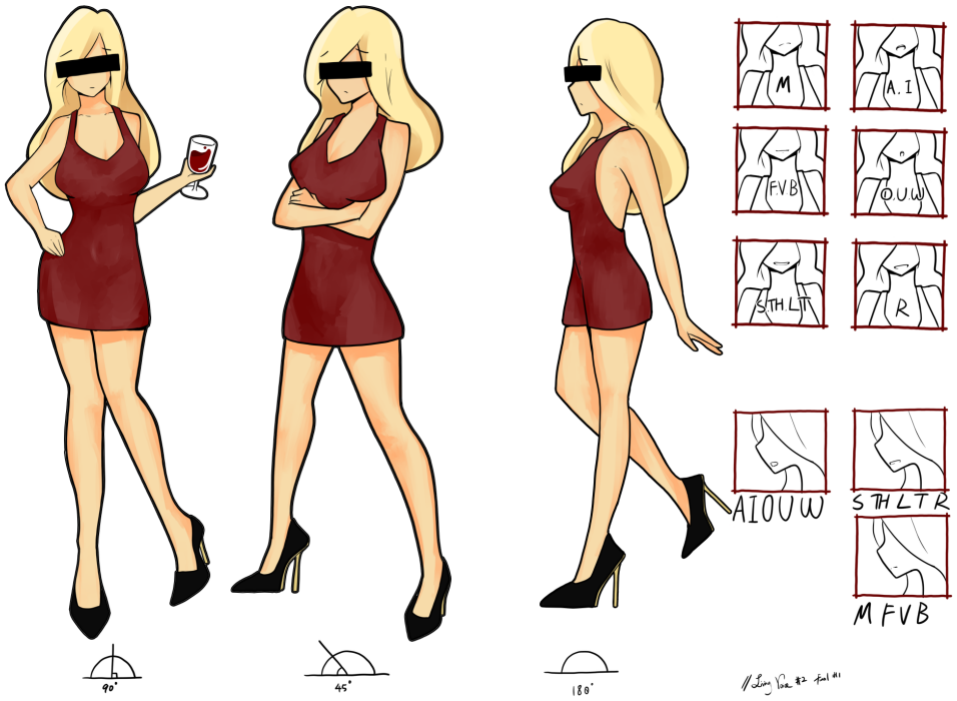
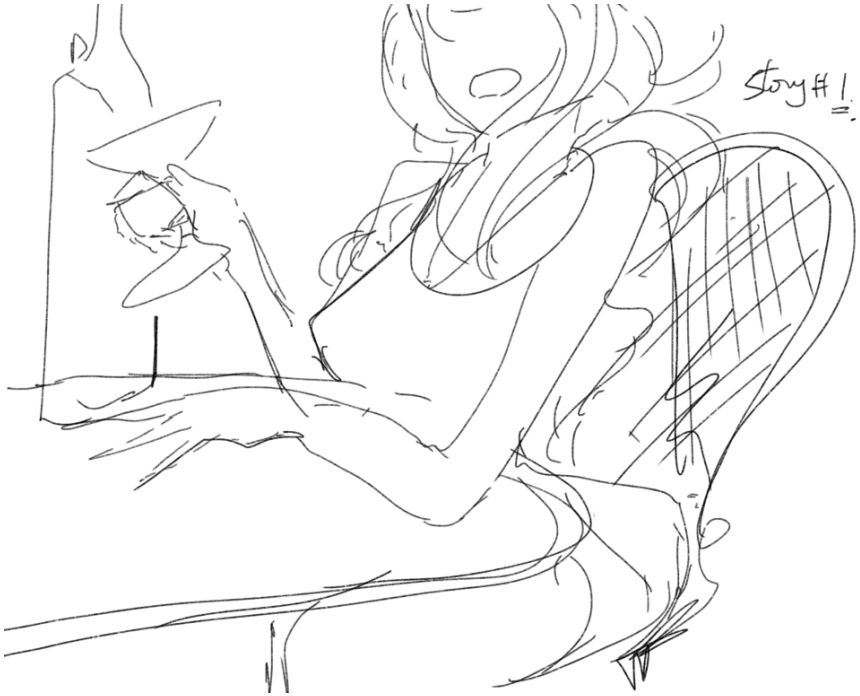
Character Design:
Bar Lady

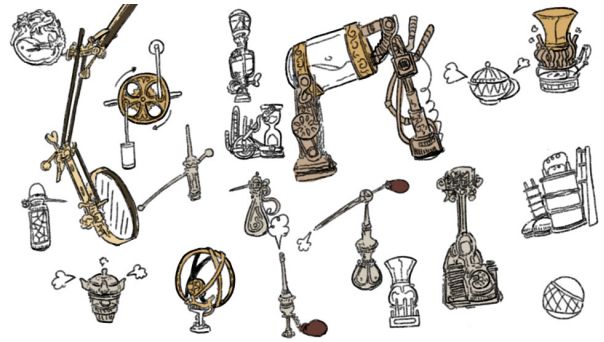
I designed a bar lady with a short dress and a pair of high heels. I kept her cloth to be simple and erased tiny details like necklaces you can see from the sketch below. I did this to make sure I can have a easier life when doing my inbetweens.

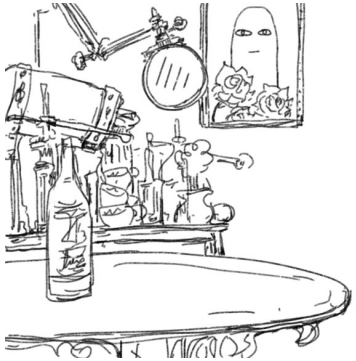


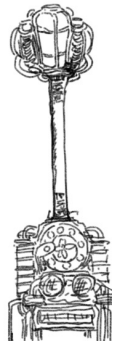


Environment Design:
Bar Corner

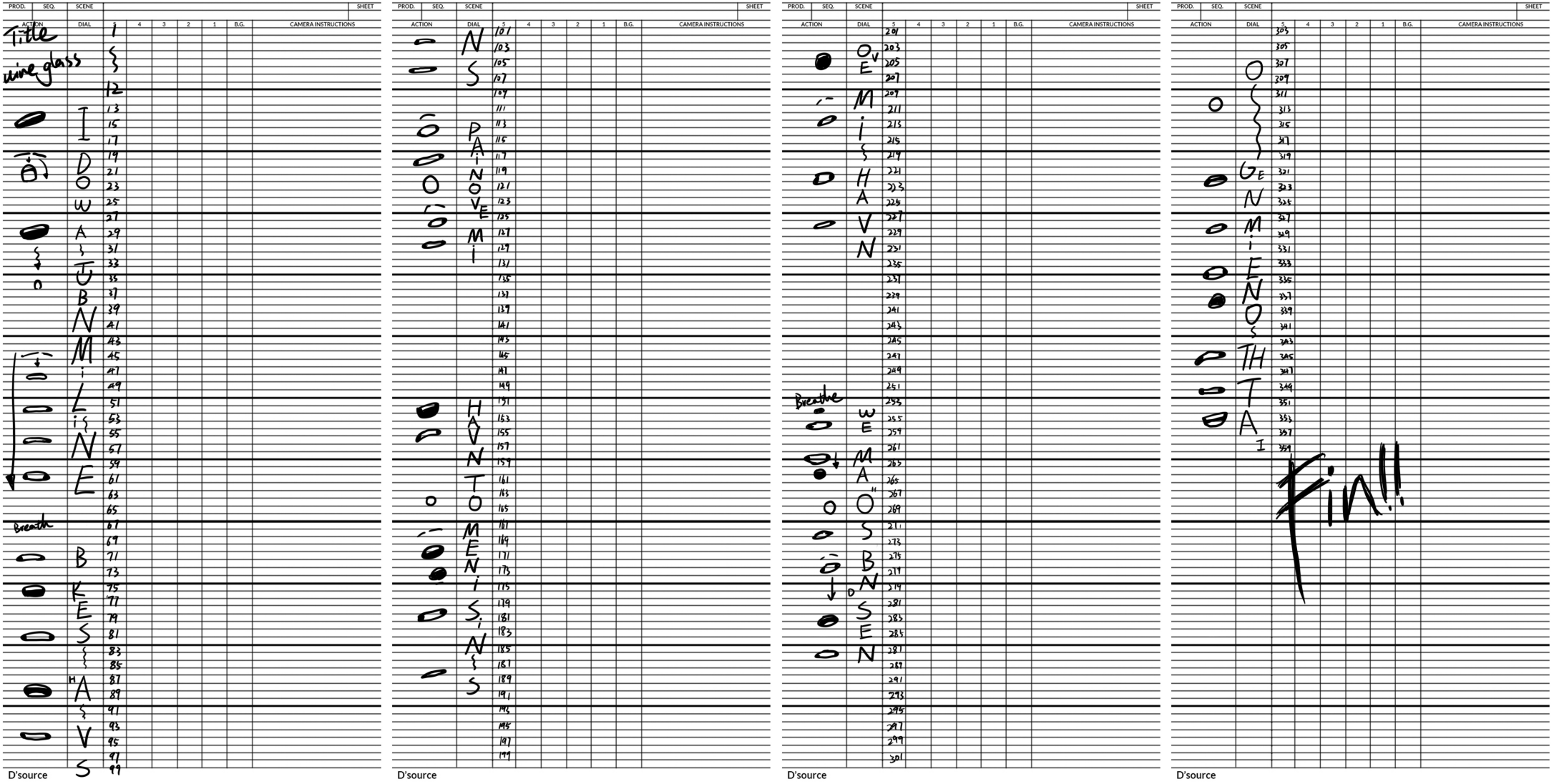
The background didn`t cost much time so the quality is not that great. there is a comfy chair, a bottle of wine on a table, a desk full of strange devices and a weird oven on the left. I actually did some design ont those gadgets on the desk. I was hoping that I would have time to animate them all. Like the biggest one with a jar of wine, that is actually a machine that goes up and down to estimate the movement when bartender.



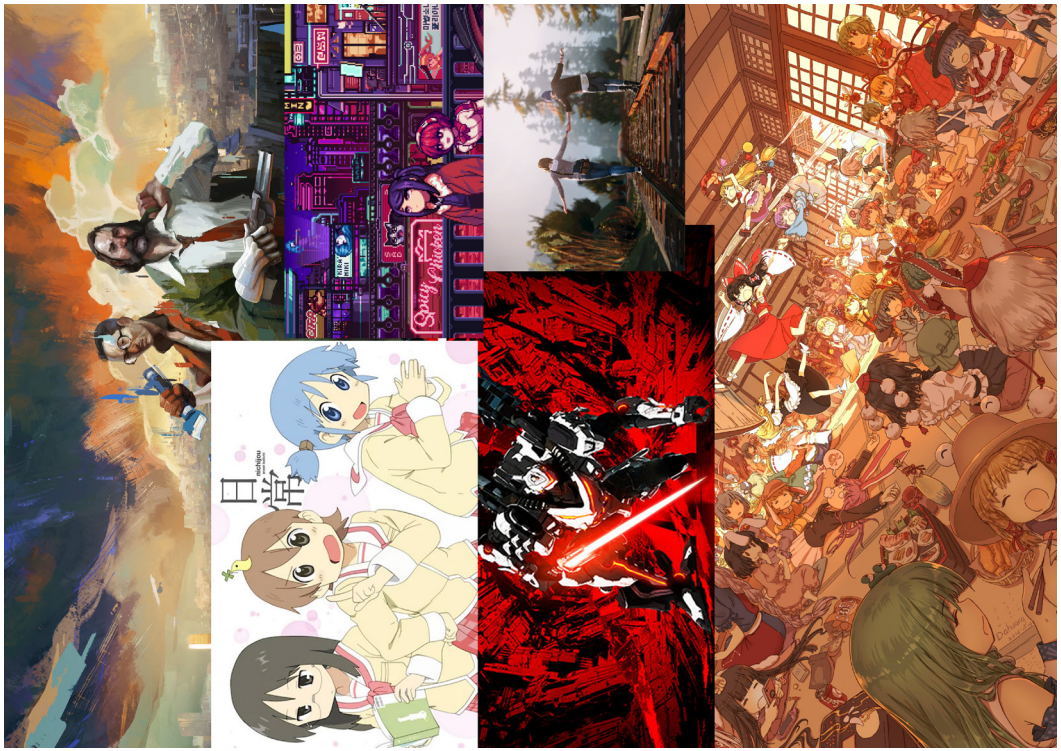




X-sheet


PROD.
SEQ.
SCENE
SHEET
ACTION
DIAL
CAMERA INSTRUCTIONS
Title
wine glass
Breath
D'source
Fin!!

Moodboard & Storyboard



LIP-SYNC：Reflection

Weeks before I thought lip-sync could be easy and now, I am stuck at the mess I created and how regretful I am to look down onto lip-sync skills.
As it is a reflection, I will not list anything good I did, but all the flaws I can think of to warn myself not to do them again.

Warping lines is the most disappointing flaws I can think of. Lack of practice and clean-up causes this trouble. I should always keep in mind to keep the continuity of the line and always go back to check the relevance of the previous frame to this one, so that later my work will not look so disgusting and childish. Also, having a clear understanding of the human body structure is key to animation. Before this, I could barely draw the external outline of the human body, but I lost the correct understanding of the outline when the body parts actually started to turn. A good understanding of the internal structure, such as the composition of bones and muscles, would probably make my movements more fluid. I used to think that large, fast movements were harder to draw, but in reality, it's the small, everyday movements that tell me more about the animator. I hope I can always keep these points in mind and produce good animation in the future.

The second point is the lack of pre-production. I used to think that the pre-production didn't affect the animation itself too much, but in fact a big part of the reason why my animation looked so bad was that I didn't think deeply enough about the questions I had during the pre-production. I had doubts about my work but I didn't go deep enough to address them at all. To put it another way, I gave up thinking. This is intolerable in any learning process. My character design and storyboarding flaws led to a final output that didn't quite connect with the lip-sync, and my failure with the X-sheet doomed me to failure with the lip-sync. After this, I might be able to learn to prepare adequately and start work when everything is in place.

The third point is perhaps my own flaw. I had enough time to do a complete lip-sync project, but in order to simply look interesting, I overturned it all and tried a new idea. I sounded like I was stepping out of my comfort zone and forcing myself to learn something new, but my ideas were so naive and unthinking that I gave up what I could have gotten and chose something impractical. So I should learn to think twice before I act in my future studies.

This assignment made me take a second look at my abilities and the level I should reach in the future. Thank you very much to the instructors for their help and advice, without their help my work would have been even more pathetic.
It was a very valuable experience and I learned a lot.

More Info:

The final video is down below:

https://www.youtube.com/watch?v=mgsSi0ISnhY

If you want to know more about this project on myblog:
https://kanzaki0alice.myblog.arts.ac.uk/2022/03/18/living-voice-all-in-one/

If you want to know even more about this project on myblog:
https://kanzaki0alice.myblog.arts.ac.uk/2022/02/15/living-voice-storyboard1/

https://kanzaki0alice.myblog.arts.ac.uk/2022/02/18/living-voice-storyboard-character-design-2/

https://kanzaki0alice.myblog.arts.ac.uk/2022/02/22/living-voice3-weekend-works/

https://kanzaki0alice.myblog.arts.ac.uk/2022/02/25/living-voice4-background-and-x-sheet/

https://kanzaki0alice.myblog.arts.ac.uk/2022/03/04/living-voice5/

https://kanzaki0alice.myblog.arts.ac.uk/2022/03/11/living-voice6-inbetweens/