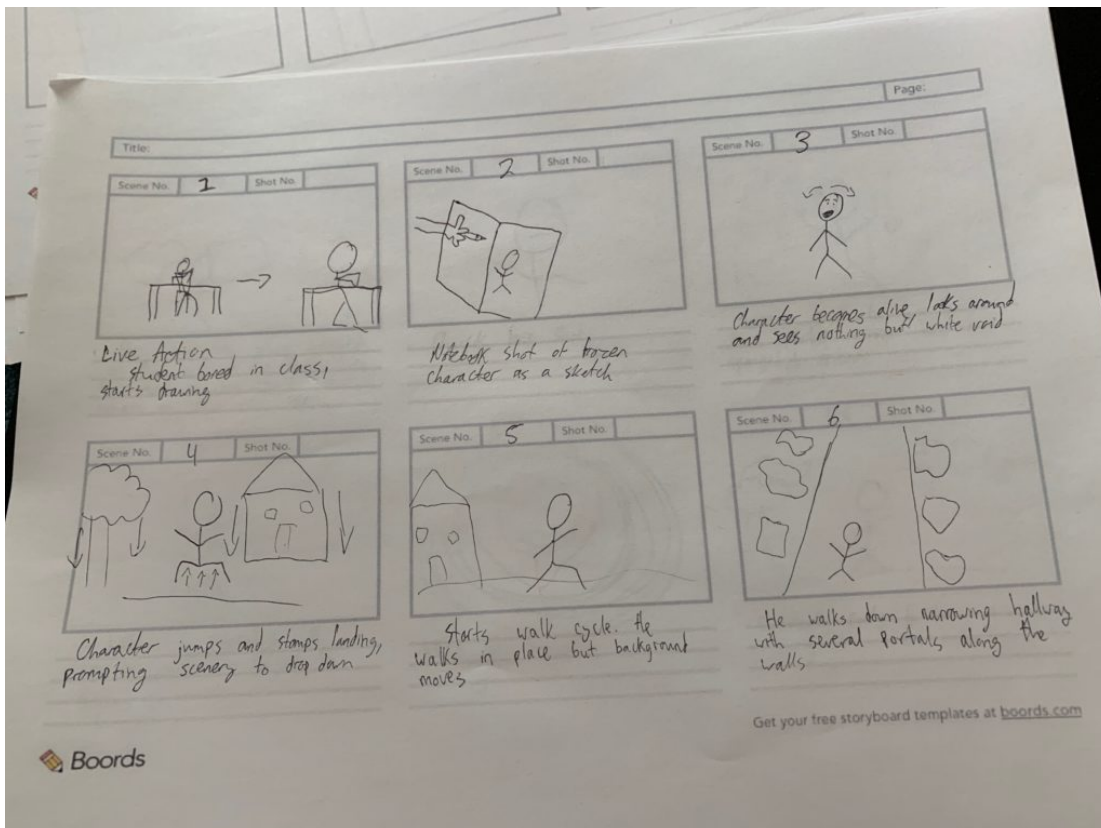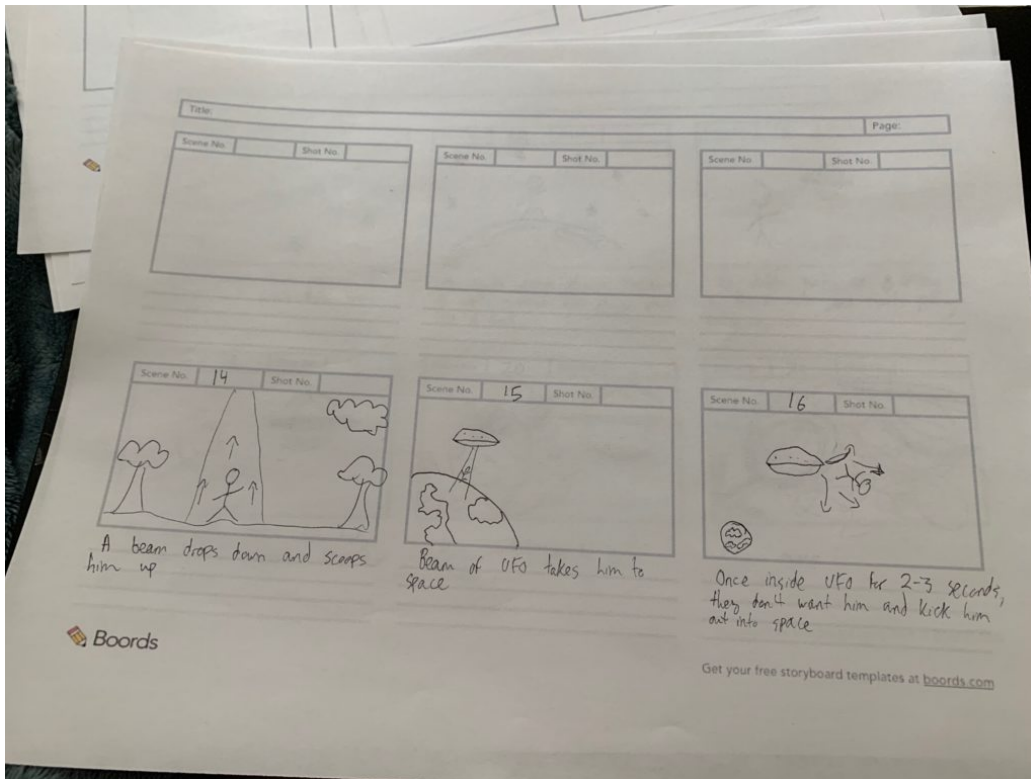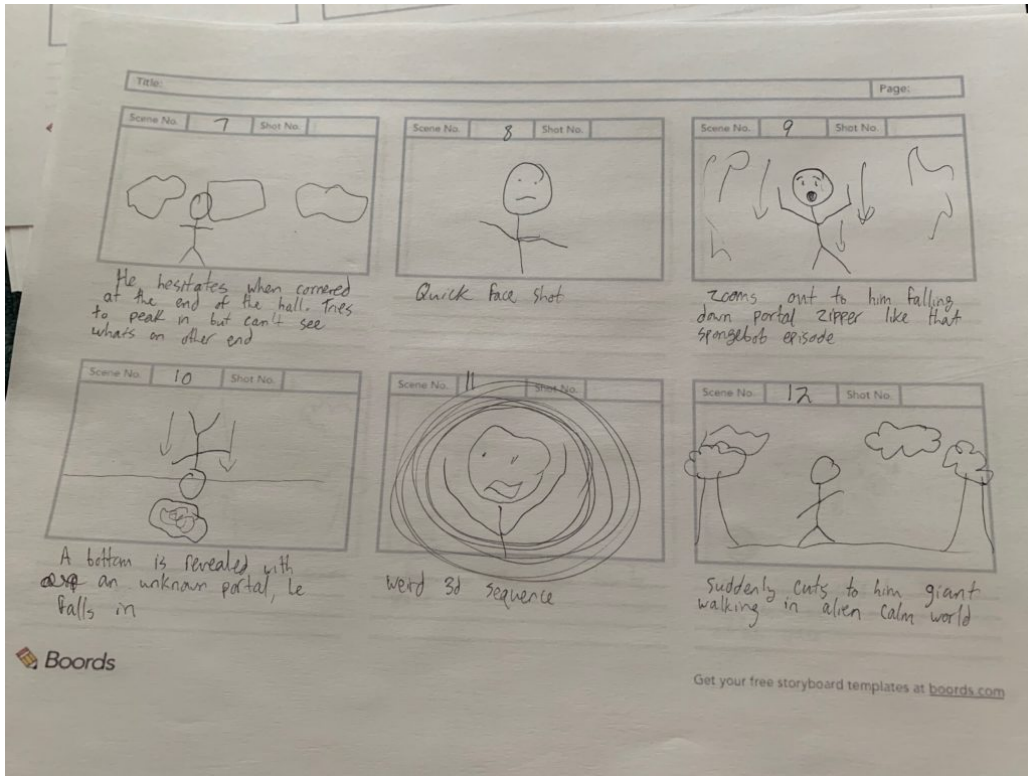
INT - CLASSROOM - DAY

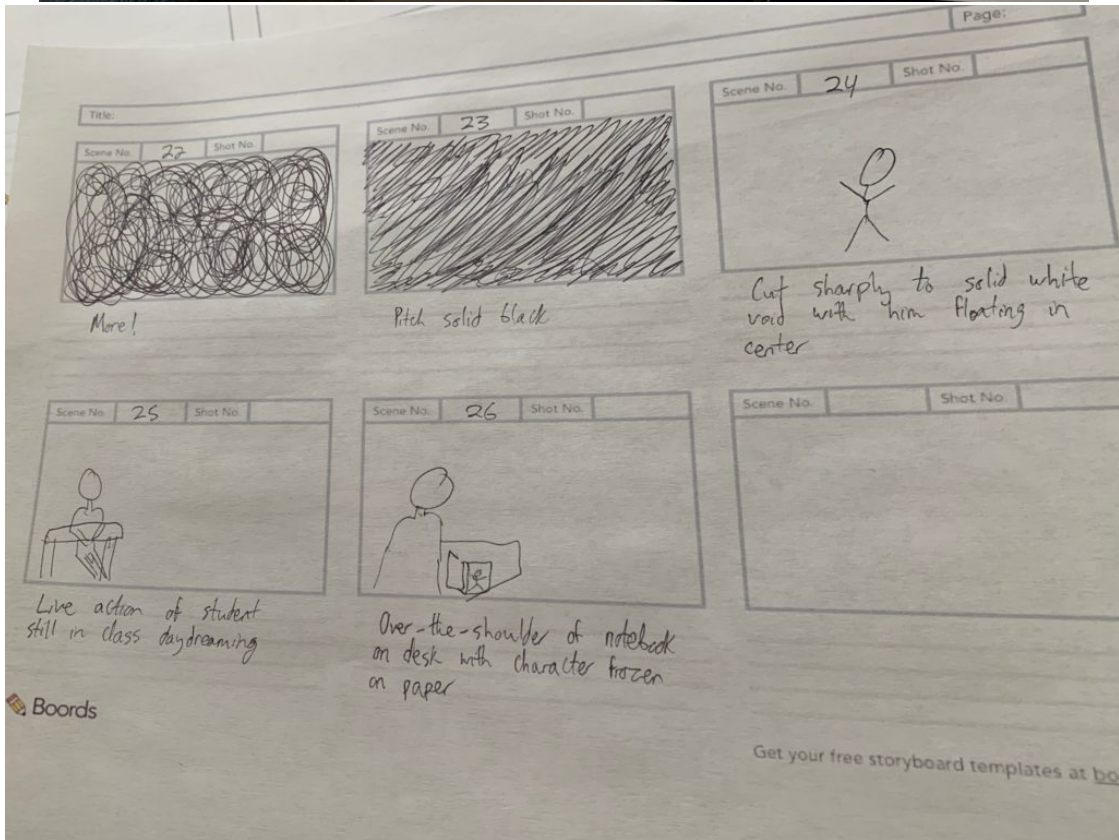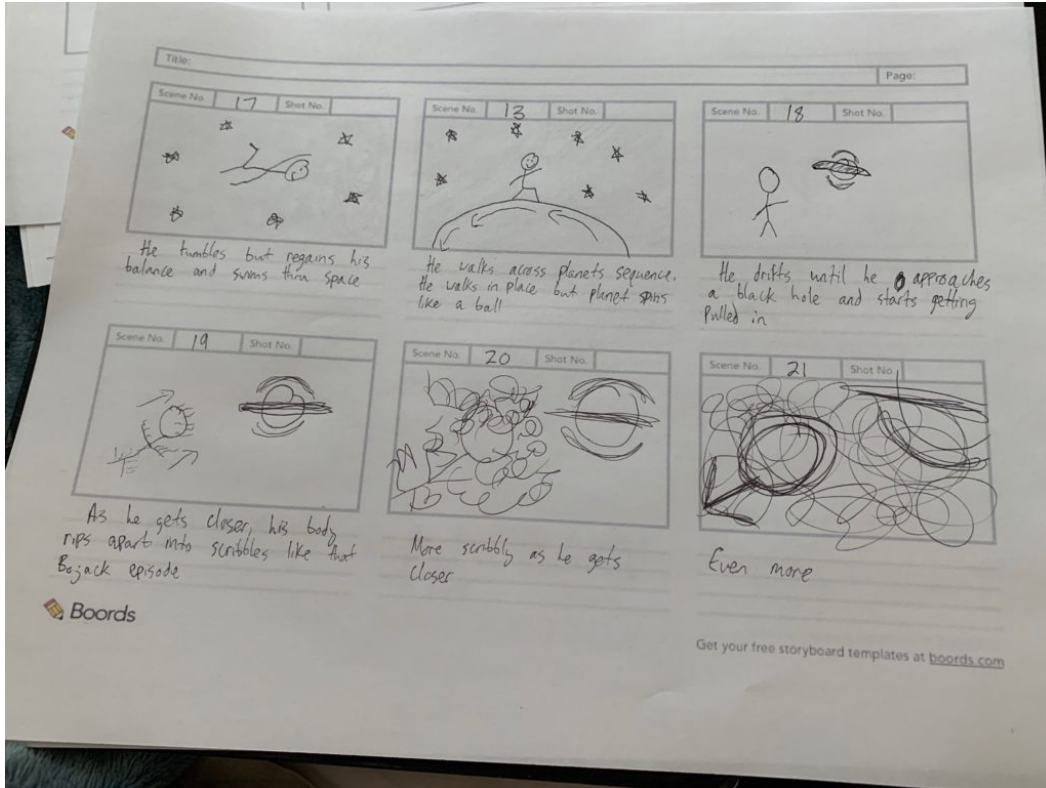Student/me still sitting at desk, gazing off at the wall or window. Looks back at notepad.

INT - NOTEPAD - DAY

Character is in the same spot and position as when student drew him. "Student erases him?"
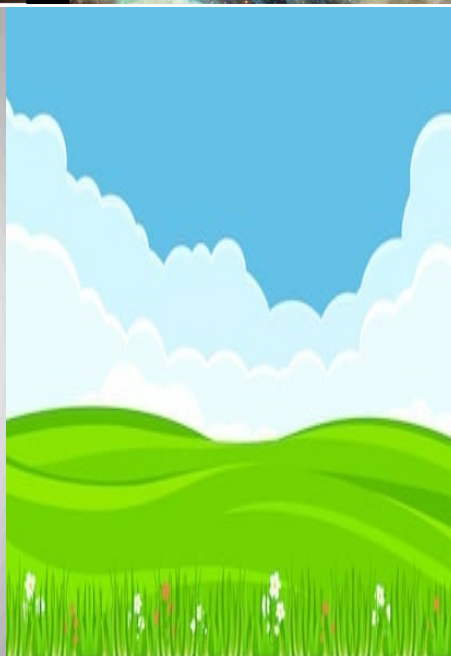
Story Board

6

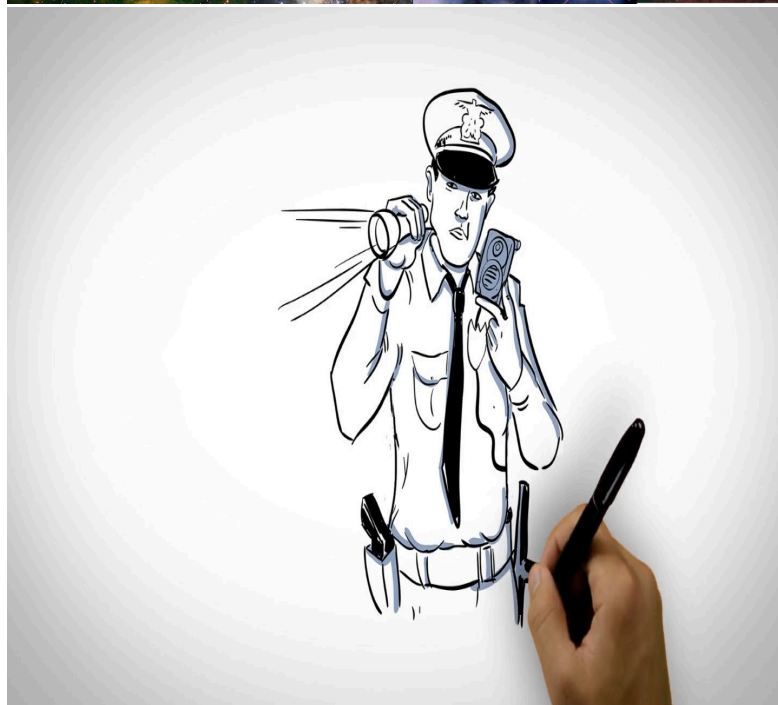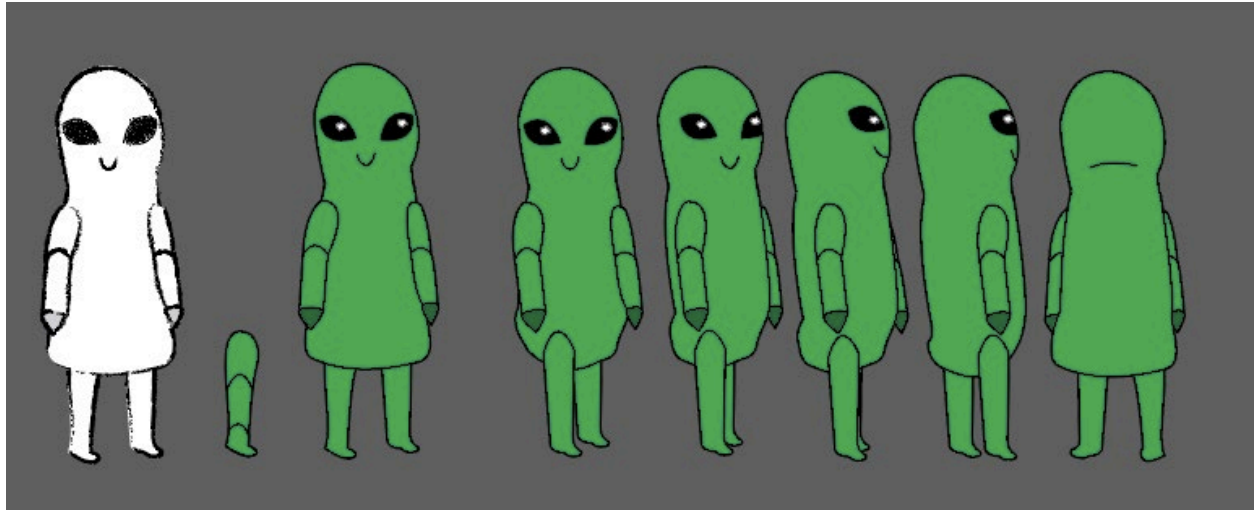Title: _____ Page: ___

Scene No. 7 Shot No.

He hesitates when cornered at the end of the hall. Tries to peak in but can't see whats on other end

Scene No. 8 Shot No.

Quick face shot

Scene No. 9 Shot No.

Zooms out to him falling down portal zipper like that spongebob episode

Scene No. 10 Shot No.

A bottom is revealed with an unknown portal, he falls in

Scene No. 11 Shot No.

Weird 3d sequence

Scene No. 12 Shot No.

Suddenly cuts to him giant walking in alien calm world

Boords

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Title: _____ Page: ___

Scene No. Shot No.

Scene No. Shot No.

Scene No. Shot No.

Scene No. 14 Shot No.

A beam drops down and scoops him up

Scene No. 15 Shot No.

Beam of UFo takes him to space

Scene No. 16 Shot No.

Once inside UFO for 2-3 seconds, they don't want him and kick him out into space

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Title:

Scene No. 17   Shot No.

He tumbles but regains his balance and swims thru space

Scene No. 13   Shot No.

He walks across planets sequence. He walks in place but planet spins like a ball

Scene No. 18   Shot No.

He drifts until he approaches a black hole and starts getting pulled in

Scene No. 19   Shot No.

As he gets closer, his body rips apart into scribbles like that Bojack episode

Scene No. 20   Shot No.

More scribbly as he gets closer

Scene No. 21   Shot No.

Even more

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Page:

Title:

Scene No. 22   Shot No.

More!

Scene No. 23   Shot No.

Pitch solid black

Scene No. 24   Shot No.

Cut sharply to solid white void with him floating in center

Scene No. 25   Shot No.

Live action of student still in class daydreaming

Scene No. 26   Shot No.

Over-the-shoulder of notebook on desk with character frozen on paper

Scene No.   Shot No.
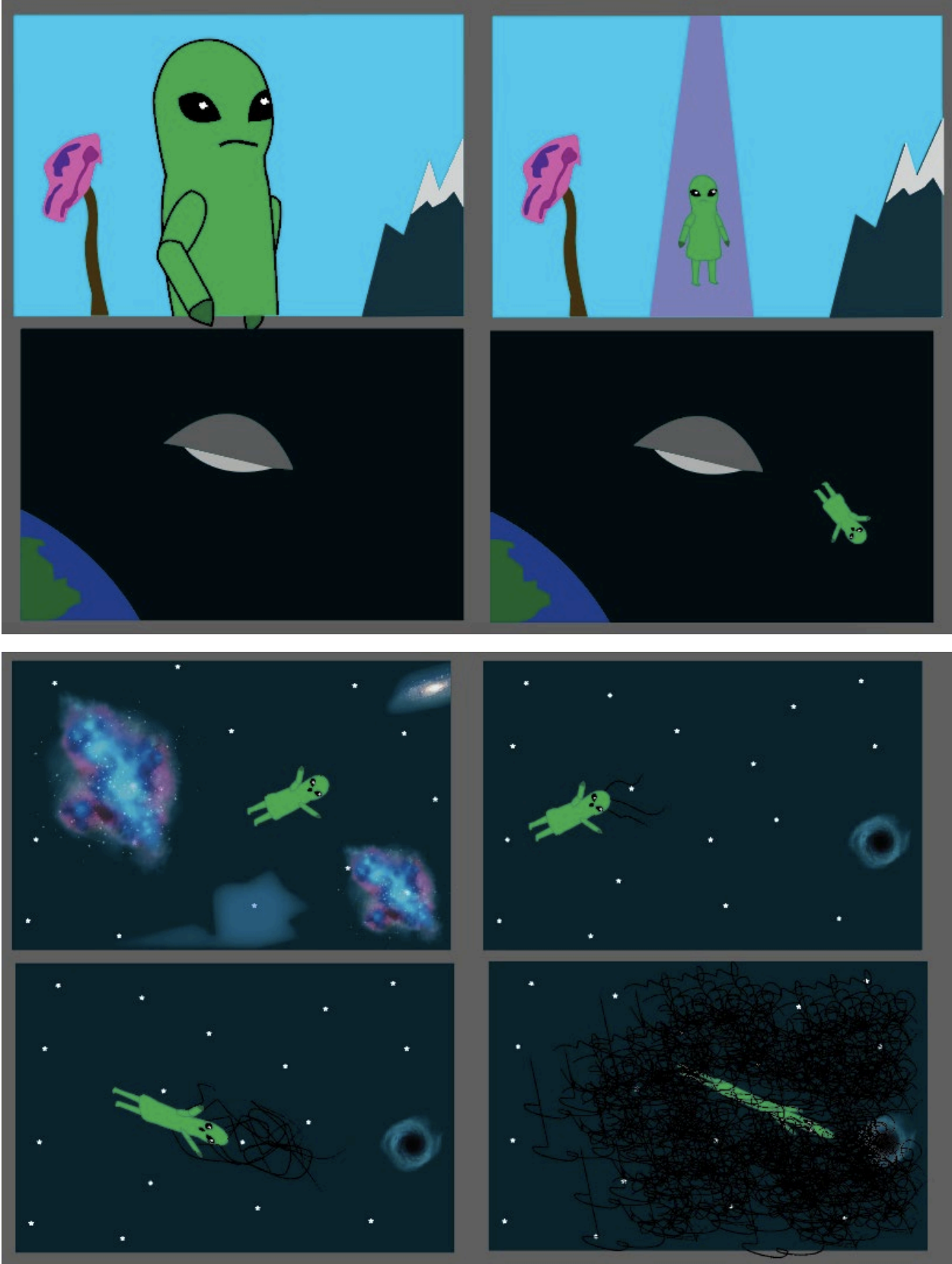
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Mood Boards

Character Design
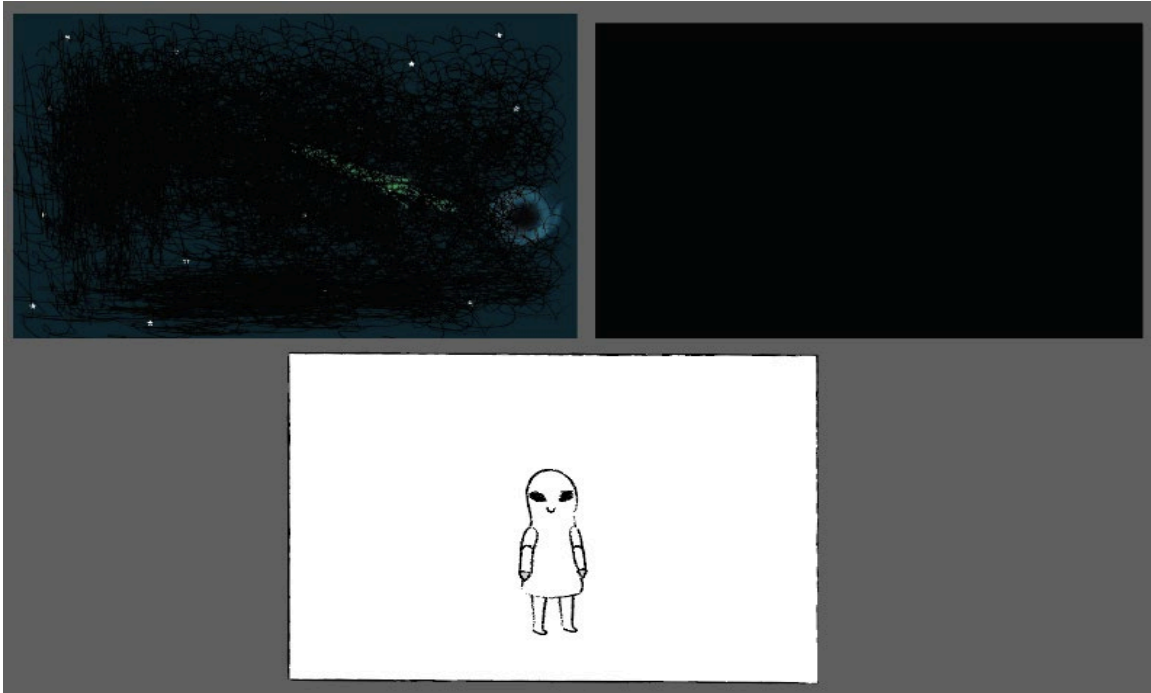

Animatic

Shot-List

| SCENE #	CAMERA MOVE	SHOT TYPE/ANGLE	TARGET DATE	% COMPLET	BACKGROUND/ANIM STYLE	SHOT DESCRIPTION	NOTES
1.1	Slow zoom or pan	WS / eye level	3/13/20	0%	Classroom / live action	Student sitting at desk in classroom. Student has elbow on desk with an empty notebook open and a pen. Student is visibly bored and picks up pencil	
2.1	Static	Notebook shot	2/21/20	0%	Notebook / sketch	Cut to shot of notebook page with just the student's hand in. Hand draws the characater. The character is frozen for a few seconds then suddenly becomes animated and alive.	
2.2	Static	Medium shot	2/21/20	0%	Notebook / sketch	Cartoon character looks around left, right, up. He jumps and stomps on his landing, and several background details drop down into place from the sky. (background details are just basic, partially colored sketches)	
2.3	Static	Medium shot	2/21/20	0%	Notebook / sketch	Character looks around again, appears satisfied, then starts horizontal walk cycle. He walks to door	Character is 3d object, but scene is 2d. Make sure door is the only object that's higher layer than him
3.1	Slow zoom in	Medium shot	2/28/20	0%	Notebook / sketch	He walks into scene, and walks down the hall examining each portal	Portals can be frame-by-frame shots to exhibit movement in sketch-world rather than fluid. *consider making this scene 3d, if him as only 3d object doesn't look right*
3.2	Static	OTS close-up	2/28/20	0%	Notebook / sketch*	OTS shot of him looking into a portal, hesitates, then climbs inside	
4.1	Static	Close-up	2/28/20	0%	Inter-dimesnional world*	Upper body shot of him climbing out of portal and stands up	This one is 3d
4.2	Sudden flip, quick zoom out	Close -> medium	2/28/20	0%	Inter-dimesnional world	Camera suddenly flips upside down and simultainiously zooms out to whole body shot	This one is 2d
4.3	Static, pan down	Medium shot	2/28/20	0%	Inter-dimesnional world	After being motionless and confused for a second after being flipped upside down, he suddenly drops and free-falls. Camera follows him until he reaches another portal at the bottom	Either 2d or 3d, figure out later
5.1	Static	Close-up	3/13/20	0%	Alternate planet	He sits up, calmly looks around, rubs his eyes displaying his confusion	
5.2	Static	Medium shot	3/13/20	0%	Alternate planet	He stands up and walks around peacefully for a short while. He appreciates the pretty flowers and scenery	Walk cycle, as he slowly/slightly makes his way from 1/3 of left side to the center, and background pans behind
5.3	Static	Far shot	3/13/20	0%	Alternate planet	A UFO beam suddenly drops down onto him and scoops him up	
6.1	Pan up	Far shot	3/20/20	0%	Planet's orbit*	Camera follows UFO as it accends up into space into planet's orbit	
6.2	Static	OTS medium shot	3/20/20	0%	Aboard the UFO	OTS shot of him facing/standing across from an entire crew of other different aliens looking at him stangely	
6.3	Static	Far shot	3/20/20	0%	Planet's orbit*	He gets booted out of the UFO and drifts out into space, as UFO flies off	
6.4	Static	Far shot	3/20/20	0%	Planet's orbit*	He drifts until a satelite comes into the shot and races past him. He grabs	

Production
After Effects, Illustrator, Photoshop

-production/development stage of all elements including backgrounds and characters
    -redesigned/embellished elements, backgrounds, characters, details, etc.

-using shot-list, animatic, and artistic opinion to decide how to approach/create each scene
    -filmed live action
    -compositing stage
    -organizing and compositing all layers
    -animating layers and elements
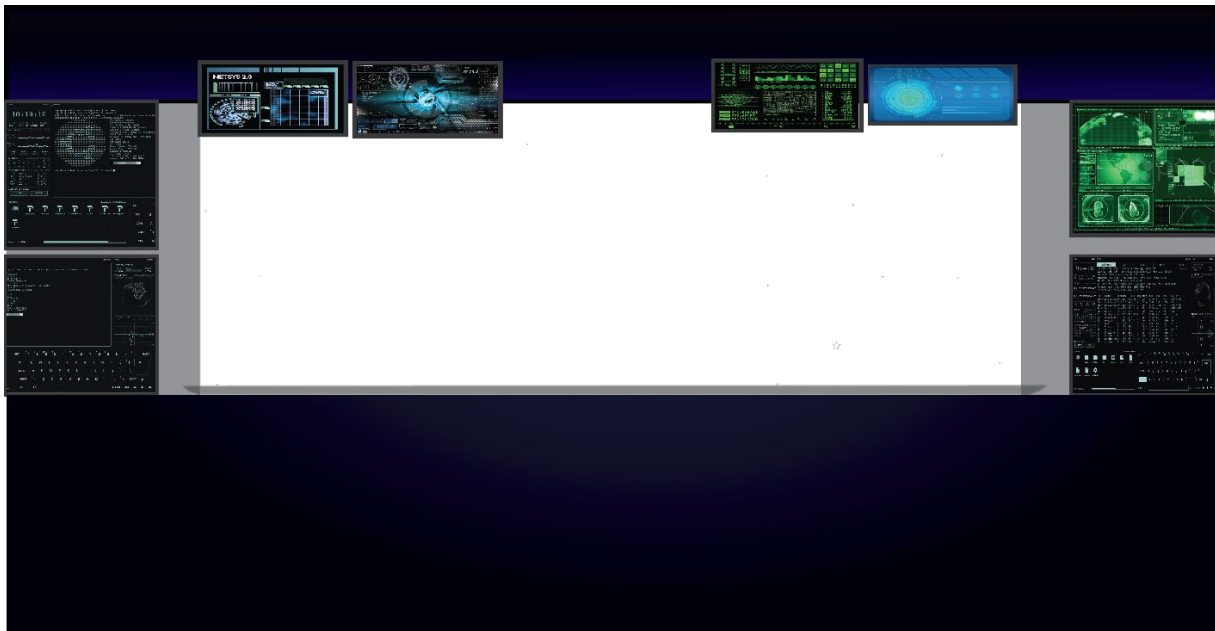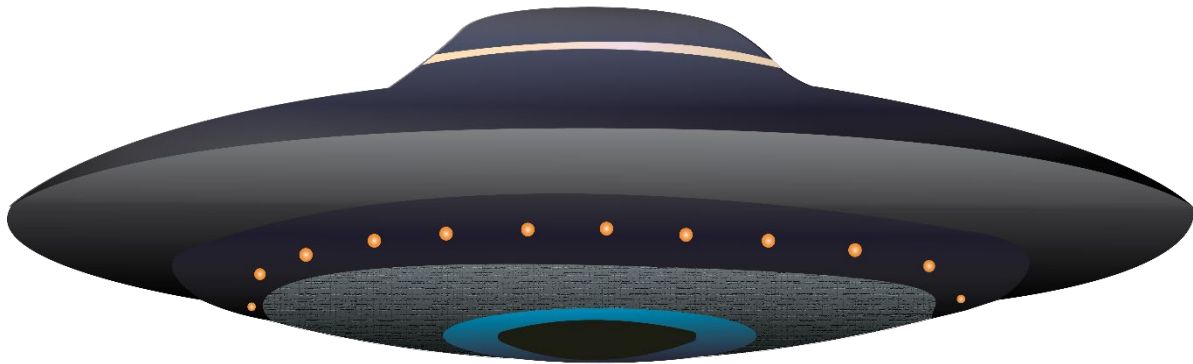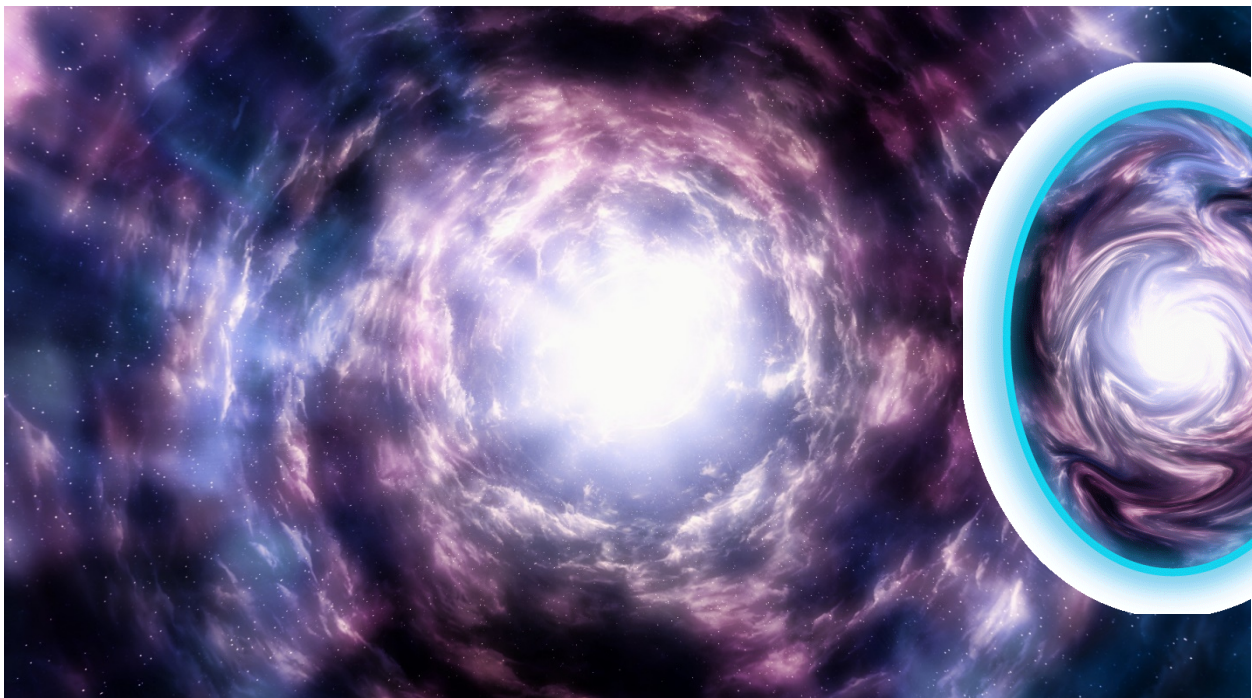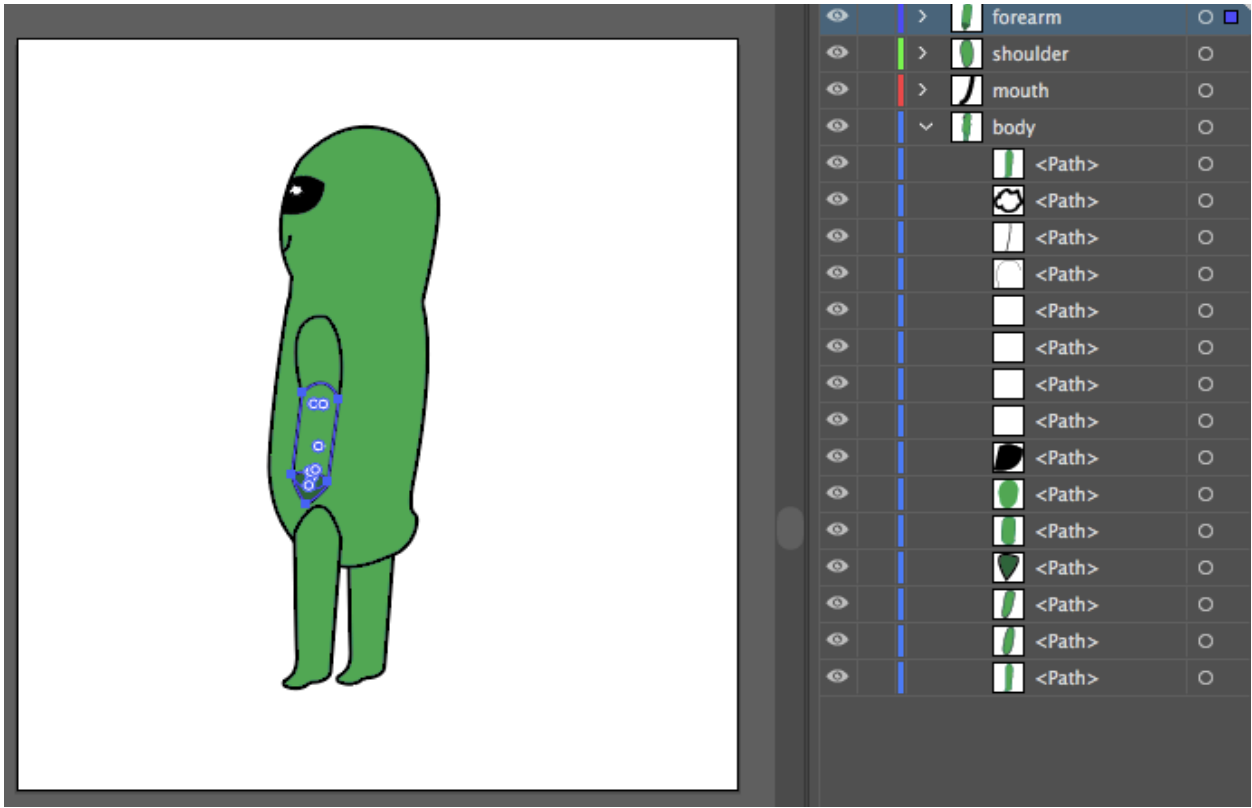
Post-Production

After Effects, Illustrator, Premiere Pro, DaVinci Resolve

-refining/embellishing stage
- -touch-ups on scenes
  - -screen wiggles
  - -keyframe touch-ups to clean up the animation and look
  - -couldn't see character in live-action shots so had to add and track him in
  - -added shadows to hand and scenes where necessary
  - -minor aesthetic detail touches to improve character/backgrounds look/quality
  - -more compositing
  - -added masks in areas where needed
  - -included additional visuals for extra detail
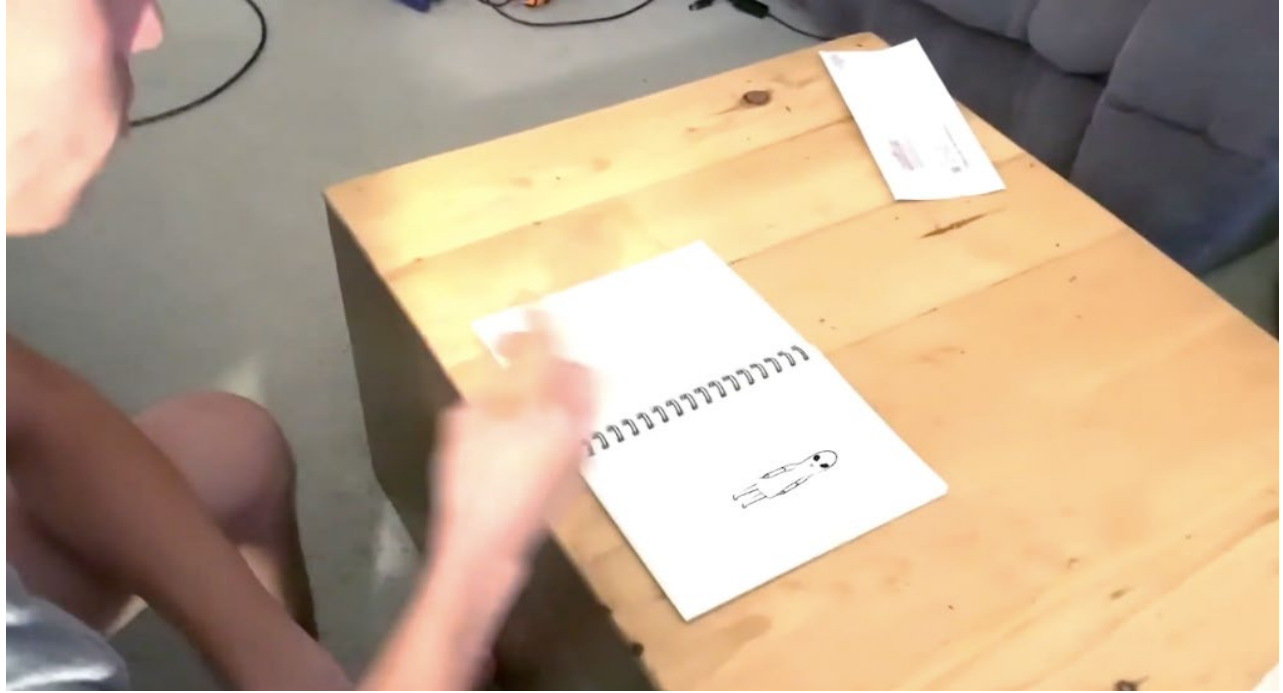
-final editing stage
- -exporting finalized scenes from AE to Premiere
- -organizing scenes in chronological order
- -trimming scenes to add more fluidity, and to match the animation to the audio
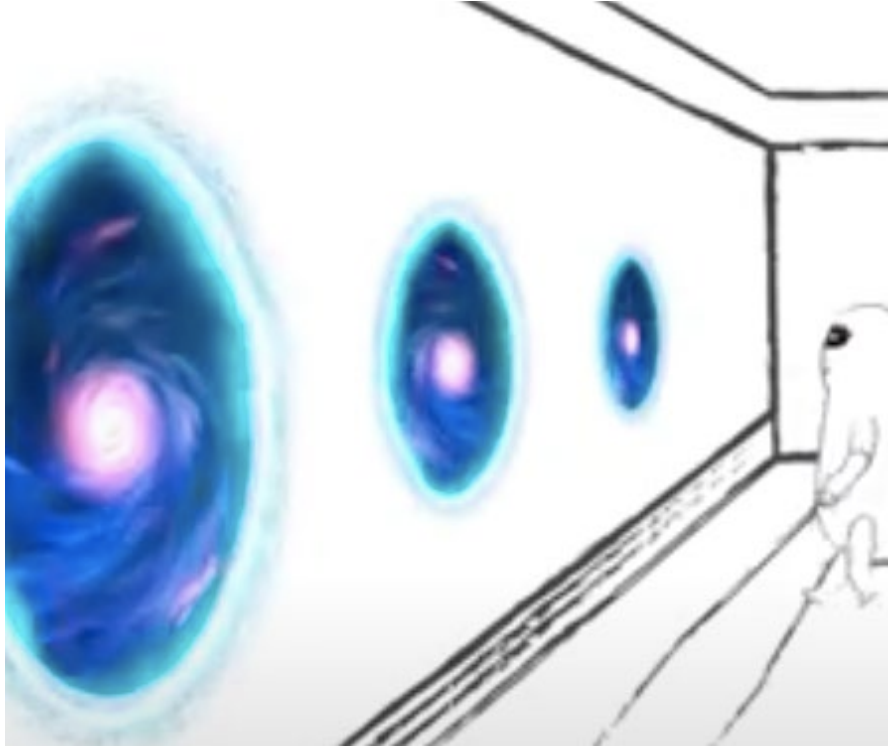
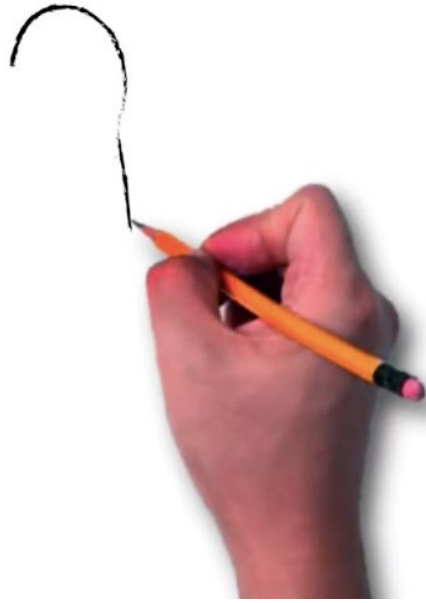-color correction & color grading stage
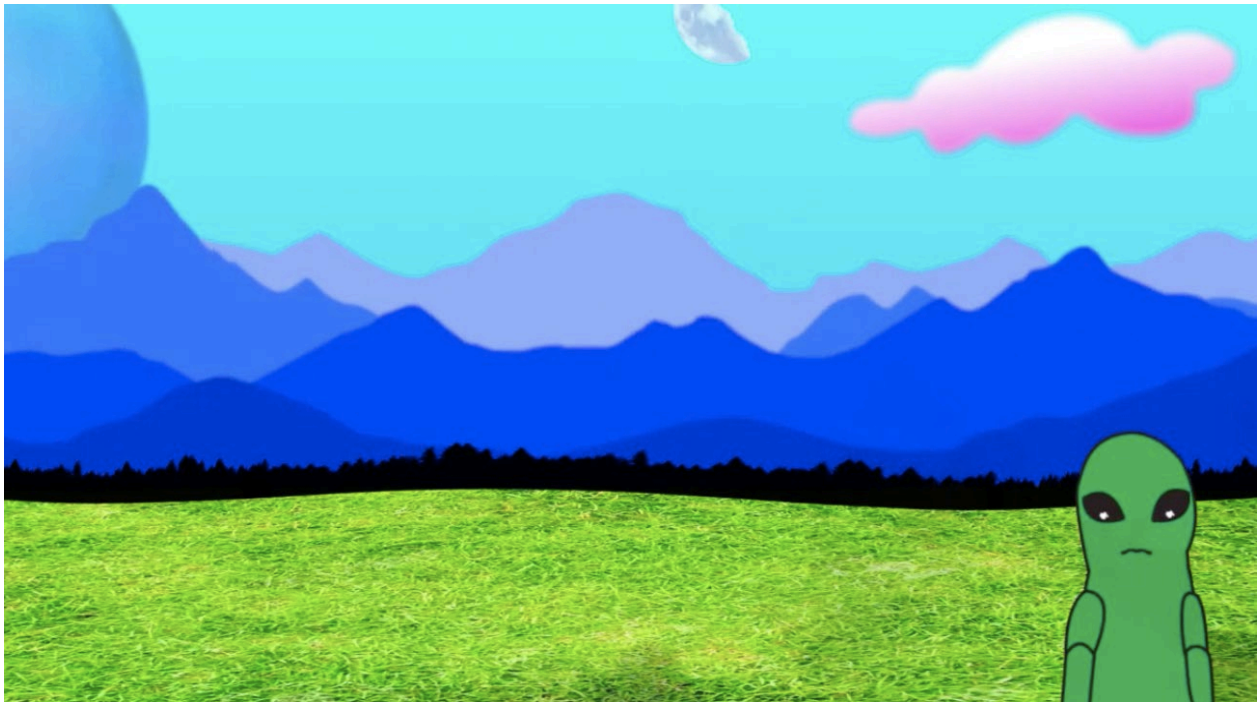
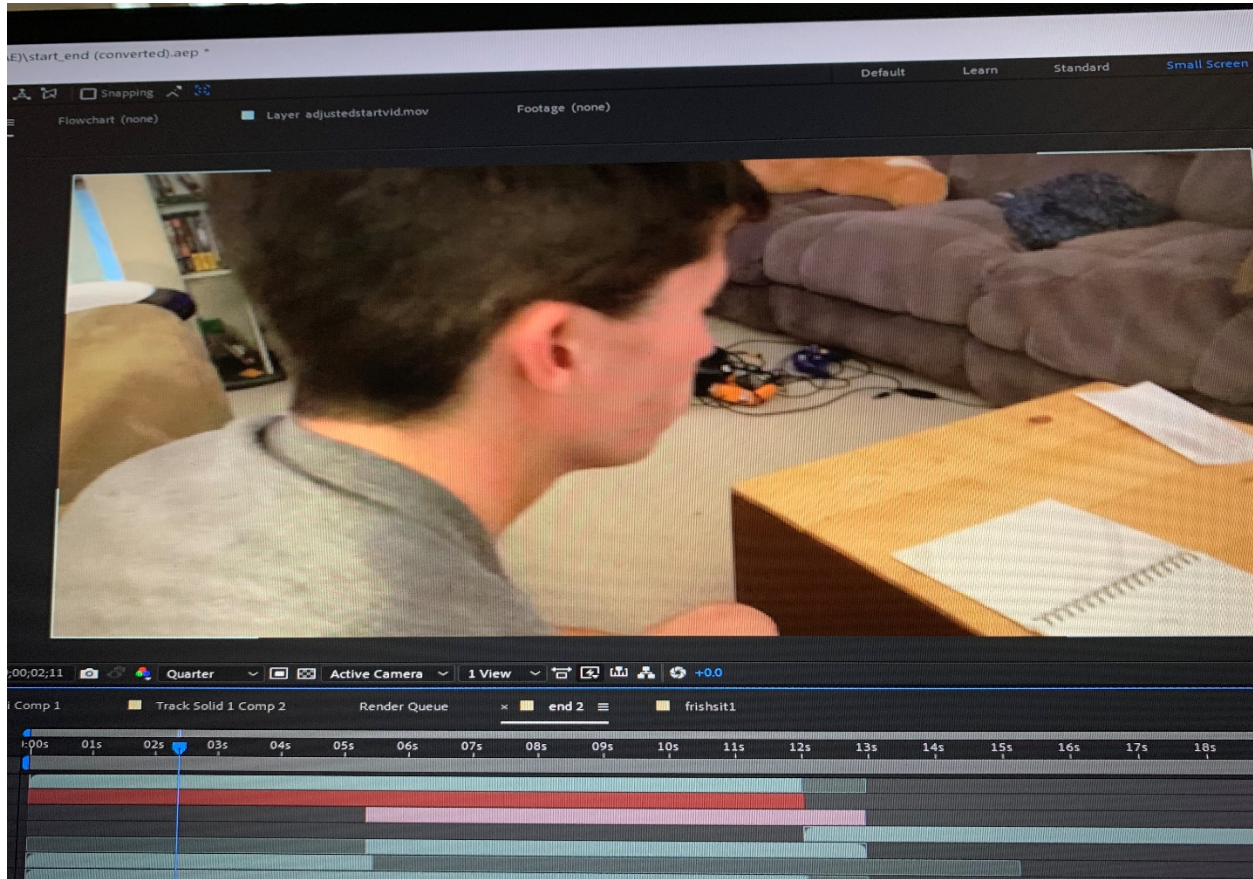*New*   *Original*

Before

After

Final Product and Thoughts

Overall, because of unfortunate circumstances outside of class, I had to modify my project late into the semester and was limited to only certain programs, so I was unable to complete the entire animation to the level of quality and detail that I would have if I had the extra time and resources. Nonetheless, I am still extremely happy and satisfied with the final product and outcome. I am proud of myself for successfully and efficiently adapting and prevailing through the circumstances of the situation, and for the skills that I've learned and look forward to building more on in the future. 2D Animation is a field that not only do I enjoy working on and creating, but also one that I believe I can and will thrive in professionally.