



BEAN  
**THE SOUND  
OF  
MIMES**

**ATONAL**  
Animation

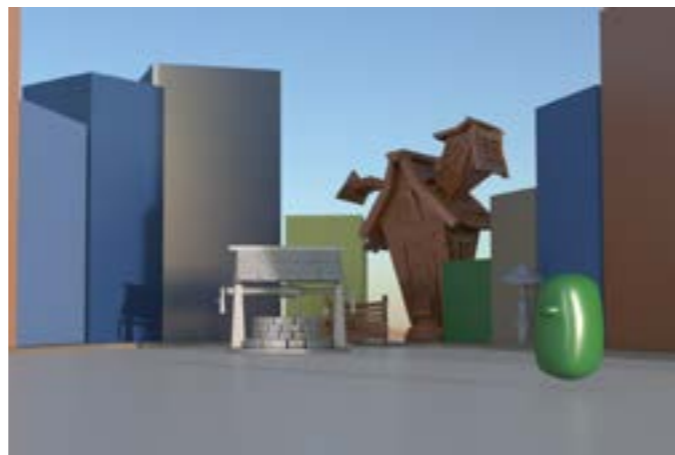
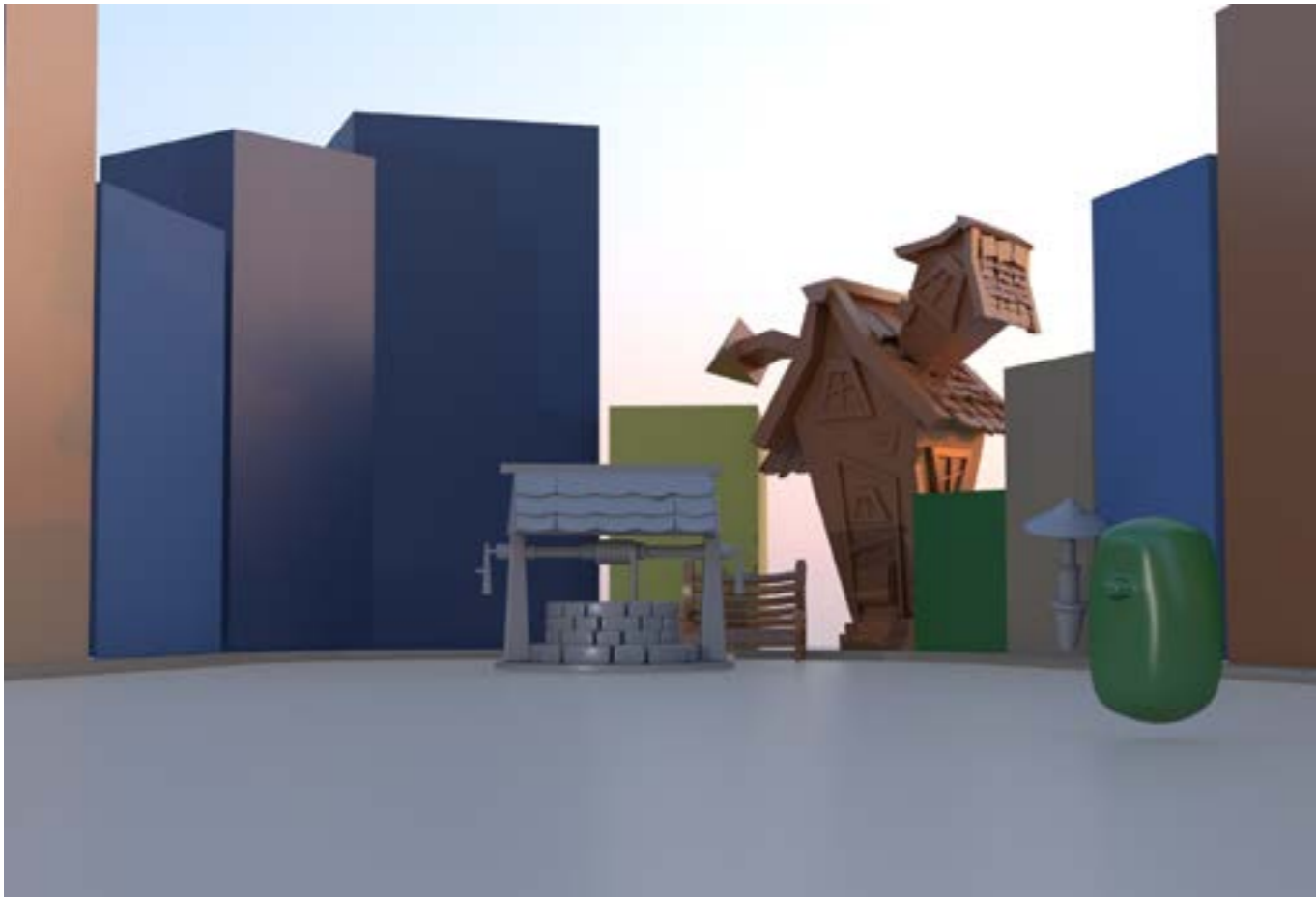
**Joshua Macey**

Writer | Director | Producer | Key Animator  
Character Modeler | Lighting and Rendering

# Week 1

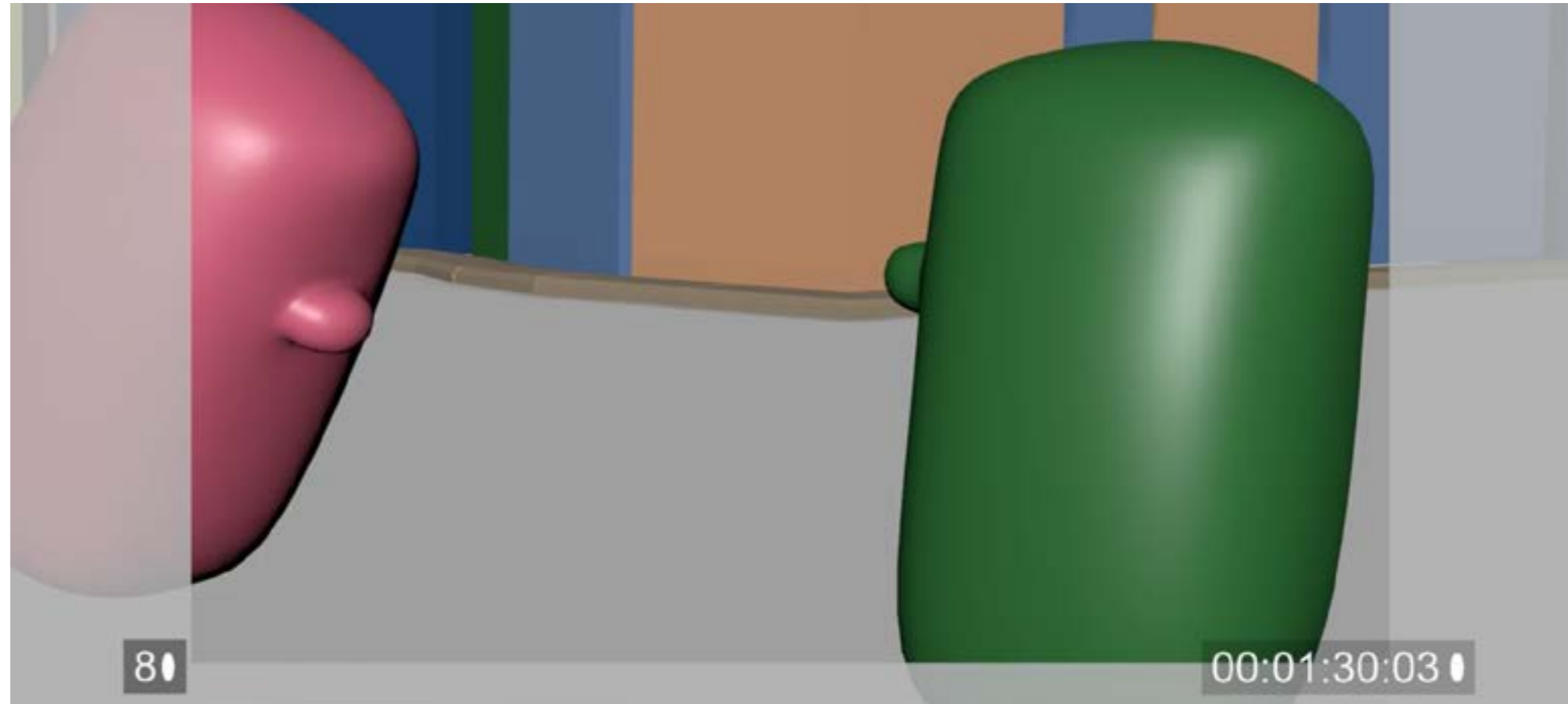
## Render and Lighting Tests

This week I spent some time developing and testing out methods of rendering and lighting using HDRI's. I finished the Pre-Vis of the film ready for final picture lock down and spent some time behind the scenes contacting crew, developing schedules, calendars and a budget. The rest of my time has been taken up by learning how to model using proper topology in preparation for the final character.



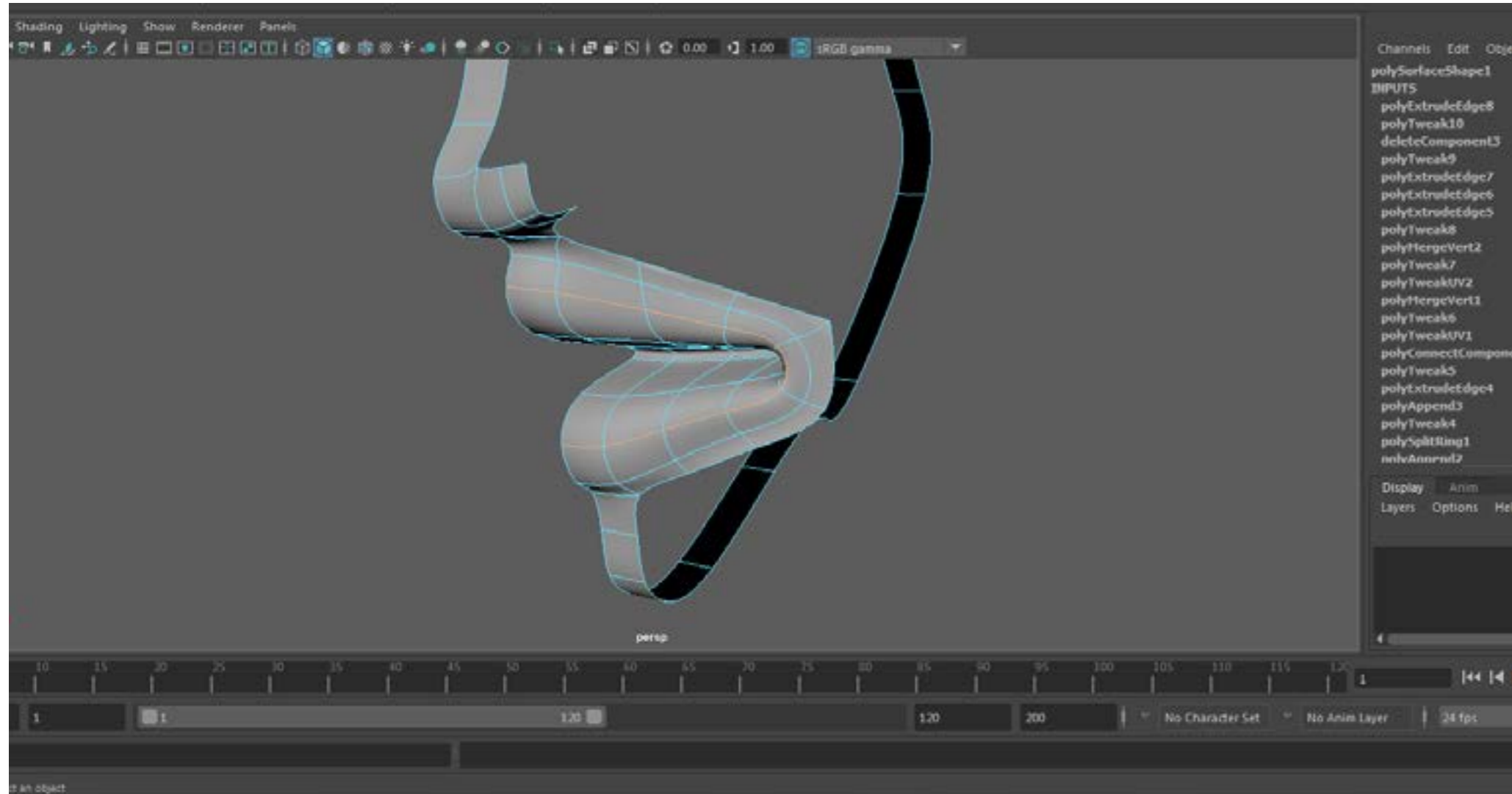
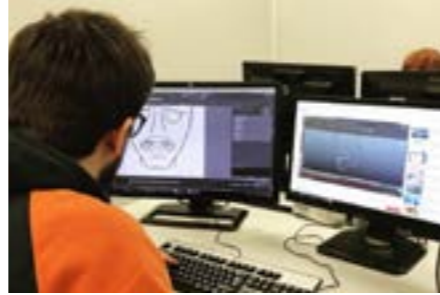
## Pre-Visualisation

Click to play.



# Modeling & Topology Study

My main focus this week has been in learning to model. As the character is to be rigged and animated, I came to understand the importance of proper topology so the model works for animation. It's a difficult topic to understand, but I'm beginning to develop an idea of how to approach our characters.



# Background Asset List, Budget, Shot Schedule and Production Schedule



Item	Quantity	Unit Price	Total Price	Supplier
Google Drive Storage	One Time Payment	£25 (\$30 each)		Google
Production Bibles	3	£120 (\$40 each)		BookPrintingUK
Pitch Deck	1	£30 (\$10 each)		BookPrintingUK
Stickers	20	£30 (\$10 each)		Redbubble
Tote Bags	20	£15 (\$5 each)		Amazon UK
Greeting Cards	20	£30 (\$10 each)		Redbubble
Business Cards	100	£20 (\$5.50 each)		Hello Print
Posters (2 A1, 4 A0)	6	£25 (\$9.50 each)		Hello Print
Baner	3	£3 (\$3 each)		Amazon UK
Pencils	50	£30 (\$25 each)		PenzUnlimited
<b>Total</b>			<b>£355 (\$120 each)</b>	

Item	Quantity	Unit Price	Total Price	Supplier
Google Drive Storage	One Time Payment	£25 (\$30 each)		Google
Production Bibles	3	£120 (\$40 each)		BookPrintingUK
Pitch Deck	1	£30 (\$10 each)		BookPrintingUK
Stickers	20	£30 (\$10 each)		Redbubble
Tote Bags	20	£15 (\$5 each)		Amazon UK
Greeting Cards	20	£30 (\$10 each)		Redbubble
Business Cards	100	£20 (\$5.50 each)		Hello Print
Posters (2 A1, 4 A0)	6	£25 (\$9.50 each)		Hello Print
Baner	3	£3 (\$3 each)		Amazon UK
Pencils	50	£30 (\$25 each)		PenzUnlimited
<b>Total</b>			<b>£355 (\$120 each)</b>	

For stickers look at <https://www.amazon.co.uk/custom-stickers-10cm-quantity-25000-gm2> and see what you think.  
Also they do banners.

Item	Quantity	Unit Price	Total Price	Supplier
Google Drive Storage	One Time Payment	£25 (\$30 each)		Google
Production Bibles	3	£120 (\$40 each)		BookPrintingUK
Pitch Deck	1	£30 (\$10 each)		BookPrintingUK
Stickers	20	£30 (\$10 each)		Redbubble
Tote Bags	20	£15 (\$5 each)		Amazon UK
Greeting Cards	20	£30 (\$10 each)		Redbubble
Business Cards	100	£20 (\$5.50 each)		Hello Print
Posters (2 A1, 4 A0)	6	£25 (\$9.50 each)		Hello Print
Baner	3	£3 (\$3 each)		Amazon UK
Pencils	50	£30 (\$25 each)		PenzUnlimited
<b>Total</b>			<b>£355 (\$120 each)</b>	

# Weekly Report 01

I've felt I've had an overall productive and positive week to begin production with. As producer I understood what a monumental task my team and I have ahead of us, so a top priority for me was scheduling and planning out the production

period, taking into consideration various factors to ensure we can complete the film on time. The Pre-Vis and technical testing

are also contributing to this, as the render tests are acting as an early exploration of our software pipeline. The Pre-Vis

is the most important piece of work produced this week, as once I choose the actors to deliver reference footage I can

get picture lock down so none of the shots, staging or timings will change allowing me to deliver this work to our musician and

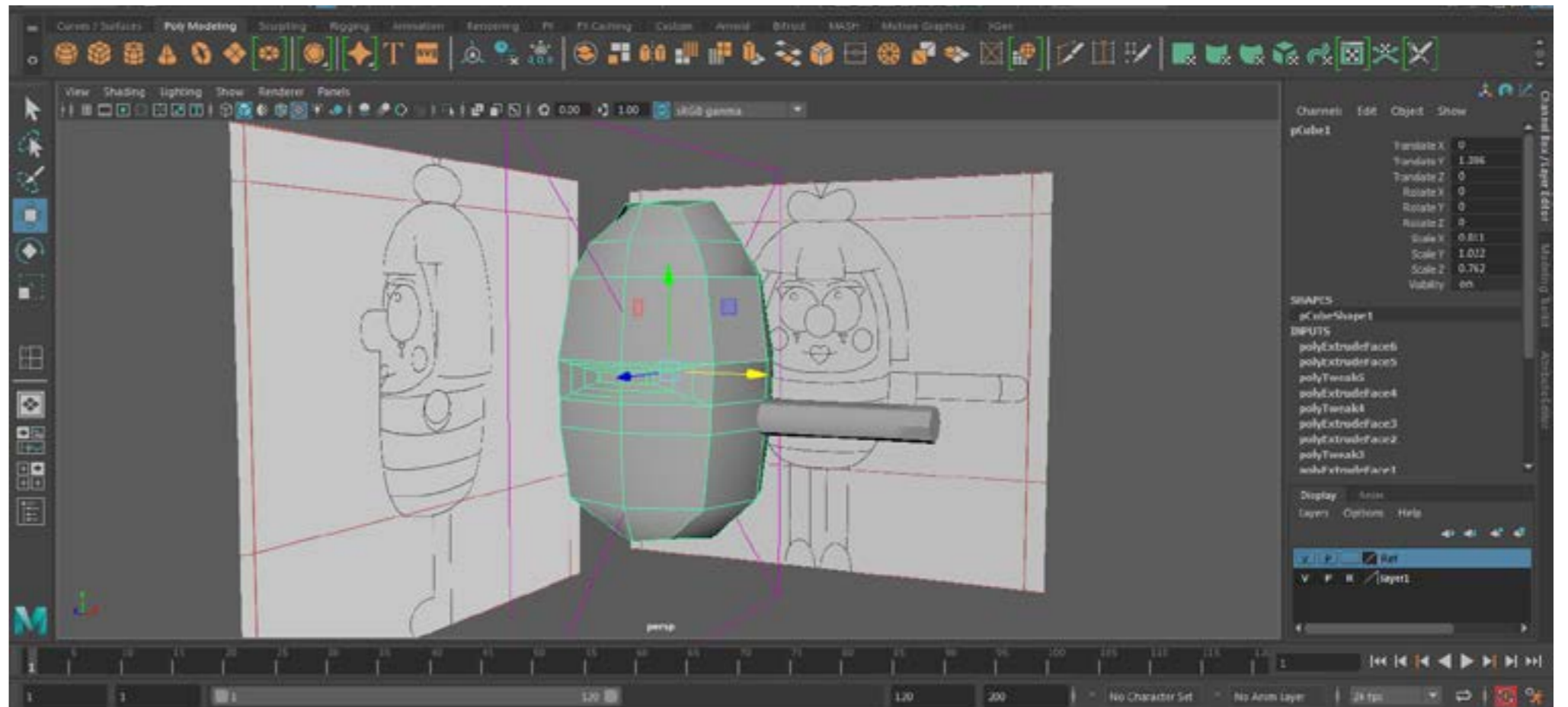
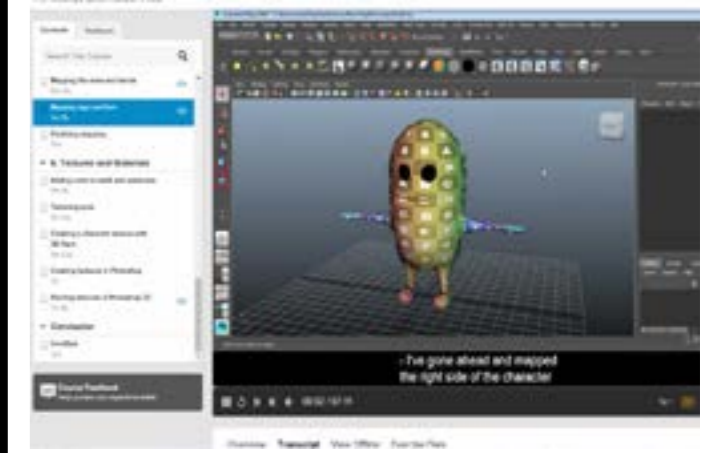
sound designer. This will let the soundtrack and sound design to be developed congruently to production. Learning to model

has been a huge challenge, but I'm seeing improvement in ability and understanding every day. Next week I will continue

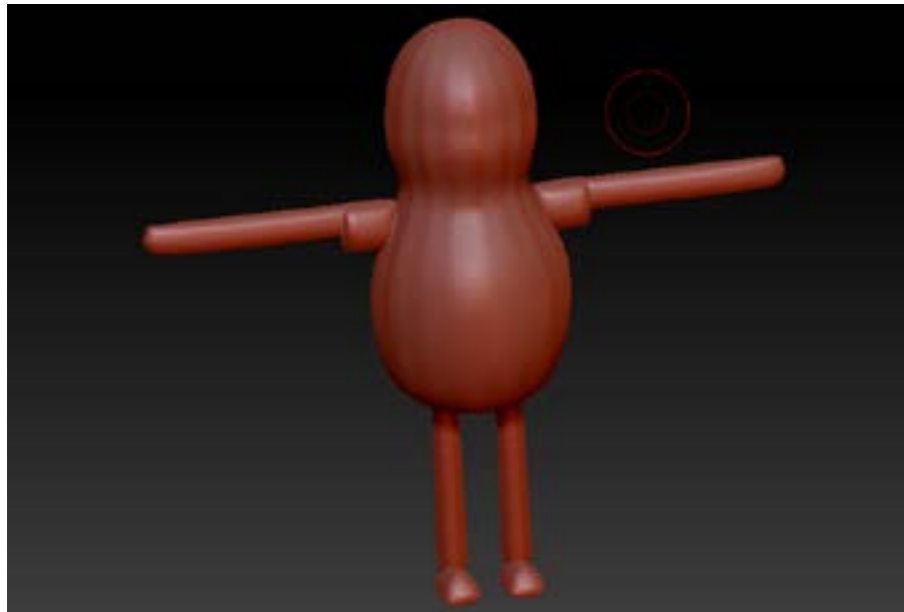
with this, while developing some animation tests for the characters.

## Week 2 Learning to Model

The models and rigs of the characters are of utmost importance to finish first, so I decided while we're still early in production to dedicate a full week furthering my knowledge of modelling, topology, rigging and rendering using Arnold. Having brought Stephen Cowling on board to help model and rig the character of Albert mean't that the pressure of getting both done quickly was reduced, giving me confidence going forward.



# Early Model and Arnold Tests



After meeting with Stephen and getting him on board to work on the project he did a quick outline test of the shape of Albert,

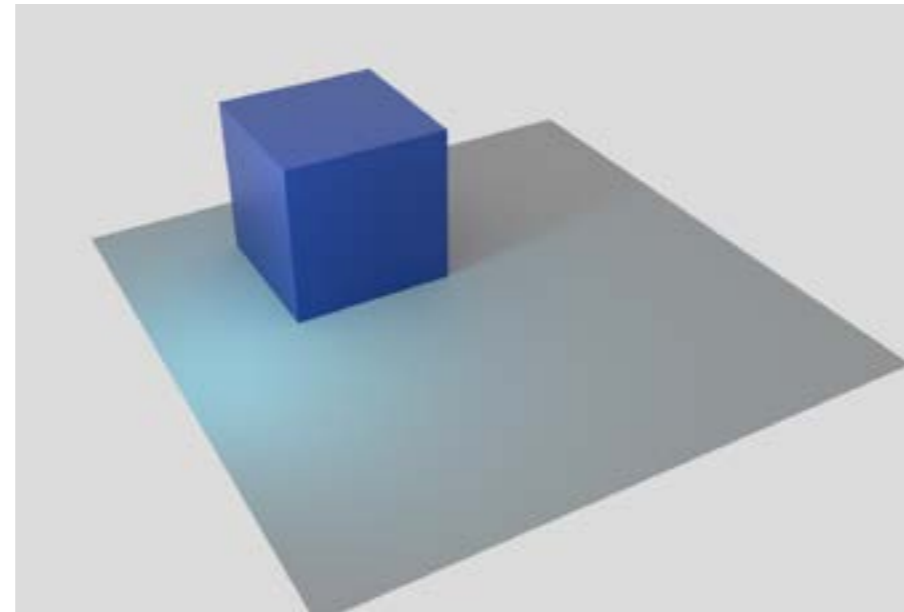
using the program ZBrush. My method at modelling Flora will be different, as I intend on using Maya exclusively to complete

the model. I feel like focusing my efforts on learning one piece of software to model rather than two will be more efficient at

helping to achieve the deadline. The models should be completed within the next two weeks. This is also beneficial for me as

while Stephen can make steady progress on Albert, I can afford to spend my time really focusing on getting Flora right, rather

than potentially having to rush to complete the work on both characters when there's a lot to learn.



A key element for this project I want to achieve as early as possible is to capture a style frame. This will be incredibly

important as I need to ensure our pipeline works, we can achieve what we're looking for and to show proof of concept.

After looking at HDRI's for rendering, I also wanted to explore Arnolds capabilities to light and render scenes. With

some experimentation I believe this will be the route we go down to achieve the look of the film we want. Once the characters

are modelled and with Chloe's contribution of the buildings I intend on rendering out a high quality style frame from the pre-

vis scene we have, which will demonstrate that our pipeline will work. I want to avoid any surprises in weeks to come.

# Weekly Report 02

In some respects I feel disappointed in the progress I have made on production this week. I know that it's necessary for me to sit down and learn the tools I need to be able to model and rig the characters for the film, but I need to be seeing

more progress in the following weeks. I've learned a great deal this week and each day I can feel myself growing with

confidence in my capabilities as a modeller. Moving forward into week 3 my plans are to take a break from modelling and re-

visit animation. I'm going to be filming myself as reference for the film instead of hiring actors, as I thought of the importance

that being able to study how my body actually moves will help when animating the characters. I'll do an animation test from this

reference and will continue to make progress on the model of Flora.

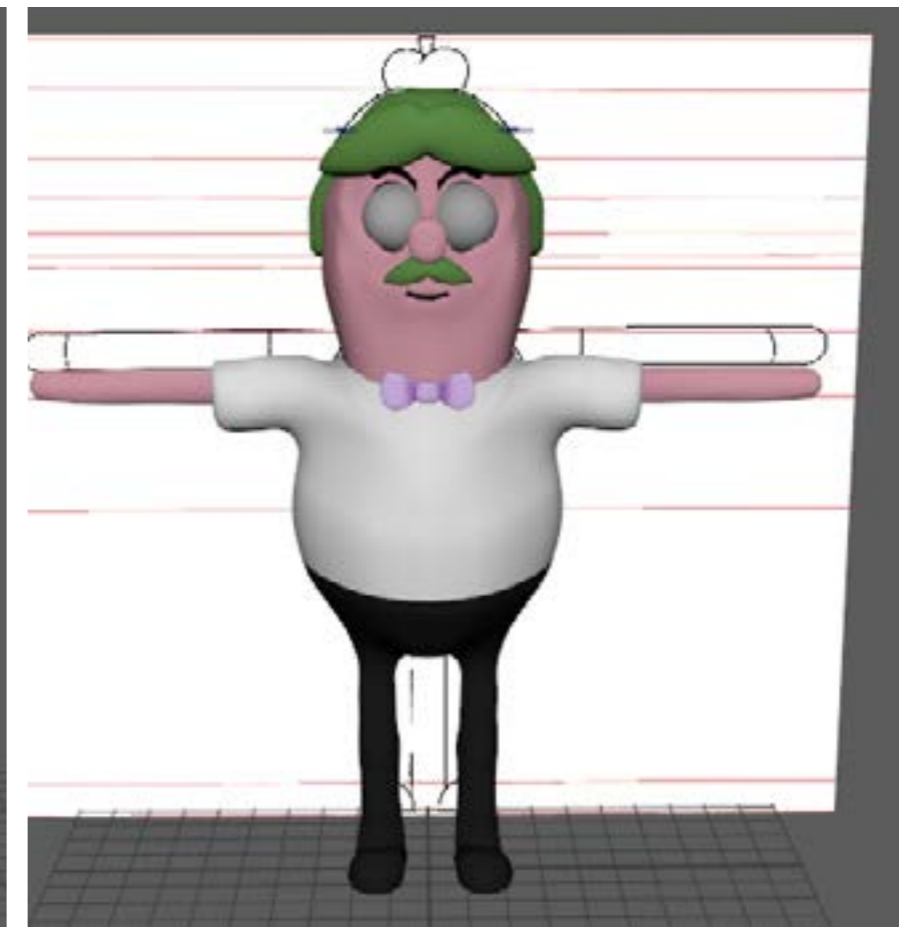
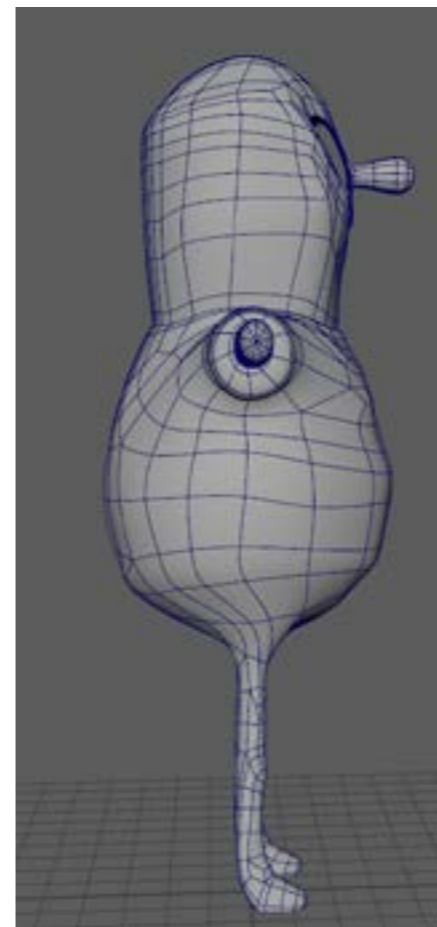
# Week 3

## Reference, Animation Test and Modelling

This week I wanted to begin to get a feel for the way the characters will move and the performance of the animation. I recorded all the shots I felt necessary from the film in the green screen room before moving on to complete a quick and rough animation test from that. There's also been continuation on the modelling of the characters which I'm proud to show.



# Modelling Development



While I've continued to learn to model and make progress in other areas of production Stephen has continued to

improve on Albert. In the image on the left I noted that the legs look far too thin to support Albert's body, so he

later adjusted it improving the design of the model. After some consideration with the completion of the animation

test I realised that we may have to break from the 2D character designs we have. The hands will play a key role

in achieving the performance we're aiming for, so adding a thumb to both characters with some control of the rest of the

hand should push the models animation capabilities further. These changes will be made immediately.

## Pre-Vis Revision & Style Frame



Capturing a style frame is becoming a more pressing and urgent issue, and with the model of Albert nearing completion

and Chloe finishing modeling more buildings I decided to spend some time with Maya's Arnold renderer. It's of great

importance to test the pipeline and ensure everything works, as well as deliver a proof of concept. I delved into learning

how to use lights, HDRI's and rendering techniques to push for a more polished image than before. I learned to create a

master background reference to use throughout my shot scenes, so changes can be easily made and applied on a mass scale.

This will allow me to update the pre-vis with ease allowing us to see the film slowly come together. My goal is to refine the

render image until the tone and final look of the film is achieved, preparing us to render the final animation with ease.

# Weekly Report 03

I'm proud of the progress achieved this week. Comparing the initial render tests I completed in week 1 to the test this week

has given me a great deal of confidence, partly because I can see the improvement that's been made in a short amount of time,

and also as the film is beginning to look more cohesive. It's not only existing in our imaginations now, it's visually coming alive.

The animation test I also found to be a breath of fresh air, as I've been focusing purely on modeling for several weeks it

was a nice change of pace - I thoroughly enjoyed animating the performance. It turned out to be beneficial to complete

from a modeling perspective as it made me realise that the lack of thumbs would cause issue in pushing a believable

performance out of the characters. I'm beginning to feel more excited now with the film coming together more and more,

and I'm looking forward to what's to come next.

# Week 4

## Animation, Tech Pipeline and Modelling

I'm beginning to feel overwhelmed this week but extremely motivated at imagining the short film being finished. I'm beginning to learn how to focus my efforts in specific work to try and get more done. Having so many job roles it can be hard to know where to start, spreading myself thin and doing a lot but not completing anything. Thankfully recognising this now means I can develop myself further, and I hope to see change in the following weeks.



# Sound Meeting & Animation Blocking



I met with a sound designer looking to specialise in foley and design for animation, who is now thankfully on board. From our initial meeting it's clear she has some great ideas which has given me confidence in collaborating with such a talent. It's been a weight off my mind knowing that we have 50% of the most important part of film covered.

I also began to block out the animation test of Albert climbing a ladder. I hope to have it finished by next week, my goal is to begin to develop the movement of the characters and push the performances.





# Weekly Report 04

A massive weight has been taken off my mind having brought on board the sound designer. With that and music being covered, it's time for me to finalise the direction, script and pre-vis so the file I send them both to work on will be as accurate

as possible. My biggest regret this week was not finishing the animation test. Due to poor time management I lost

the time I needed, so pushing forward I need to make sure I'm prioritising my University work. As for the animation itself

after this Friday's presentation I was advised to really explore character. I felt that the bow and arrow animation lacked the

character of Flora. Spending some time with both characters developing their individual character through movement

will be the main focus of my study for any animation tests I complete. Moving forward I hope to be a step closer to this with

the finished ladder climb.

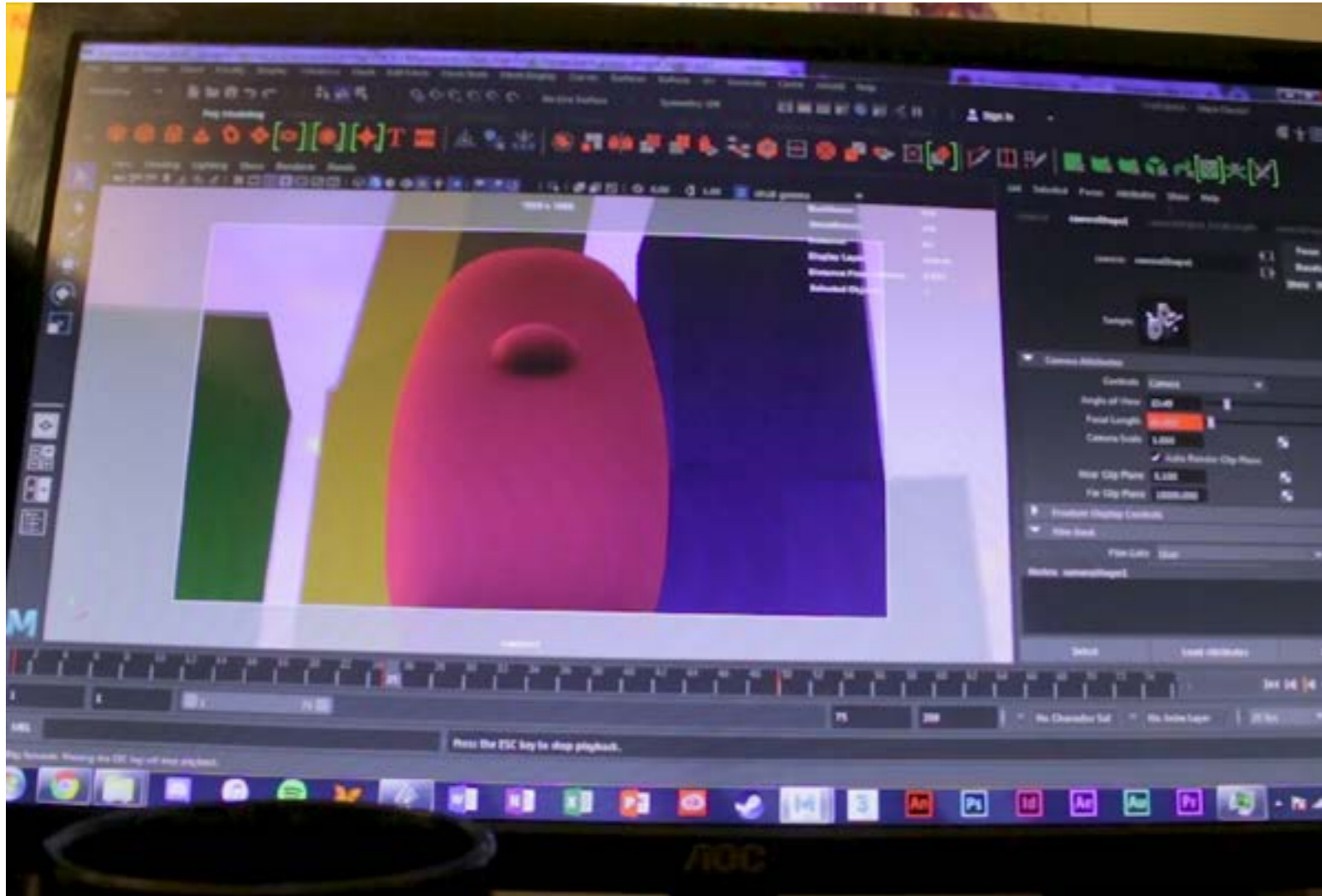
## Week 5

### Directing, Pre-Vis Changes and BTS

After having recruited both the sound designer and musician I felt that the next most important step was to lock down the pre-vis ready for them both to work on it. I didn't want to send them the previous version as I knew that changes would have to be made to it. I also wanted to carefully consider the direction of the film, as when storyboarding due to time I rushed the direction, so it was a great directorial exercise changing the pre-vis leading me to have more confidence.



## Behind the Scenes



To coincide with the development of the new pre-vis I decided to document the process and create a short, sharable

behind the scenes video giving audiences a base of what our project is about. While I know that some of the audience base

that would watch this video are within animation, I wanted to create something that anyone could understand - breaking

down the process myself and the team go through to develop a CG short film. Besides from the technicalities of production that

people might find interesting, approaching it from an angle of communicating our project with someone who doesn't know

anything about it was of utmost importance. I wanted to try and build anticipation for the film and to move away from the 2D

themed posts our social media has so far. It was incredibly fun to work with video again and I plan on creating more over time.

# Weekly Report 05

While this week may seem un-productive I've been spending some time working on the other modules and doing lots of minor but time-consuming other tasks. As producer I didn't account for a lot of 'maintenance' work and the time spent developing

and *thinking* about the tasks to complete. Re-directing took time to consider the shots, staging and action and how it flows/

works all together. Problems arose with the maya files I didn't anticipate which I've since learnt from (I can save myself

a lot of time by preparing the files correctly before beginning work) to the construction of the video for the crew to work

from. While initially planning out and scheduling the project I realise that I might have been overly confident, and that tasks

take longer than anticipated. Of course I realise this skill comes from experience, but I think a good rule of thumb I should have

listened to properly when I first heard it is to take the time you think a task will take, and double it. From this experience though I

can now move forward with more realistic expectations of myself and the time-frame for work to be completed.

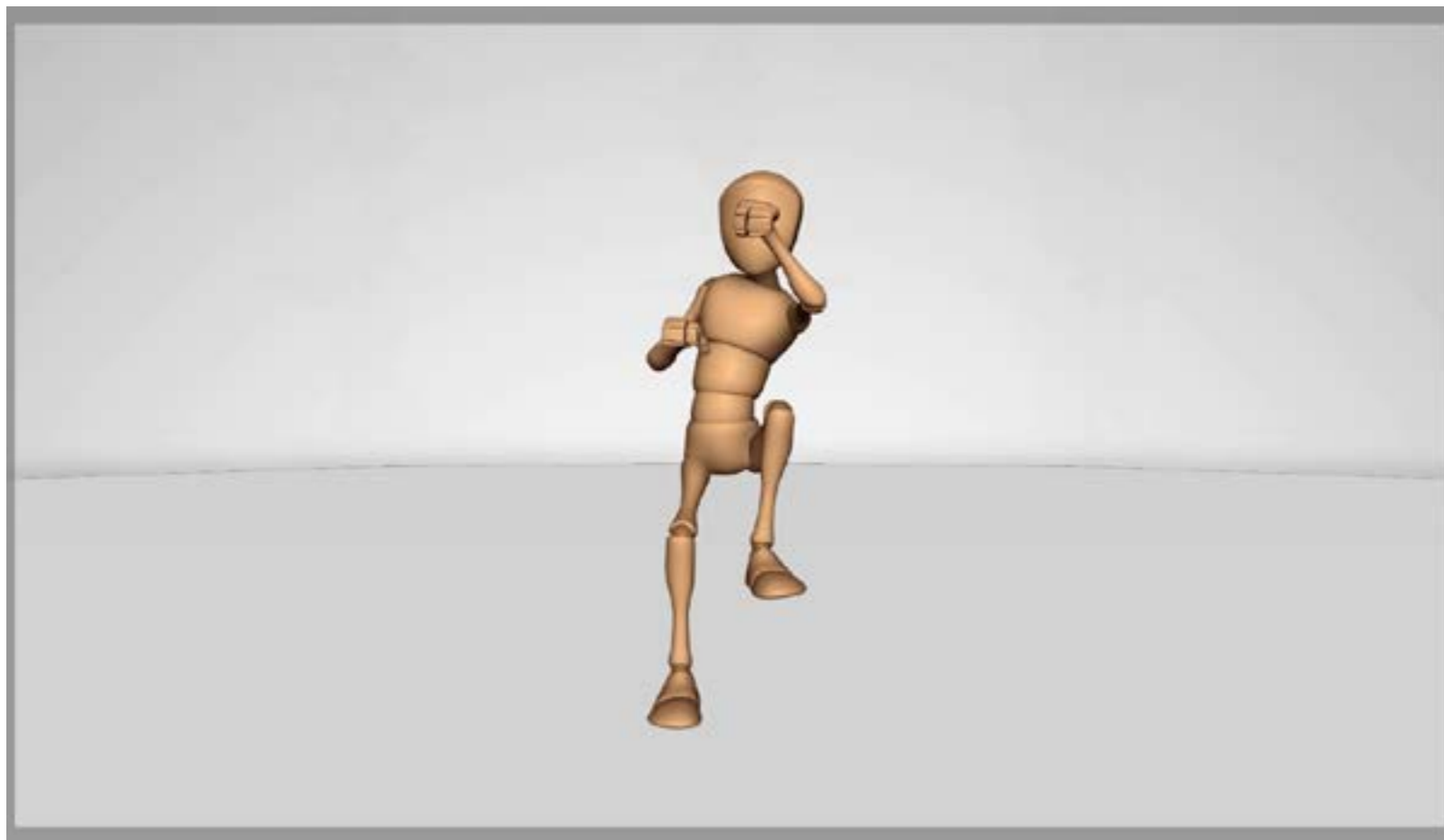
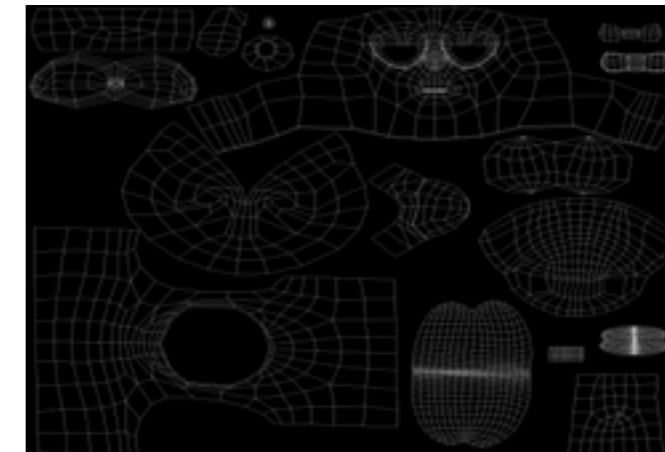
# Week 6

## The Holy Trinity (Modelling, Rigging and Animating)

With only 8 weeks left to spend before deadline the most pressing work that is left to be completed by me is the modelling of Flora, ready for rigging which upon completion means I'll be able to start animating and rendering final shots. This has now become of upmost importance and will be the focus of my efforts for the remainder of production on the film. It's the holy trinity of work which will begin to see our film come to life and our vision on screen.

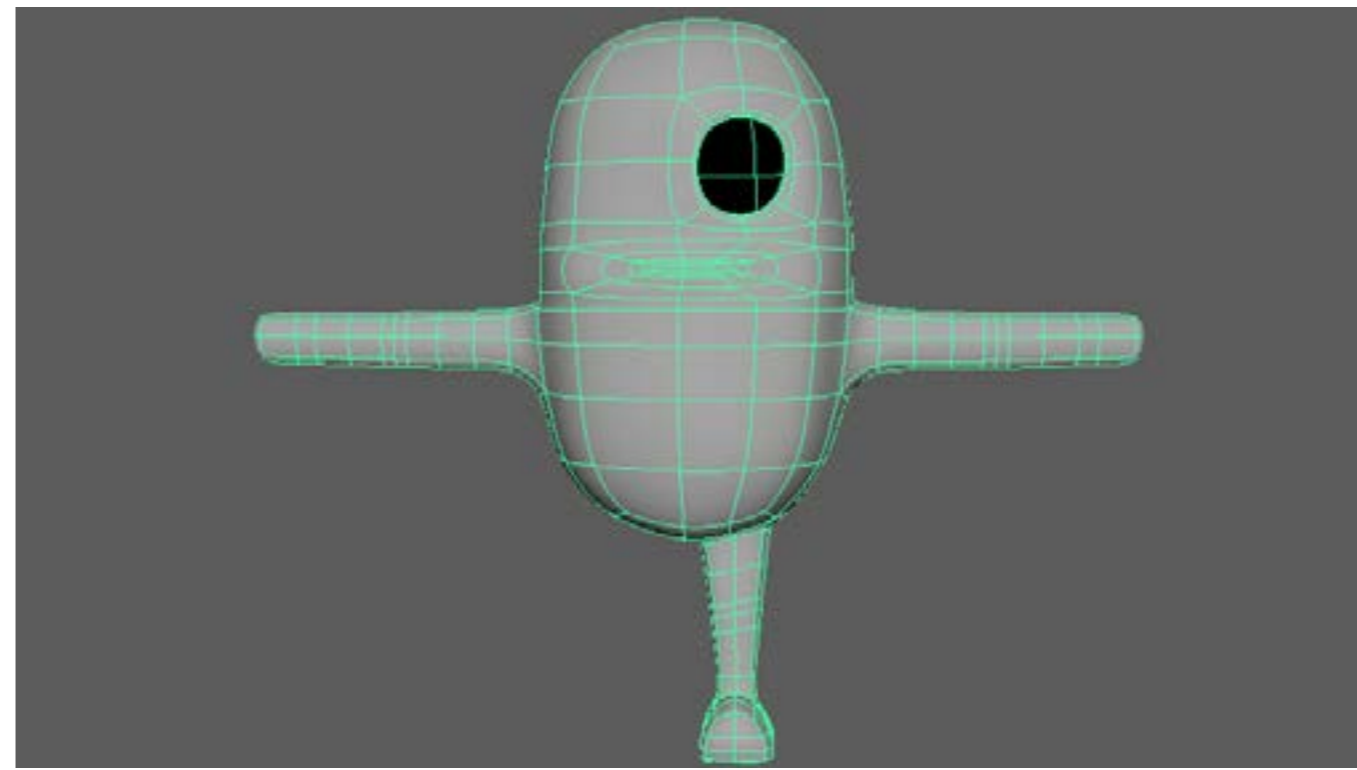


# Modelling Development and Rigging



I finally found the time to complete the ladder climb animation test I'd started a while ago, and overall I'm quite happy with it. There are two key issues I have with the animation however, the first of which being the hands breaking as the character climbs higher. The wrists snap creating a distracting and jarring motion, however this is easily fixable - but due to the more

pressing work that needs to be completed I decided to leave it for another day. The second and most important issue is the lack of character in the performance. It doesn't feel yet like the character of Albert - I need to push for a unique and individual performance and develop his personality further through the way he moves.



Stephen finished the model of Albert this week and unwrapped the UV's ready for texturing. When Chloe put the model against her buildings she noticed the scale was off, so before he moves onto rigging we adjusted the scale to avoid problems down the line. While I'm waiting for Stephen to rig Albert I gave it a go myself using the QuickRig feature in Maya to begin to explore and understand the process. I've also been developing the model of Flora and I can safely say that my confidence has grown since beginning, and I think I'm ready to get the model completed soon.

# Weekly Report 06

Having gotten back into modelling Flora after a short break from it I can feel my confidence having grown.

I feel more in control and I have a better understanding of how modelling works than when I initially started. I felt

myself getting frustrated and overwhelmed at my inability to model effectively, but with time, patience and practice I

now have the belief in myself that I'm capable of completing this work. My main focus is to now get Flora finished so I can

spend time learning to texture and rig, giving myself enough time to of course animate, light and render final shots. Stephen

finishing Albert is a welcoming development as the rig shouldn't be long to follow allowing us to begin animating his performance

in the film. While I'm working on Flora, animation can begin. This stacking of work I knew would be the approach we needed to take,

as if we waited for everything to be completed before doing any animation we would run out of time. I'm looking forward

to the future developments on the project and hopefully (soon) being able to pose and animate Albert.

## Week 7

### Music, Lighting and Modelling

Our musician Ro Cotton has delivered a first draft of the music for the project which myself and the team are overjoyed with. The tone and choice of instruments fits the film perfectly and exceeded any prior expectations we had. With the rig of Albert on it's way I wanted to pay more attention to lighting as so far my only exploration has been in HDRI's and of course I've continued to make progress on modelling Flora.



# Advanced Lighting Tests

4-POINT GEL



SPLIT



NOIR



# Style Frame and Model



# Weekly Report 07

We've seen exponential development in the project this week which is highly encouraging. In the latest style frame you can see the model of Flora getting closer to finished. There's some accessorising and polishing left to do with

her, but I should be finished in the next week. The background is currently being tested out with different colours or no

colour at all. We decided that the colours currently applied make the frame too busy and detract from the focus of the

characters, so this issue will be resolved soon as we revise and test out colour palettes that work more effectively. Throughout

this project we've been working within our limitations, so we're trying to explore the best way to texture the environment without

creating hours of additional work potentially stopping us from achieving our deadline. Having spent some time exploring

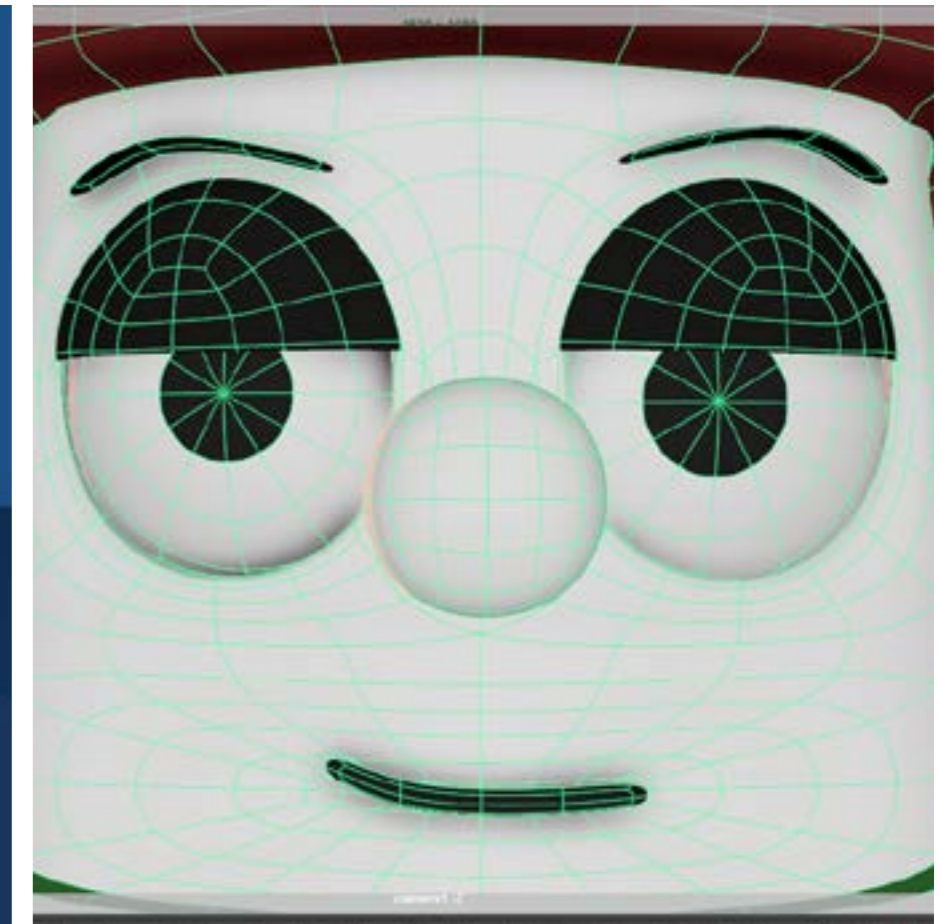
lighting in more detail I've now learned enough to apply it to our film, so in the next style frame I also intend on pushing this to

help us achieve our final look and perhaps soon some final shots, as Albert's rigging should be finished in the coming weeks.

## Week 8

### Model Finished, Visual Dev

This week I finally completed the model of Flora with proper topology. I'm proud of this accomplishment, as despite the model being simple to create having to learn everything from scratch was a real challenge. I'm glad to have overcome it though, and my confidence in modelling has since grown so much so compared to when I first started. The colour below is only temporary, as I now need to figure out how to UV unwrap her ready for texturing from Antonia.



## Pre-Vis Development



Chloe is getting ever closer to finishing the environment well ahead of schedule. I wanted to test out the first 10 shots of the pre-vis again with these updated changes, and I'm getting happier and happier with the results. I feel that we've

managed to develop a unique style in the team's voices, and that it looks appropriate to the demographic and story we're

telling. With Albert's rig almost being complete, it's looking like within the next 2 weeks we'll be able to start animating and rendering out final shots of the film. One of the last key pieces of development left to be made is the lighting now.

I want to achieve stronger looking cinematography while experimenting with even animating the light on certain

shots to emphasise key story beats. This will all be tested and completed next as my priorities are shifting.



## New Posters



# Weekly Report 08

When beginning the semester I was anxious and doubtful at whether or not we would be able to stick to our self-imposed

deadlines and schedule. Each team member has each faced their own challenges, and the reward for our efforts are finally

being shown. I'm really happy with how the film is coming along, and I can't wait to give the project that final push toward

animation and rendering. I realise that I also over-estimated the amount of work I would be able to do. If given more time

to learn to rig I have no doubt I would be able to do it, but as I'm also the key animator, I think it's best to hand over the rigging

of Flora to Stephen to complete while I concurrently work on animating. This will save a lot of time and will be necessary

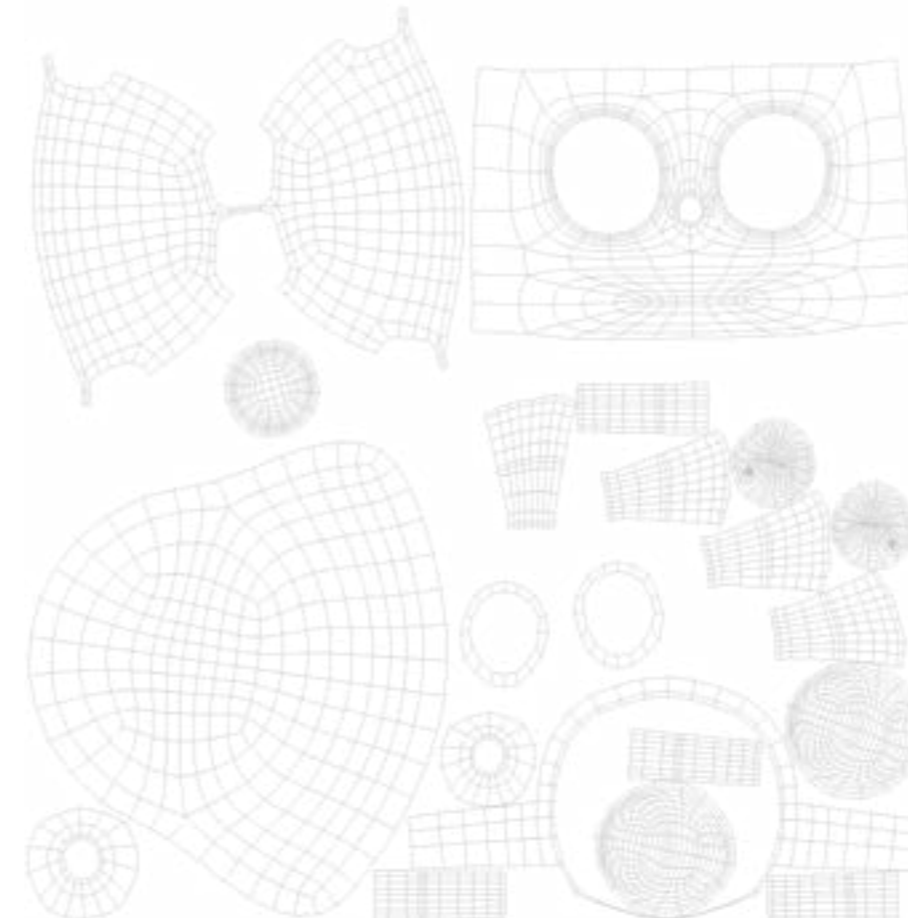
to see our deadline through. In future I now know the limits of my abilities within a certain time frame, and moving forward on

future project I can apply this to avoid the mistake again, allowing me to plan more effectively. This will also benefit me for my other

modules as I know to lean on the side of what's realistic, not hopeful.

# Week 9 UV, Shot Schedule & a Rest

This was a slower week in terms of production, as the key piece of work I'm now waiting for is the finished rig of Albert. With this, I'll then be able to develop the cinematography on the characters further, animate final shots, create a teaser and stronger posters with the character posed and much more. This week though I worked across various modules, but for production I learned to UV for Flora, I made the final shot schedule and fell ill, so I took a well needed rest before animating.



Shot	Shot Description	Character	Shot Description	Character	Shot Description	Character	Shot Description	Character	Shot Description	Character	Shot Description	Character	Shot Description	Character	Shot Description	Character	Shot Description	Character		
Shot_001	Close-up Flora looking at camera	Flora	Shot_002	Flora looks at camera and smiles	Flora	Shot_003	Flora looks at camera and smiles	Flora	Shot_004	Flora looks at camera and smiles	Flora	Shot_005	Flora looks at camera and smiles	Flora	Shot_006	Flora looks at camera and smiles	Flora	Shot_007	Flora looks at camera and smiles	Flora



# Weekly Report 09

It was nice to be able to take a break away from the project for a few days (despite being ill) to recharge and feel prepared for animation which is starting this next week. We've moved our way through deep into the pipeline, and we're nearing

the end. The shot schedule I developed this week will be mine and the teams bible until the shots are complete. We have

43 shots ranging in complexity, and to ensure we finish on time I plan on animating all shots with Albert in first while we wait

for Flora to be rigged. Once the background follows then we can push one shot out to render while working on the next. This

will save time to render as we go rather than all at once. Chloe and Antonia are going to be helping me animate by developing some

key poses and a few breakdowns, ready for me to jump in and polish off. We have to approach the next 6 weeks intelligently to

finish the film, and we're trying to problem solve and cut corners without losing quality anywhere possible. I'm really excited to

finally see a finished frame from the film, I think I can speak for the team when I say that our confidence has grown massively.

## Week 10

### Principal Animation Begins

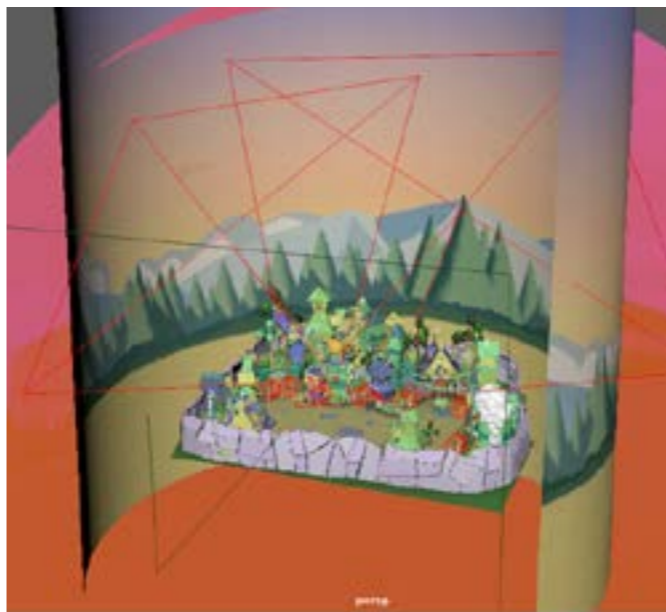
At the beginning of the week I received the final rig for Albert. Using this I went on to begin to animate the character, pushing the lighting and final look of the film to its completion ready for our first real frame to be rendered. Only Flora's rig remains which Stephen will be working on and completing during the Easter break. This has been an incredibly rewarding week. Seeing our character animated and our vision finally alive on screen is fantastic, all the hard work is paying off.



# Final Rig



# Scene Setup + Breakdown



Shot	Complexity	F	Character	Animator	Shot Description
team_001	Close-Up/Pan Up/Medium	250	Flora	JM	Corn gets thrown into the barrel, Flora levitates
team_002	Medium Close Up	150	Flora	CP	Flora opens her eyes and looks in the direction of Albert
team_003	Medium/Long Shot LA	100	Flora and Albert	AC	Flora plants her feet on the ground and looks toward Albert who's receiving praise
team_004	Dolly Zoom into CU/LA	83	Albert	JM	Albert faces the audience
team_005	Medium/LA	41	Albert	JM	Albert runs and jumps
team_006	MCU	45	Albert	JM	He jumps into frame, bouncing off the trampoline and into the air
team_007	Extreme LA	30	Albert	CP	Albert flips in the air entering the frame before leaving frame
team_008	LA / Full Shot (long shot with Flora in back)	77	Flora	JM	Albert lands the jump and poses
team_009	MCU	30	Flora	AC	Flora looks annoyed, she turns
team_010	Medium HA Flora - Dolly Left - Medium LA Albert	440	Flora & Albert	JM	Flora struggled with a dog, it then attacks her, Albert climbs a ladder and falls down
team_011	CU (Profile) on Head	84	Flora	CP	Flora runs after the train
team_012	CU (Profile) on Feet	84	Flora	CP	Flora runs after the train
team_013	Medium	69	Flora	JM	She jumps and catches on, being pulled out of frame
team_014	Aerial	90	Albert	JM	Albert plays the drums
team_015	LA MCU	90	Albert	JM	Albert playing the drums, crowd erupts with applause
team_016	HA OTS/Long Shot	88	Both	CP	Flora returns to her spot
team_017	Punch Zoom into CU	50	Flora	AC	Flora is angry
team_018	Medium	80	Flora	JM	Flora does the bow
team_019	Medium Wide/LA	65	Flora	JM	She tries it
team_020	MCU	90	Albert	JM	Albert has his hat shot off, he stands up
team_021	MCU	35 (75-110)	Albert	CP	Albert enters frame from the bottom and moves out of screen right
team_022	HA OTS/Long Shot	30	Both	JM	Flora sees Albert coming
team_023	Full Shot/LA	70	Flora	JM	Flora kneels down creating a wall
team_024	CU (Alberts Feet)	90	Albert	JM	Albert runs into frame, tripping over the hat
team_025	OTS HA	14	Both	JM	Albert smashes his head onto Floras wall
team_026	LA Dutch Two Shot	84	Both	JM	Albert falls to the ground
team_027	Aerial	66	Albert	CP	Albert rolls over and lifts himself up
team_028	Medium	93	Albert	JM	Albert enters the frame and takes a fighting stance
team_029	Two Shot	90	Both	CP	They both take a fighting stance
team_030	Medium LA	90	Albert	CP	Albert draws a gun and fires
team_031	HA Rotates/HA Medium	190	Flora	JM	Flora dodges the bullets like the Matrix scene
team_032	MCU Dutch Tilt	30	Albert	JM	Albert draws the sword
team_033	Extreme LA Full	65	Albert	CP	Albert enters the frame holding the sword to pierce Flora, He holds in the air
team_034	Very HA, Medium	90	Both	JM	Flora rolls out of the way just before Albert pierces the ground
team_035	Full on Flora	98	Flora	JM	Flora jumps into the air
team_036	Reverse Shot	38	Albert	CP	Albert follows out
team_037	Close Up	100	Flora	JM	Flora levitates into frame
team_038	Reverse Shot	55	Albert	CP	Albert is in frame
team_039	LA Two Shot	370	Both	JM	Both are in a standoff, they face the audience with the applause before floating back down
team_040	Two Shot	275	Both	JM	They touch down and face the audience, Albert walks over to Flora and raises her hand with his
team_041	Dolly Zoom into CU/LA	100	Both	CP	The hands are raised in the air

This is a look at behind the scenes on how I accomplished the final set of the film to animate in. I wrapped the 2D background over and around the back of the environment, so no matter where the camera points the background can be seen

and will remain consistent, the camera follows the 180 degree rule so the back of the scene doesn't matter. I found that this

setup was the most effective, as when creating a sphere and mapping the environment inside the affected the lighting far too

much. As there is open space for the HDRI light to bounce around it creates a much lighter image. This is now our final environment

and ready for animation I created the final shot list for us to follow and work from as a team, allowing us to update progress

on shots as we go as well as being a handy organisational tool to track the project.

# Weekly Report 10

I'm excited to begin animation this week as this marks the near completion of our film. My next goal is to finalise the render so

I can safely know that every frame will be rendered in the same way achieving the same final image. After this, once

shots are animated, they can be rendered and pushed into post-production letting me begin to assemble the final film along

with final sound and music. I am stressed however as the task of animating 75% of the shots myself in time for the submission

deadline seems inachievable, as I have 2 other modules that need some more attention yet. However, our contingency that I

scheduled in includes the several week period before our final showcase and end of year show, taking place at the end of May.

This is the deadline for picture lockdown, which I'm confident can easily be achieved. This will also be of festival submission

quality, giving us the best chance at being accepted as possible, which is my most important goal throughout all of this.

I just want to make a good film.

## Easter Mid-Term Animation, Lighting & Render

Principal Animation having begun I felt it time to finalise the lighting, render and colour grade of the film. Once the first shot is rendered out none of these settings can change as it will cause visual discrepancy across the the film and will be far too time-consuming to update the necessary changes, so getting this right now will save us a lot of time moving forward into the future. Once we're confident in this process all that remains is animation and the collaborative work from the team.



# Render Testing



I've spent 3 full days experimenting and testing out different render settings and the quality each produce, as well as perfecting the lighting which took over 20 unique lights of varying colour to get right (though at the cost of slower rendering) and

trying to get a render time that isn't 40 minutes long per frame. I managed to achieve this by lowering the quality of the render

to introduce more grain, which was something I was going to add in post anyway. Getting the balance of not lowering the

quality too low while maintaining a strong image was a challenge, but lowered the time down to 10 minutes a frame. With these

settings in place I rendered out shot 6 (45 frames long) dividing 5 frames between 9 computers. This opens me up to mistakes

though, as frames were missing or the wrong camera in the scene rendered. We now have the render farm open however

so I won't have to do this again in the future and will be able to get even faster times with better quality.

# Lighting & Grading

During our Friday presentations I kept receiving feedback about the lighting. The film takes place during the evening, but previous style frames gave the impression it was mid-day. I started by introducing some more lights to the sun, I changed the colour

of the HDRI light to purple while adding in blue and orange area lights that give the scene more ambience. I created mesh lights

inside the lamps turning them on, but these lights weren't enough to create spill on the floor and objects around it, as I added

additional lights in specifically for the spill. Finally I did the same in various windows of the buildings and houses, making

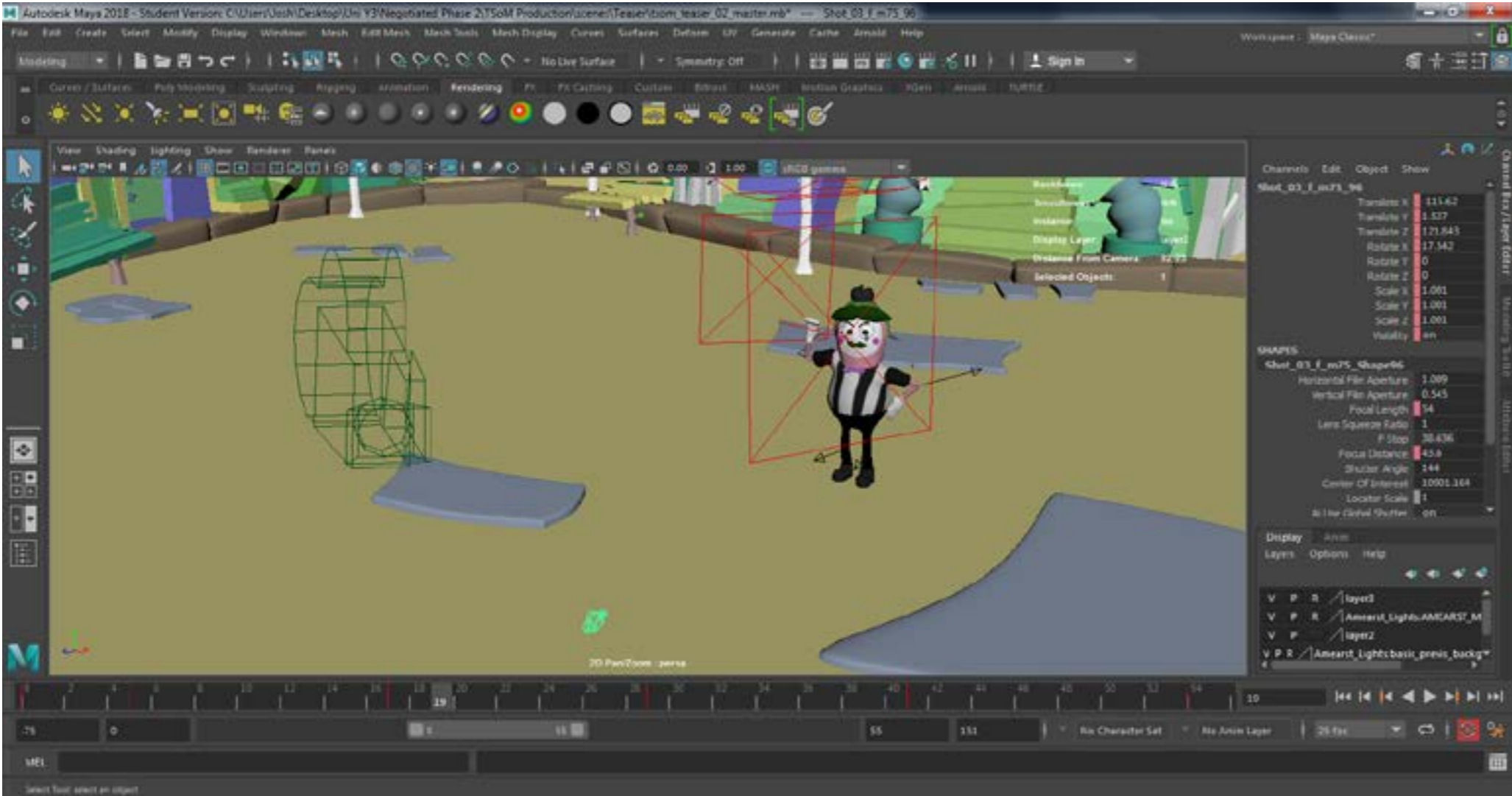
it feel like the world is lived in a little more, as we never see anyone but the two characters. With an image I was happy with,

I then took it through the post-production process of colour grading using Premiere and Resolve to help make the lights

pop and to create a warmer image. I'm incredibly happy with the results.



# Teaser Trailer Playblast



# Voice Recording & Motion North



I unexpectedly did some voice work for Albert, giving him a strange noise to be manipulated and turned into his 'voice' with the sound designer voicing Flora. This was in response to feedback received during our pitch that the characters shouldn't remain silent despite having no dialogue, and the idea is to make them feel a little more alive and will punctuate the action and animation in the film. I also recently attended Motion North, armed with a 30 page mini-production bible to represent and show the film to industry there. This was a great experience and I managed to speak to some wonderful people receiving encouraging and supportive feedback on the film. We're beginning to bring it in to the real world.



## Teaser Trailer



As part of our social media strategy I created a teaser trailer for the film, using one of the shots already animated to save time. This was the first test at using the render farm too and it posed a lot of challenges, taking 3 days longer than had expected.

However, I'm glad I went through the process until we got it right, as now finished shots for the film can start to be pushed out with the knowledge that all the problems have been ironed out. I'm very happy with how the film looks, we've finally achieved

a finished style frame and it's better than I was imagining. After all the hard work put into the project and a lot of self-doubt

it's satisfying seeing proof of concept. I'm excited to finish animation and have a completed film.

## Final Posters





## Final Animation



The rest of my work now involves animating and rendering the rest of the shots. I'm distributing this work to the rest of my team, and together we'll have the film animated and ready for the May 30. The



end is finally in sight for this film, after 8 long months of hard work, I'm incredibly excited to have something I can confidently say I'm proud of.



# Final Report

This marks the end of the semester and the near-completion of the film. I've found this final year of University

incredibly challenging, but through it I've grown and learned so much that it's really elevated my confidence and

feeling of being a professional, not a hobbyist. I'm confident but nervous about the future, I don't feel like I'm ready despite

the success of this project, but I know I never will feel ready.

There's a lot that I would do differently next time around. From the start of the project to now I've learned from so many

mistakes. I wouldn't take on too much responsibility, as to begin with I thought I'd have to model and rig both characters, but that

definitely wasn't achievable, and without Stephens help we wouldn't have had a film at all. I've learned a lot about how long

things take, as I often over-estimated my own ability or speed at working. The thinking and processing time for creative

work is imperative to its success. My first direction of the film was weak, something I thankfully took the time to look back on

while changes could still be made improving the quality of the film.

I feel that the team dynamics and collaboration went well overall. We faced various problems on

several occasions as a team, but despite those challenges we'll have finished the film. I better know how to communicate - an

important skill for a director - and how to work within a team. Understanding each other's places in the pipeline was

actually very helpful, and even on those areas I didn't work on, talking to people who knew more than me helped me to learn so

much and gave me a deeper appreciation for their craft.

I can't wait to have a directorial credit to an animated film I'm proud to have worked on with an

incredibly talented team. I want to make many more films in the future and hope this establishes me as an up-and-coming



# THE SOUND OF MIMES



University of  
**Salford**  
MANCHESTER