Senior Project
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Animation has always been one my biggest passions. Growing up watching shows like The Looney Toons and Spongebob Squarepants, as well as South Park and Bevis and Butthead, I saw from a young age that cartoons could be more than little kid tv shows. Because of this passion, I have studied Digital Arts the past 4 years at the University of Tampa, and have made my Senior Project a cartoon episode. The episode is a series of sketches based on observations I have of the world around me.

Having watched cartoons all of my life is what inspired me to start the animation with a tv screen. With technology growing the way it is, watching cartoons on tv has slowly become less and less popular, as streaming to smart phones now exists. So because of this, I wanted to create the feeling of watching Saturday night cartoons in front of the television. From there, my skits play and their content, I feel, follows the theme of Saturday night cartoons.

My first skit is a parody of the Power Puff Girls, a tv show that has been on Cartoon Network for several years. The idea first originated after spending hours trying to create a super hero. I had wanted to do an anti-hero based on the stereotypical fraternity member. As I was thinking of that, the Power Puff Girls intro came on tv, saying "sugar, spice and everything nice…" and that is when "Sperry's, Natty, and everything fratty..." popped in my mind. From there, the idea grew on itself with ease. The next step was creating the characters and scene, which I did on Adobe Illustrator. Once that was complete, I recorded myself saying the intro on Audacity, then took all of the files into Adobe After Effects.

My first concern was being able to re-create the theme song for copyright purposes. Thankfully, I feel that with the other sound effects I included, the skit does not need the music to complete the idea. The sound effects I feel are where the skit thrives. I also feel the characters themselves, as well as the scene illustrations, strongly remind you of the Powerpuff Girls intro. This area where I feel I lacked was in the animation as the professor breaks the glass. I wanted to have a fluid movement create the break, but was struggling on the skeleton for the professor. Thankfully that issue does not continue, as I used Adobe Character Animate for my other skits.

The second skit was a parody of an internet celebrity, Blake Vapes. His character is a stereotype of people who vape, personified in short skits posted on different social media platforms making him perfect for a skit. The project was one of my first done on Adobe Character Animate so the process was a learning experience. Character Animate is a new software by Adobe that is designed to create animations. Using either Photoshop of Illustrator files, you can import your characters and control them with your web cam if done correctly. This opens a whole new world for my ability to animate.

So, to start the project I created the character in Adobe Illustrator. The process of how you set up the layers of the character helps set up the puppet on Character Animate. The program reads the layers in two ways. Layers with a "+" sign in front of them would be considered and independent layer that could move freely. Layers that just were labeled their name would be dependent layers and could not move freely. This is how the program is able to read the puppet's file and sync your facial movements to the face of the character. The program also has a rigging mode that makes it able to create a skeleton and control points for the character. This made the ability to control the character easier for the sketch making the movement more fluid and whacky, like the inspiration. Where I feel the sketch, lacks are with triggers for the hands to have the character be able to point at objects.

Tom Brady's Nationwide parody is my third skit. It is a gag on the Payton Manning Nationwide commercials that are

just incredibly corny. This project was also created in Character Animate and was controlled by my own body movement. Using the same melody, I improvised on the jingle to voice my opinion of the bit. Overall, the project was a rather smooth project. The movement of the character feels natural and the setting illustration creates the same corny feel as the commercials.

Lemme Wear Yo Shirt was a skit based off of a discussion I heard between two friends late after a party. My initial worry was that it would be one of those stories that was funnier to a group of friends than it was to the general public. The obscurity of the argument though seems to connect with anyone who has watched it. The skit was also animated in Character Animate with the characters being built in Illustrator. Where I feel it struggles is both characters' legs in the scene. Having to manipulate them to make the character appear to be sitting on the couches was difficult but rewarding when finished.

The Sports Broadcasting skit was a parody of sports broadcasting on the major sports news channels. With such a reactive, triggered media in this day and age, the broadcasters sound like nothing more than rabble. Having the broadcaster in the skit say nothing more than "rabble" was inspired by the cartoon Charlie Brown, where the adults' voices are inaudible, leading you to believe they're saying nothing more than nags and complaints. The skit was animated in Character Animate and Illustrator. I feel the skit struggles in fully expressing the idea. The goal for the skit was to feel like the clip of a show you see when changing channels on the tv.

Entitled Reporter Misguides Rage on Athletes

The First Rave Experience skit is satire on the stereotype of edm ravers. I use an innocent new raver interacting with a character that is the stereotypical raver. From the voice acting to the clothing, the character makes fun of the "millennial hippie."   I feel the skit's strengths are in the voice recordings and the illustrations. The area of struggle was working with the shoulders of the characters so they weren't disconnecting from the arms.

My last skit is inspired from the everyday experiences I have with my dog trying to eat my food. I give the dog character the human-like qualities, and use the backside of my human character to draw the focus on the dog. I also use an illustration of Eminem the rapper's head as the M&M's as a play on words and to have a funny background detail. The idea was inspired by Rick and Morty, where there are always little odd and quirky details hidden in the background of the show. My issue with the project was creating movement for the dog. Making the movement of the dog almost human like was difficult to include, while also keeping him sitting. To finalize the project, I took all of the rendered skits and put them together in a premiere file.

Overall, I am very proud of my Senior Project. It has always been a dream of mine to create a cartoon, and finally being able to put together a series of clips was a dream come true. It also showed me the level of difficulty on putting together an animation. One little detail can be what makes the characters go from drawings to life-like. I look forward to continuing to work on more ideas and continue to grow my skills in animation.

Images of Process