

Experiment 98

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Introduction

For years I have found myself imagining fantastical characters traversing fictional worlds. Heroes and villains clashing to determine the universe's fate. As time has passed I have realized such concepts are hardly unique but this fact doesn't discourage me. I still want to see the characters I have created brought to life. To be able to share them with others is what I really want to do. So for my project, I have decided to animate one of my oldest original characters.

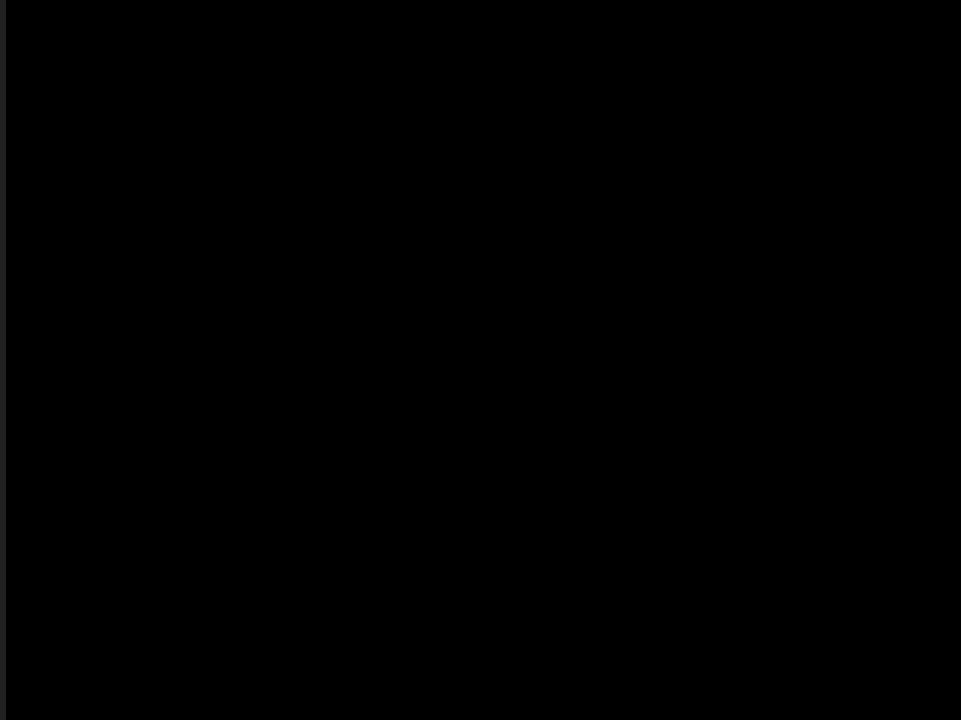
Experiment 98 is a story about a woman who has lost her entire identity, left only with a few terrible memories of the place that held her captive. She is confused and scared but at the same time, there's still strength within her. A desire to take back what she lost and perhaps get revenge as well. However, first, you must see how her story starts. This animation is the intro to that story.

Introduction

The animation you'll be seeing is a section of the story I wrote up. There is more to it but due to the length the full story I felt that dividing it into sections would be the best thing to do.

This part is the intro to the story where you will meet Experiment 98 and learn of the situation she is in.

Experiment 98



Concept

I wanted to write a story where your not really sure what's happening at first. You have a character that is clearly not in a good position but you don't really know whether or not she's in danger.

You would then start to get a better understanding of who she is and what happened by accompanying her as she starts to remember the past.

Pre-Production

To start off I did my best to get an idea as to what the setting would be like. I knew that I wanted it to be in an abandoned hospital so I gathered images that had that type of atmosphere.

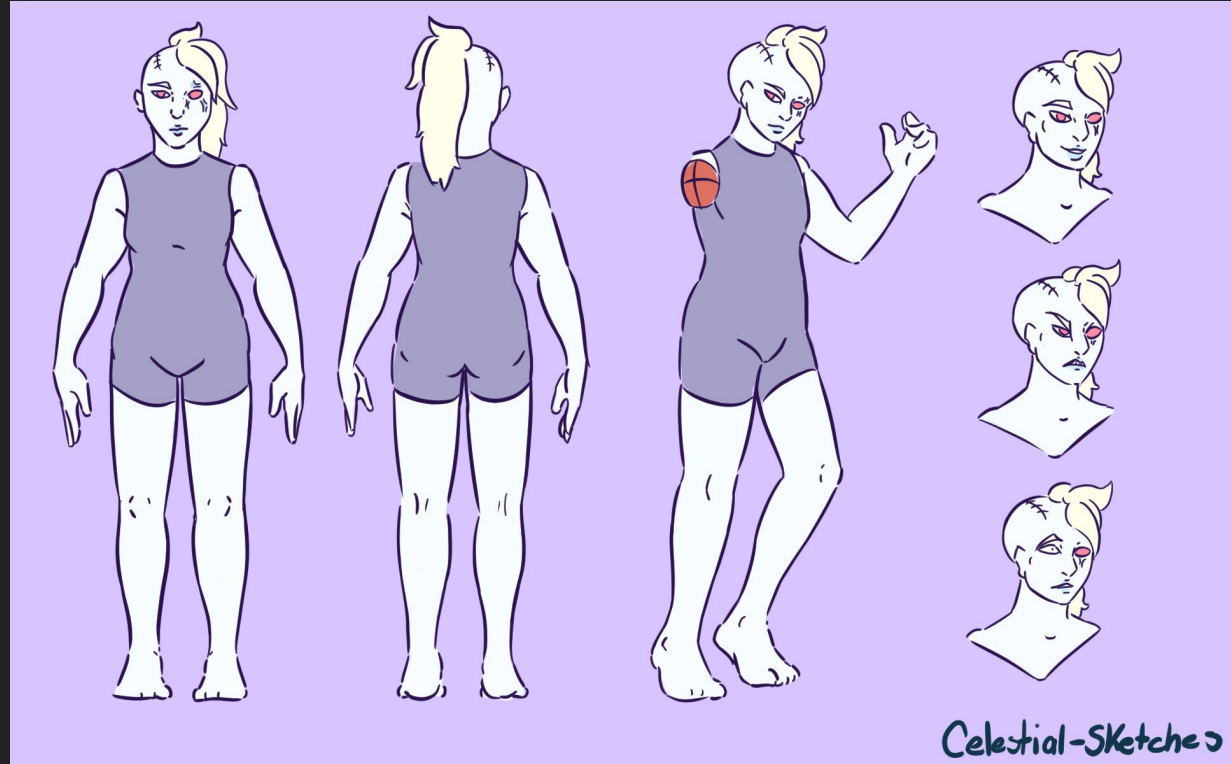
Pinterest was the best place to gather these images.

<https://www.pinterest.com/ckdragon/questionable-medical-facility/>



Pre-Production

Experiment 98 is a character that I have redesigned a number of time's, but is the design I settled on for the animation.



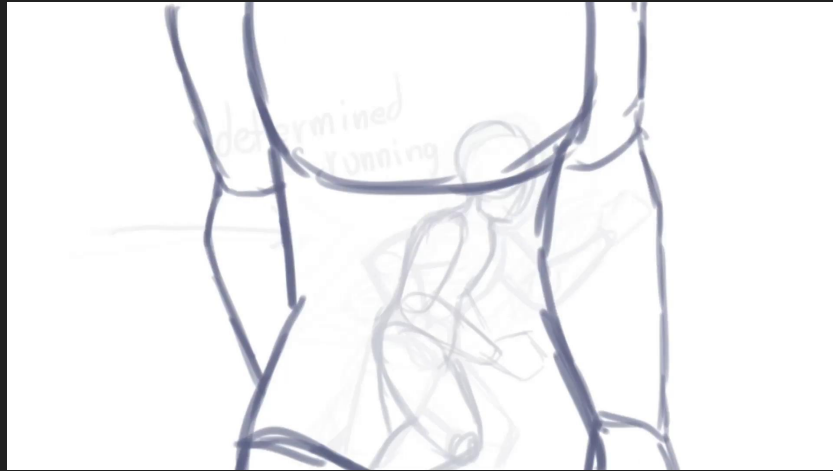
Pre-Production

In order to make the animation more manageable I had divided it into five parts, each one containing pivotal moments for the story.

Later on this aided in me making the decision to focus on one section. In the future I could work on the other sections and make it a short series.

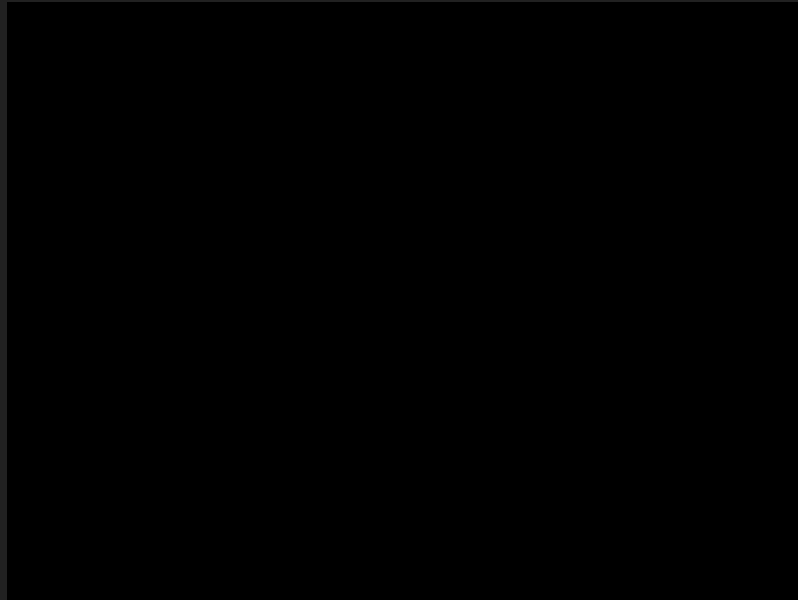
Production

To start off I had to sketch out the animation and the key frames. This helped me figure out how 98 would be moving as well get a handle on the animations pacing.



Production

The next step was lining the the sketch art, which proved to be the most time consuming part of the project. I managed to the line the bodies of all the characters but after that I had to make the decision to focus on the first part.



Production

As I started putting the details in I also started integrating my voice actors lines. I had the pleasure of working with fellow students Quinn Agnew and Alex Shepard in bringing my characters to life.

Post-Production

Lastly I just to add the soundtrack. I worked with fellow student Joshua Campbell in order to create audio that would fit the animation.

Post-Production

In the future I hope to add audio, detailing and coloring to the animation. As well as finish the other parts.

Closing Statement

In working on this project I feel that I have improved my skills and gained a better understanding of the process that goes into animation. I would love to do more in the future, whether it be personal projects or industry projects.

I would also like to thank my teachers for guiding me during this process and I would like to thank my fellow students for helping in creating this animation.