SIGGRAPH 2005
Los Angeles, California

Course Notes
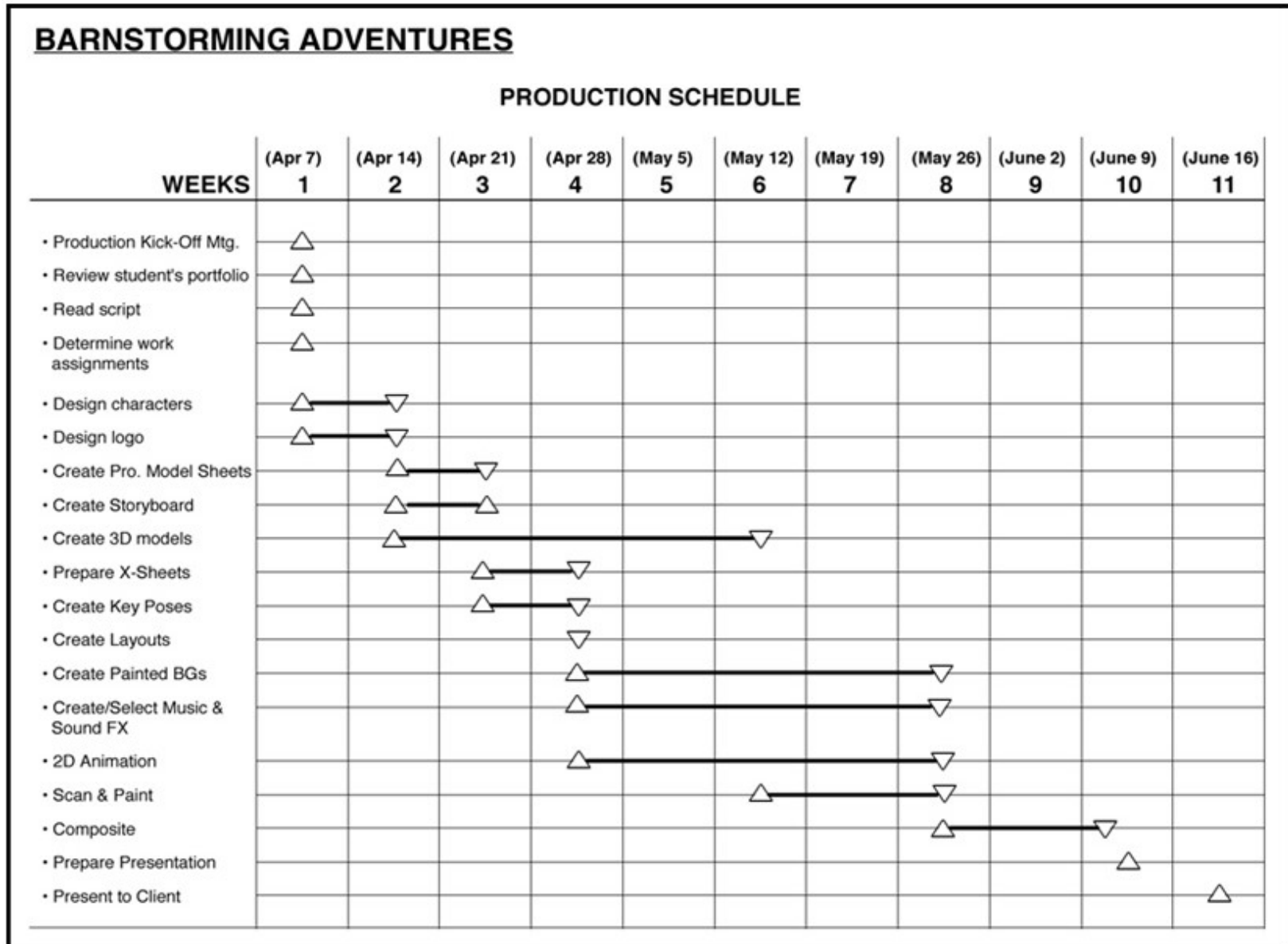
Anyone Can Make Quality Animated Films!

The 8 Basic Steps to Success

Tipical production Gantt Chart

- Horizontal chart bar

- Frequently used in project management

- Graphical illustration of a shedule

Gantt Chart

BARNSTORMING ADVENTURES

PRODUCTION SCHEDULE

WEEKS	(Apr 7) 1	(Apr 14) 2	(Apr 21) 3	(Apr 28) 4	(May 5) 5	(May 12) 6	(May 19) 7	(May 26) 8	(June 2) 9	(June 9) 10	(June 16) 11
• Production Kick-Off Mtg.	△										
• Review student's portfolio	△										
• Read script	△										
• Determine work assignments	△										
• Design characters	△	▽									
• Design logo	△	▽									
• Create Pro. Model Sheets		△	▽								
• Create Storyboard		△	△								
• Create 3D models		△				▽					
• Prepare X-Sheets			△	▽							
• Create Key Poses			△	▽							
• Create Layouts				▽							
• Create Painted BGs				△				▽			
• Create/Select Music & Sound FX				△				▽			
• 2D Animation				△				▽			
• Scan & Paint						△		▽			
• Composite								△		▽	
• Prepare Presentation										△	
• Present to Client											△

Techniques for Analyzing the Story

- Trust your storytelling insticts
- Bring your audience into the story
- Look for the dramatic moments
- Go for maximum emotional impact
- Know your ending
- Establish your hero
  - Character flaws
  - A goal

Techniques for Analyzing the Story

- Be visual, but don't drown in a sea of unneded details

- Beware of useless repetition

- Keep a focus

- Make sure the point is clear – be logical

- Break scene into beats

  - Question why a scene is needed

Character Design

- Sketch out ideas
  - Main character and supporting cast
  - Pay attention to anatomy and structure
  - They must all look like they belong together
- Is the design functional?
  - Does it look "animate-able"
  - Easy to animate movement
  - Everything fits the theme?

Character Design

- Finalize and render
  - Model pose
  - Facial expressions
  - Choose the color palette

Each character's color is determined and a color swatch is prepared.
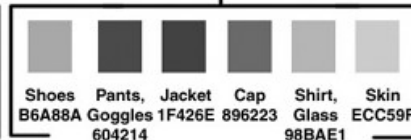

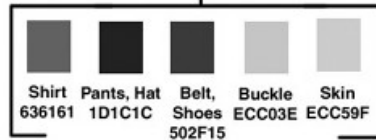**BARNSTORMING ADVENTURES COLOR STYLING**

Revision 02/23/04

Cawker

| Shirt 636161 | Pants, Hat 1D1C1C | Belt, Shoes 502F15 | Buckle ECC03E | Skin ECC59F |

Tommy Tailspin

| Shoes B6A88A | Pants, Goggles 604214 | Jacket 1F426E | Cap 896223 | Shirt, Glass 98BAE1 | Skin ECC59F |

Kate

| Hair E57625 | Shirt B89FF5 | Pants B28457 | Shoes 7C6739 | Skin FCE8D3 |

Skip

| Shirt EABF3D | Shoes, Hair 734825 | Pants 6F98C6 | Skin FEDCBA | Hat 032060 |
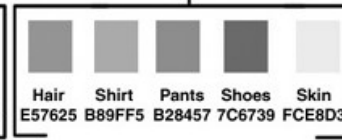
Note: Each color is identified by name and digital number to insure that the character does not change color from system-to-system during Digital Ink & Paint.
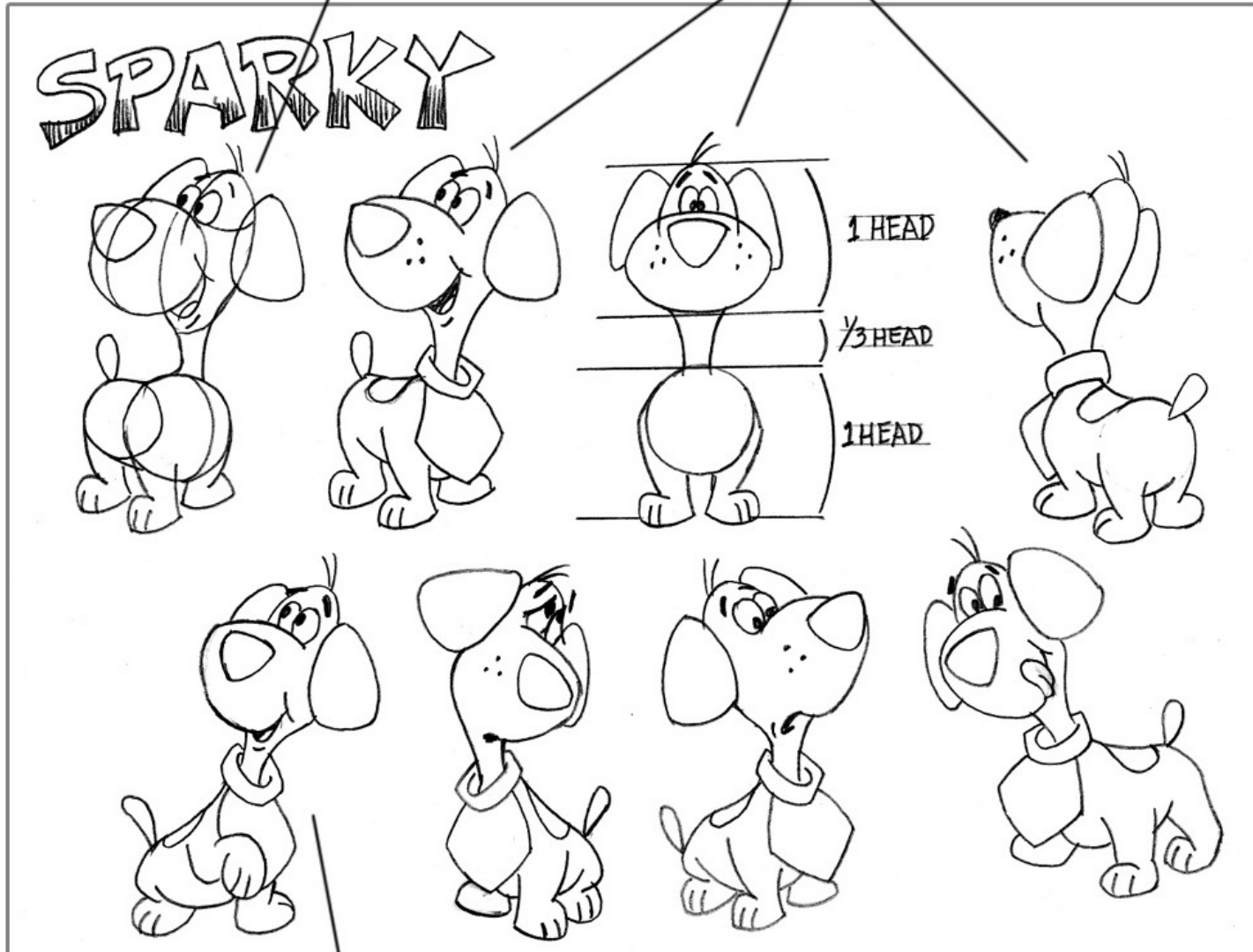
Character Bios

- Tailspin Tommy
    - Height about 5'11"
    - Age 35
    - Wears 1930's flight gear
    - Grew up in the suburbs...

Character Production Model Sheet

Include construction details

Include character turnarounds

SPARKY

1 HEAD

⅓ HEAD

1 HEAD

Include personality poses

Storyboard

- Highlight the key emotional areas

- Create diagram of locations and areas

- Mark any indications of camera movements and angles

- Sketch out the flow

- Obtain design for the characters

- Prepare "mood" chart and lighting charts

Animation

- Anticipation
  - Prepare for the action
- Slow in & slow out
- Made up of arcs