

Directed Projects 2022

Course Overview



What is Directed Projects?

- Higher level **oversight** of the **development** of your **Capstone**.
- Focus on **direction**:
 - Ensuring the story flows in a logical way.
 - Strengthening shot selection
 - Composition and Staging
 - Animation
 - Overall look and feel (Aesthetics)
- Much of the term will consist of **weeklies**, an industry standard for critiquing work in progress and revisions on a regular basis.



Narrative Development

A cinematic scene from the animated series Arcane. In the foreground, a character with vibrant pink hair and a determined, slightly angry expression is shown in profile, looking towards the right. They are wearing a green tunic with a dark vest and a white sash. In the background, another character with dark hair is seen from behind, running across a wooden platform. The setting is outdoors with a bright blue sky and some blurred structures in the distance.

Character Path

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ARCANE
LEAGUE OF LEGENDS

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Myers – Briggs Type Indicator (MBTI)

Indicates psychological preferences of people's perception of world and decision making.

Constructed by Katherine Cook Briggs and Isabel Briggs Myers, based on the typological theory proposed by Carl Jung.

4 Basic Functions

SENSATION - Information (Taking information from the environment through the senses)

INTUITION - Information (Interpretation/ Adding a meaning - Gut Feelings)

FEELING - Decisions (Consequences involving people in the situations)

THINKING - Decisions (Logical consequences as part of the decision making)

Attitudes

Extraversion

Maintains a broad range of networks with excellent social skills, energetic and passionate.

Examples: out-focused / active / easily exposed / experience before understanding / express by talking / outgoing / action-oriented

Introversion

Maintains deep relationships and thinks carefully before moving on to the action.

Examples: inner-focused / express by writing / understand before experience / cautious / slowly exposed





Functions

Sensing

Depends on five senses and experiences. Focuses on current situations and works thoroughly and accurately.

Examples: describes facts / experience oriented / good in detail / perfectionist

Intuition

Depends on intuition and looks for meaning and possibilities. Focuses on future possibilities and determined.

Examples: metaphorically / suggestive / idea / holistic

Thinking

Interested in the truth and facts. Analytical, logical, and objective.

Examples: truth and facts / right or wrong / general principles / constructive criticism

Feeling

Interested in personal relationships and makes judgement based on circumstances.

Example: relational / good or bad / meaning and influence / friendly cooperation

Lifestyle

Judging

Has a clear directions and goals. Plans ahead and organized.

Examples: organized and planned / clear direction / thrust / quick decision / clear standards and opinion / control

Perceiving

Plans and direction changes organically. Elastically and autonomic.

Examples: easily adaptable / direction changes / understanding



Archetypes

Archetype - Ancient Greek words Archein (original or old) & Typos (Pattern, Type)

12 primary types of symbolized basic human motivations by **Carl Gustav Jung**, universal and mythic characters archetypes reside within the collective unconscious of people.

Each type contains **Value / Meanings / Personality Traits** and divides into **Ego / Soul / Self**

EGO TYPES - The Innocent / The Orphan (regular male or female) / The Hero / The Caregiver

SOUL TYPES - The Explorer / The Rebel / The Lover / The Creator

SELF TYPES - The Jester / The Sage / The Magician / The Ruler





Character Traits

- Dialogue: What does a Character Say?
- Do – What actions does a character take?
- Think – What is the characters decision making process?

Give **3-4** identifiable character traits with **1** predominant trait.

Examples

able / academic / activist / adaptive / addicted / adorable / afraid / alert / ambitious / angry / bossy / brave / brutal / calm / careful / caustic / charismatic / childish / clever / comforting / cold-hearted / confused / conservative / cool / crazy / creative / damaged / dangerous / deceitful / deep / direct / distressed / dreaming / efficient / egotistic / encouraging / ethical / evil / fancy / fighter / foolish / gambler / gentle / goofy / just / humble / holy / illogical / independent / influential / moody / humorous / naughty / offensive / defensive / noble-minded / philosophical / original / ordinary / overwhelmed / patient / patriotic / popular / practical / noisy / questioning / religious / secure / selfish / slow / smart / frustrated / stubborn / wild / submissive / survivor / teary / high tempered / tough / honest / trustworthy / upright / selfless / zealous

Wants, needs, and flaws...

What does a character want or need?

- Think about 1 or 2 wants/needs that perhaps relates to the character traits, but not necessarily so.

What are Characters Flaws / Weakness / Fear?

- Unless making it very serious, try to add some funny flaws or weakness of the character maybe relates to the character traits, but not necessarily so.
- Vulnerability of a character creates empathy with audience.
- Having a character overcome their fears.





Individualism

Quirks & Eccentricities

- Small details can make a character an individual.
- **Reverse Localized Trait** – For example, a healthy athlete character unleashes eating junk food during nighttime when he/she has extreme stress.

Likes & Dislikes / Hobbies/ Affiliations / Occupation

- Useful tool to create a conflict, storylines, comedy, etc.
- Give characters an occupation after setting up the personal traits, otherwise you may give traits that can reflect the occupation. Having opposite traits from the Hobbies/ Occupation will make character more interesting.

ARCANE

Develop Unique and Compelling Characters


Lead and Secondary Characters

- 3-4 Traits for Lead Character vs 2-3 Traits for Secondary Characters.
- Secondary Characters should have conflicting traits from Lead Character.
- Give Secondary Characters a strong objective.
- Secondary Characters should have larger than life traits.
- Let Main Character's behavior surprise the audience, but not Secondary Characters.
- Make Secondary Characters move the plot forward whether impeding or aiding Main Character.
- Make sure Secondary Characters tie to the theme. Secondary Characters should be motivated by one of their Core Trait.

Antagonist

- Antagonist gives obstacles and hurdles to the protagonist
- Audience should look forward to see the Antagonist.
- Making Antagonist just bad makes cliché and boring.
- Give Antagonist having a life other than Villainy!





Modelling/Surfacing/ Lighting Path

Story through Exposition...

Exposition: a powerful tool used to present aspects of a character and their backstory through narrative or visual cues.

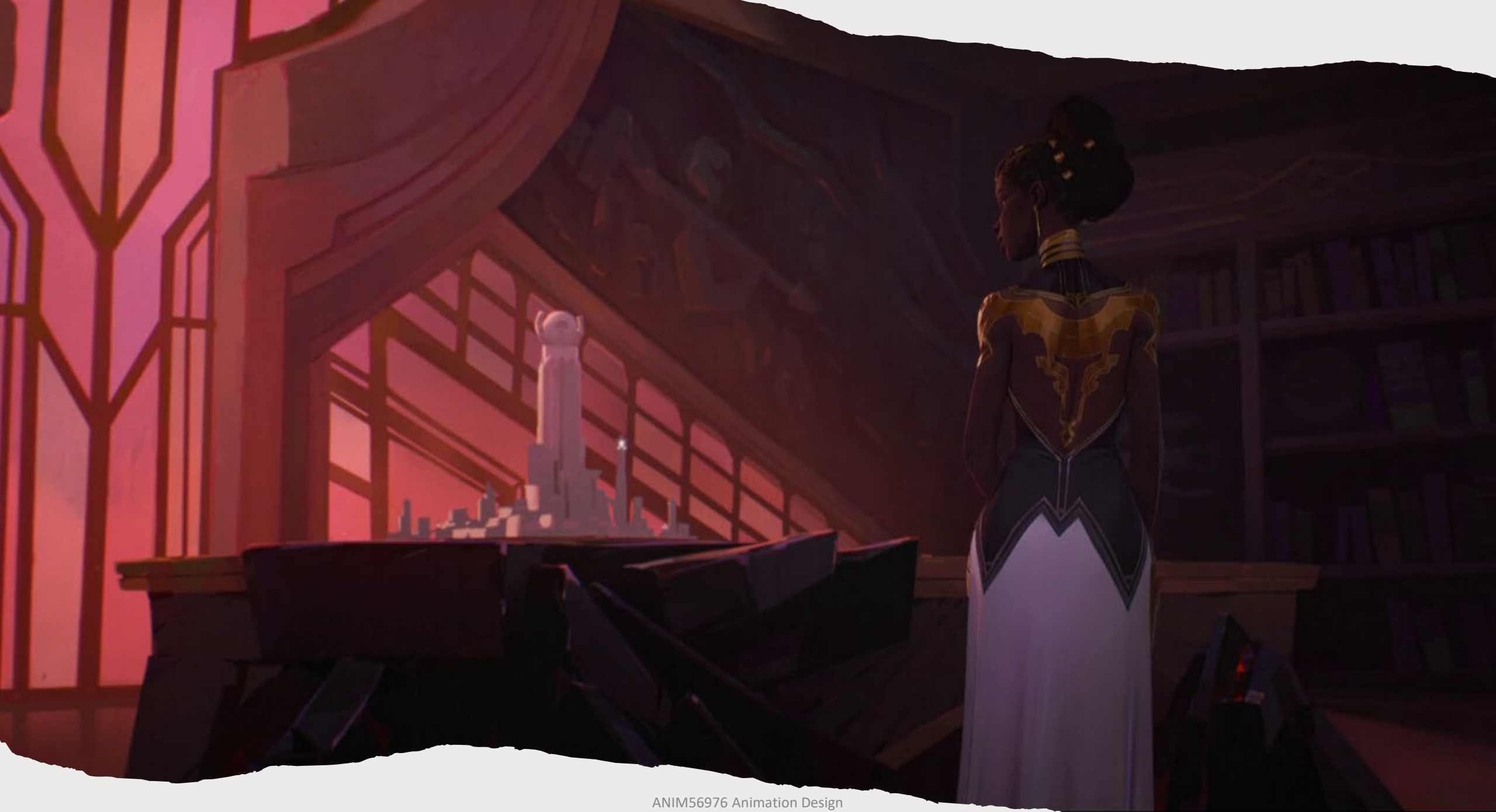
Adding expositional elements to your environment (models, props, and sets) will give the audience a reason to re-watch your work.



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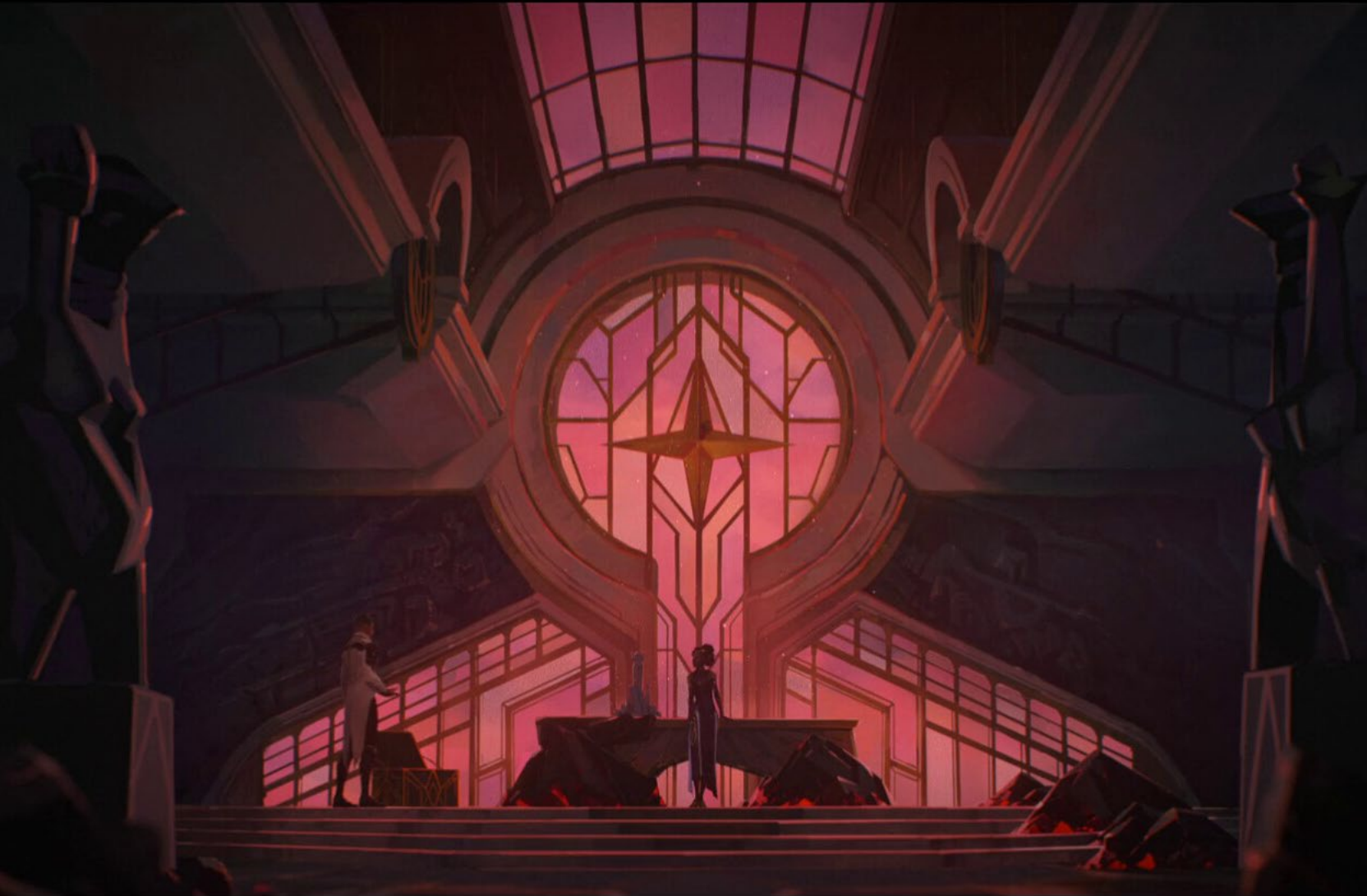


ARCANE
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ARCANE

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ANIM56976 Animation Design

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ARCANE

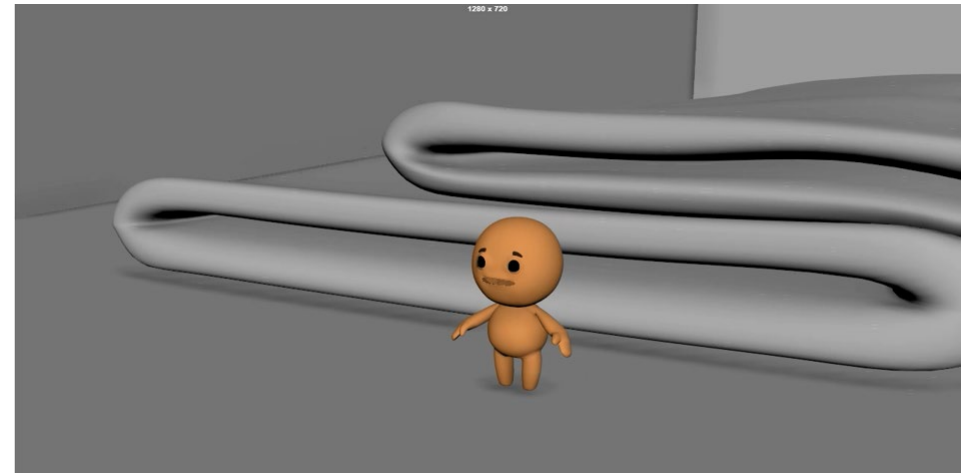
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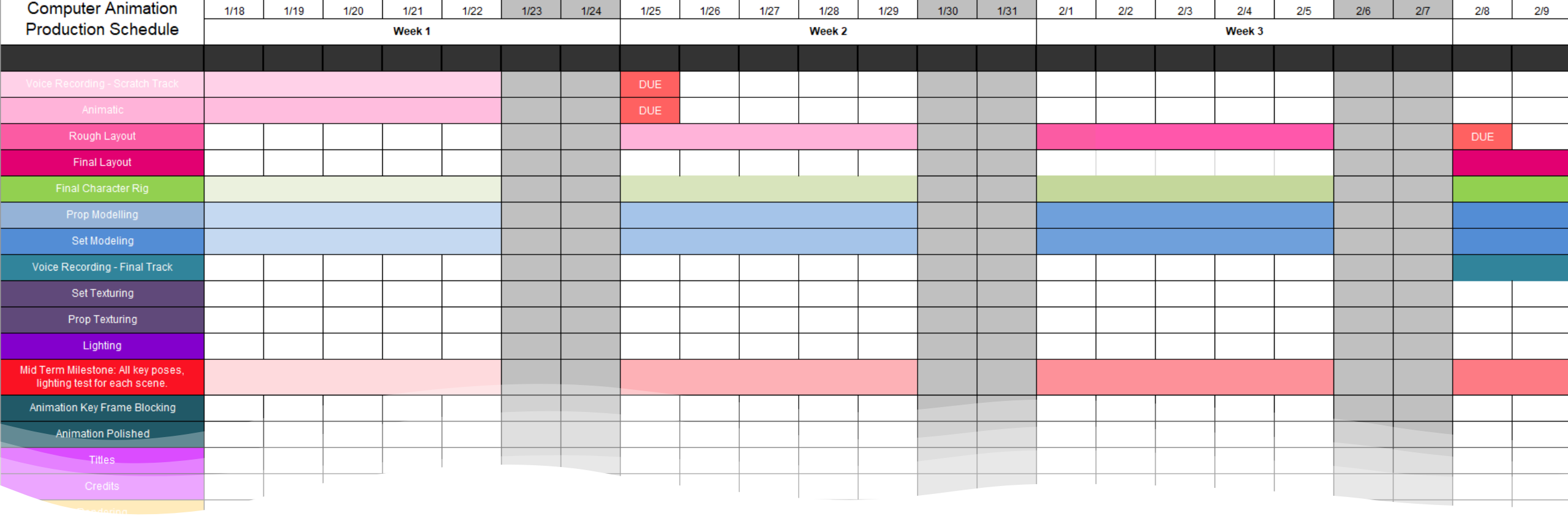


The Assignments

- Assignment 1 - **CAN** - Capstone Animatic - Due Week 3 (20%)
- Assignment 2 - **CWK** - Weeklies - Due Weeks 2 - 13 (30%)
- Assignment 3 - **CPL** – Production Planning - Due Week 8 (10%)
- Assignment 4 – **SPR** – Short Project - Due Week 7 (30%)
- Assignment 2 - **CLY** - Capstone Layout - Due Week 13 (10%)



Time Management



Capstone Production Planning

- **Extremely important** if you want to stay on top of all your work and not fall behind.
- **The Production Schedule** is an **overview** of all the due dates and shows where the overlap in tasks exist (Gantt chart).
- **Color** indicates when **you should be working** on a specific delivery.

Micro Deadlines

- Develop a **realistic** list of **all the tasks** associated with each delivery. For example, if your set is a house you would need to model walls, roof, shingles, eavestrough, downspouts, doors, door handles, hinges, doorbells, knockers, door trim, mailbox, mail sticking out of mailbox, porch, porch pillars, under porch lighting, windows, trim, lights, shrubs, fence posts, fence nails, pathway, sidewalk, trees, leaves, grass...and the list continues).
- From that list, create a **daily breakdown**.
- These tasks should be **small and achievable** in short period of time (20minutes – 2 hours).
- Whether you finish the task or not, **once the scheduled time is up move on to the next task**. Anything that didn't get finished that day can be **rescheduled** for a different day. This will **help you** from getting stuck, and lets you approach the task with **“fresh eyes”** later.



Voice Recording - Scratch Track			8:00 - 11:00am source audio clips
Animatic	7:00 - 9:00pm Timing shots 1-10	7:00 - 9:00pm Timing shots 11-25	
Prop Modelling	7:30 - 8:45 Model TV remote		
Set Modeling	8:00-9:00am Model couch 4:00-5:30 Model TV	4:30 - 5:30 Model Outlet covers and light switches.	
Rough Layout			
Final Layout			
Rough Title Design			
Rough Credit Design			

	18	19	
Week 1		<ul style="list-style-type: none"> ● 08:00 Model 1 - Couch ● 15:00 Model 2 - Dishes 	● ●
	25	26	
Week 2		<ul style="list-style-type: none"> ● 08:15 Model 10 a - Bolts for Mechan ● 12:00 Model 10 b - Mechanical Arm I 	●

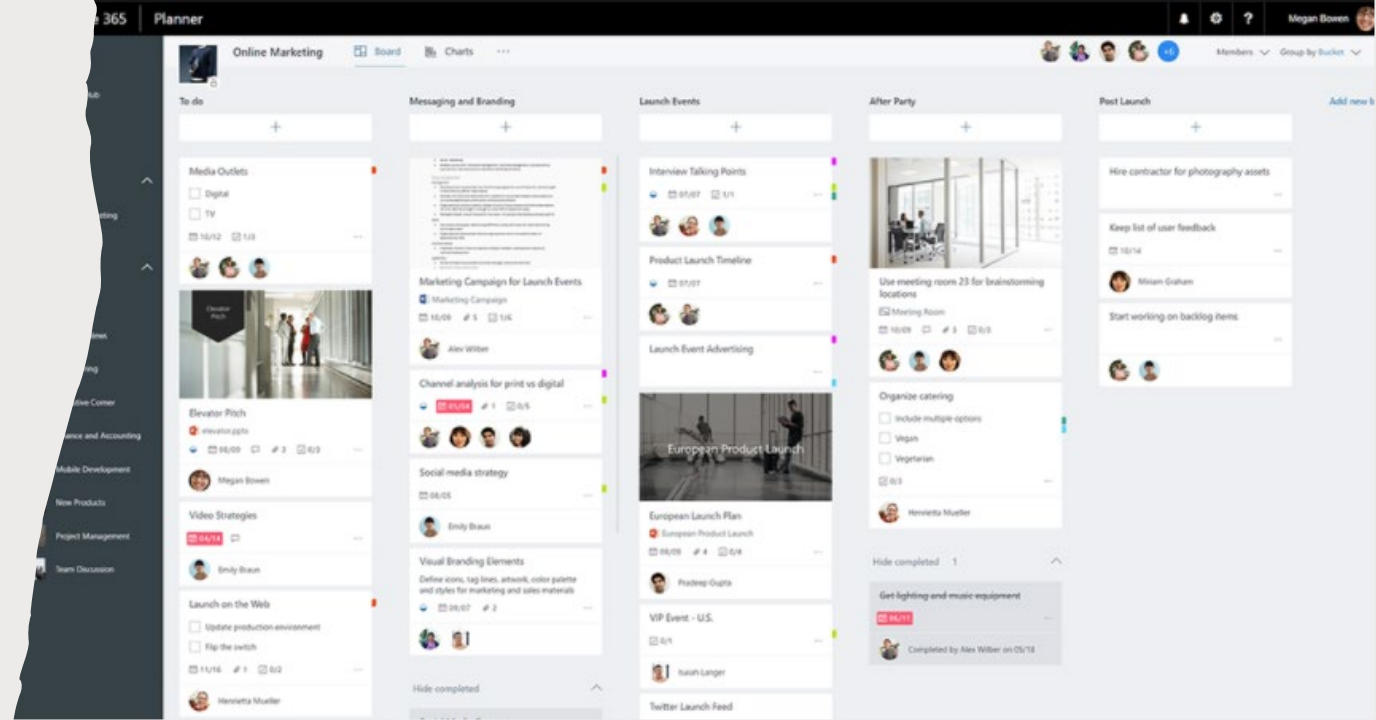
Accessible Tools

- In a copy of the Production Schedule, you can expand out the cells to add in a breakdown for individual days.
- A better way of doing this would be to use an interactive calendar like **Google Calendar**. It makes it easy to adjust times or reposition existing times to different days.

Production Tools

- This year we're going to try something new. Either Microsoft Teams Planner, or ClickUp (www.clickup.com)

- We'll discuss this in **Week 6**



The productivity app for modern teams.

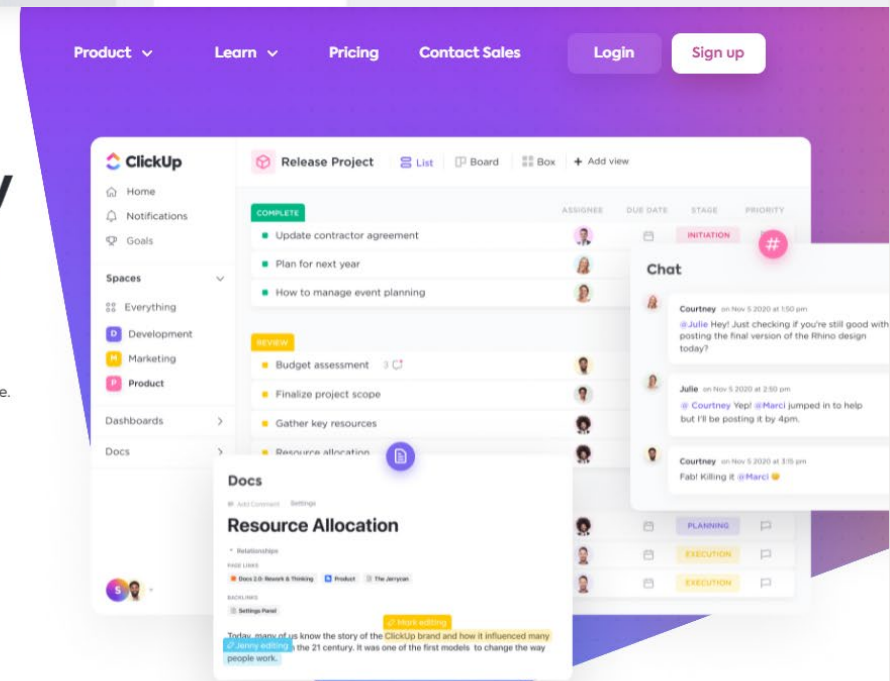
All of your work in one place: Tasks, Docs, Chat, Goals, & more.

Enter your email address

Get Started

FREE FOREVER.
NO CREDIT CARD.

★★★★★ Based on 10,000+ reviews on



Avoid Pitfalls

1. Make sure to **always come to class**, especially the Weeklies.
2. It will be important to **stay engaged** on the chat boards set up in Teams.
3. **Help struggling classmates**. This helps them, but also makes your skills stronger by reinforcing what you've learned.
4. **Don't feel embarrassed** for not having as much accomplished as you hoped. Always show work no matter where you are. Feedback is the best way to get over any hurdle.
5. **Always ask questions** when you get stuck. If it takes longer than 20 minutes to figure something out, reach out to the appropriate instructor (or classmate) for guidance.



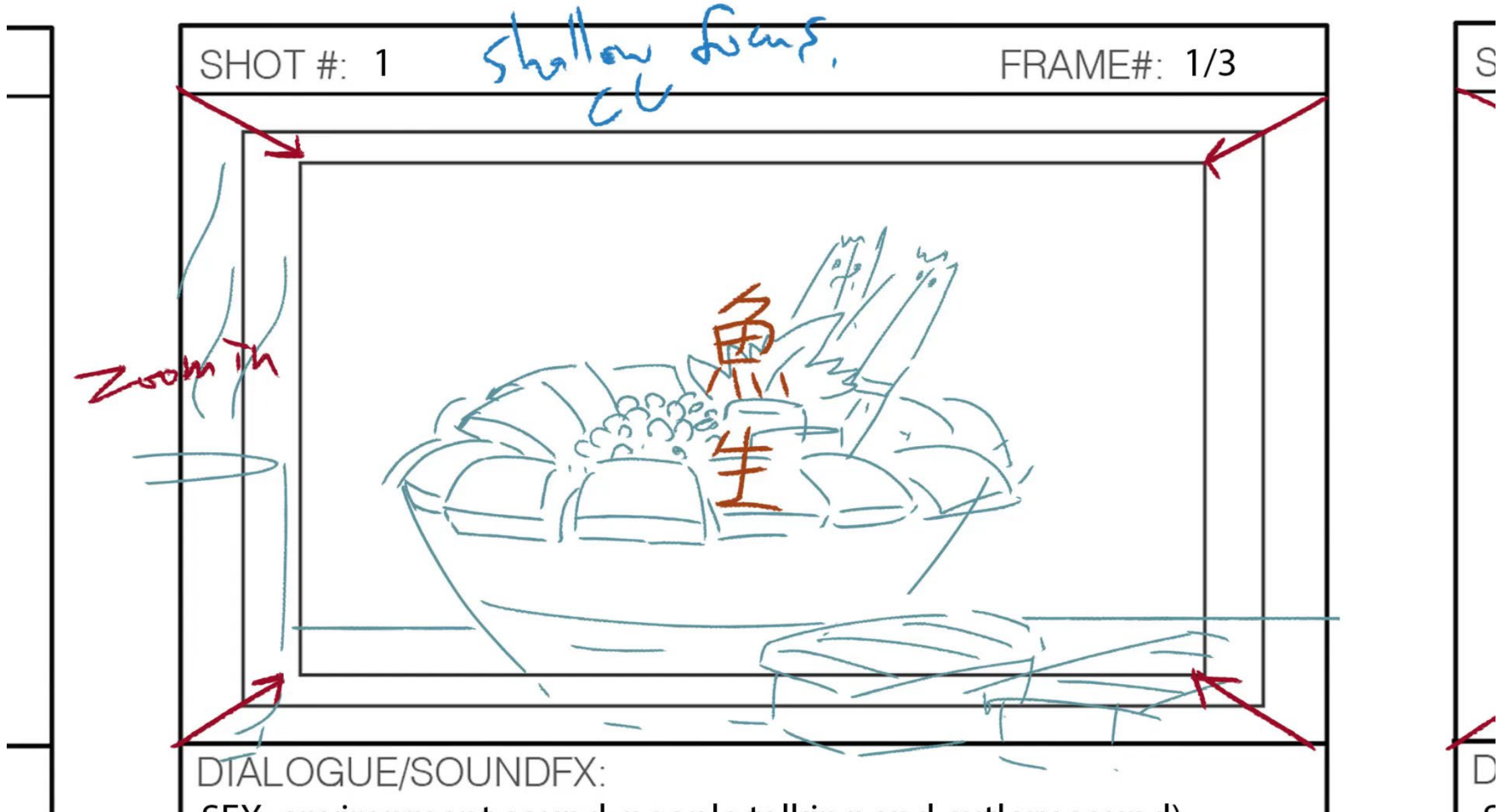
Case Study



The Animatic

- The approach to the animatic will be like the Bumper. There will be several classes to review work in progress before the final is submitted.
- Action should be **clear**, so ensure there are enough frames to **properly describe** any **performance**. Someone should be able to watch the animatic and **understand** what is going on **without any explanation**.
- It will be important that this works within **30 seconds**, so editing and timing will be crucial.
- A rough audio scratch track will also be included as part of this submission.
- **Due - Week 6**





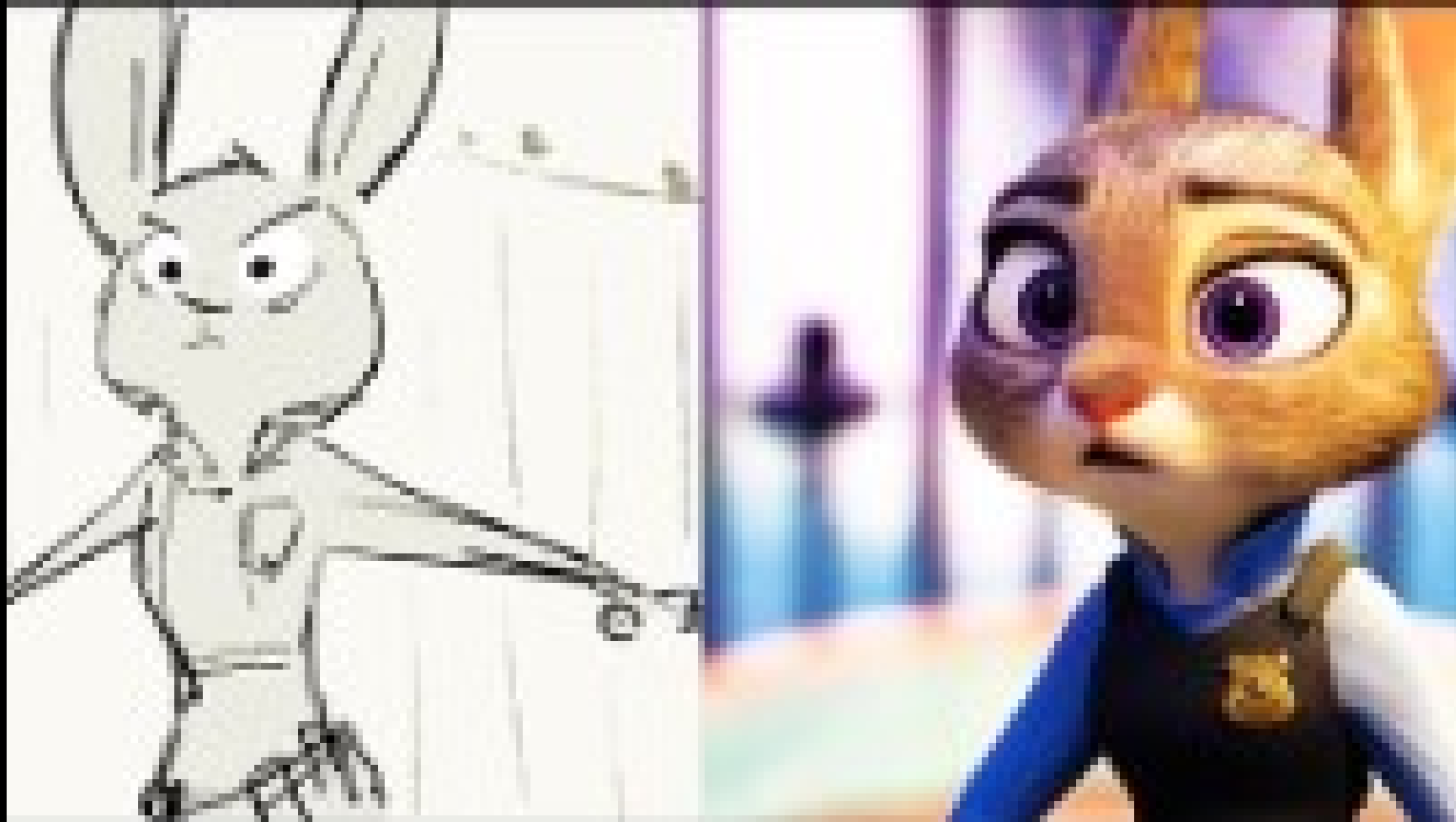
DTALOGUE/SOUNDFX:

Character Path

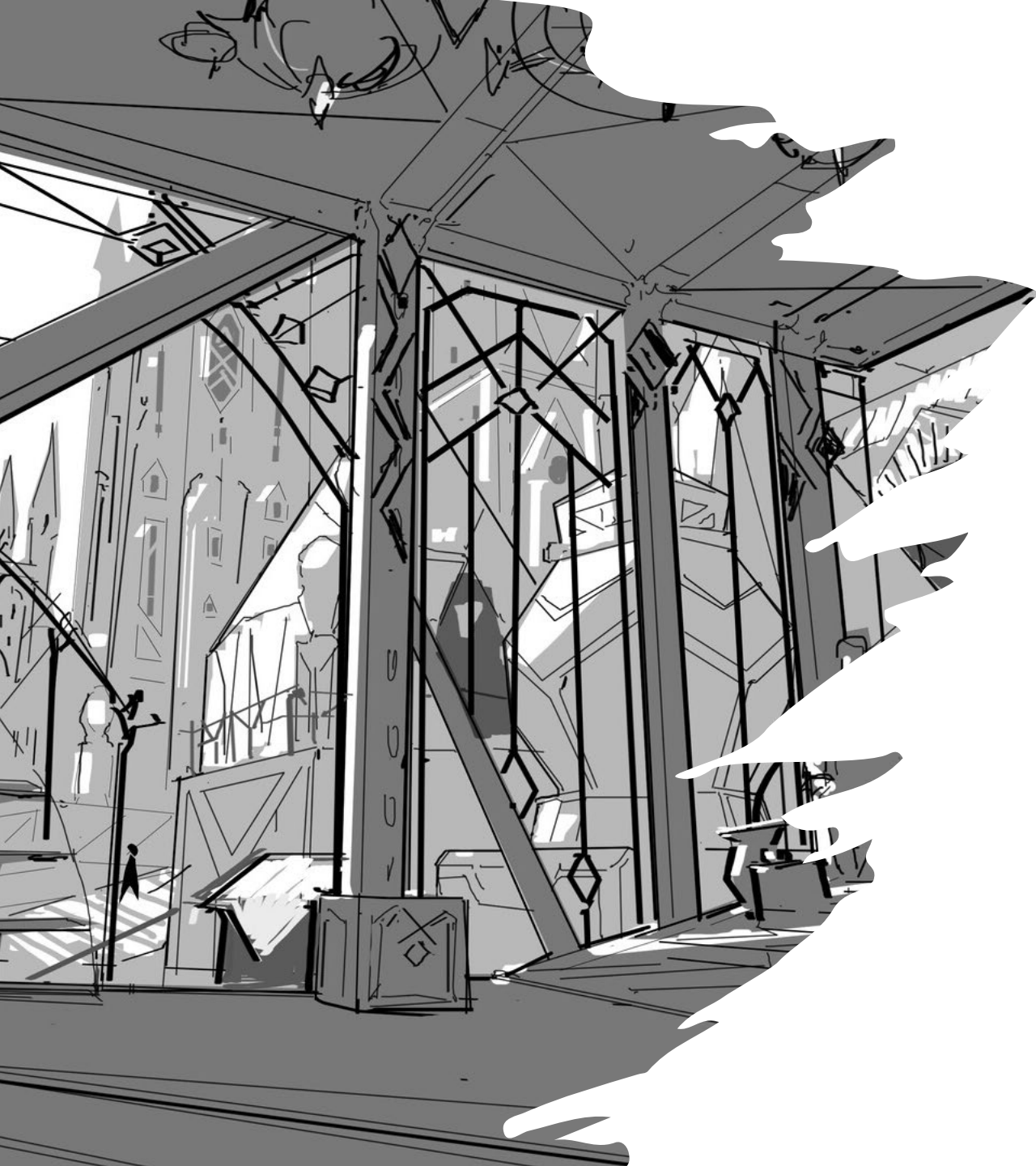
- Must have a suitable number of poses to clearly depict the action.
- Should include reference video in the upper right-hand corner of every shot. This must be well-acted and work with your narrative.









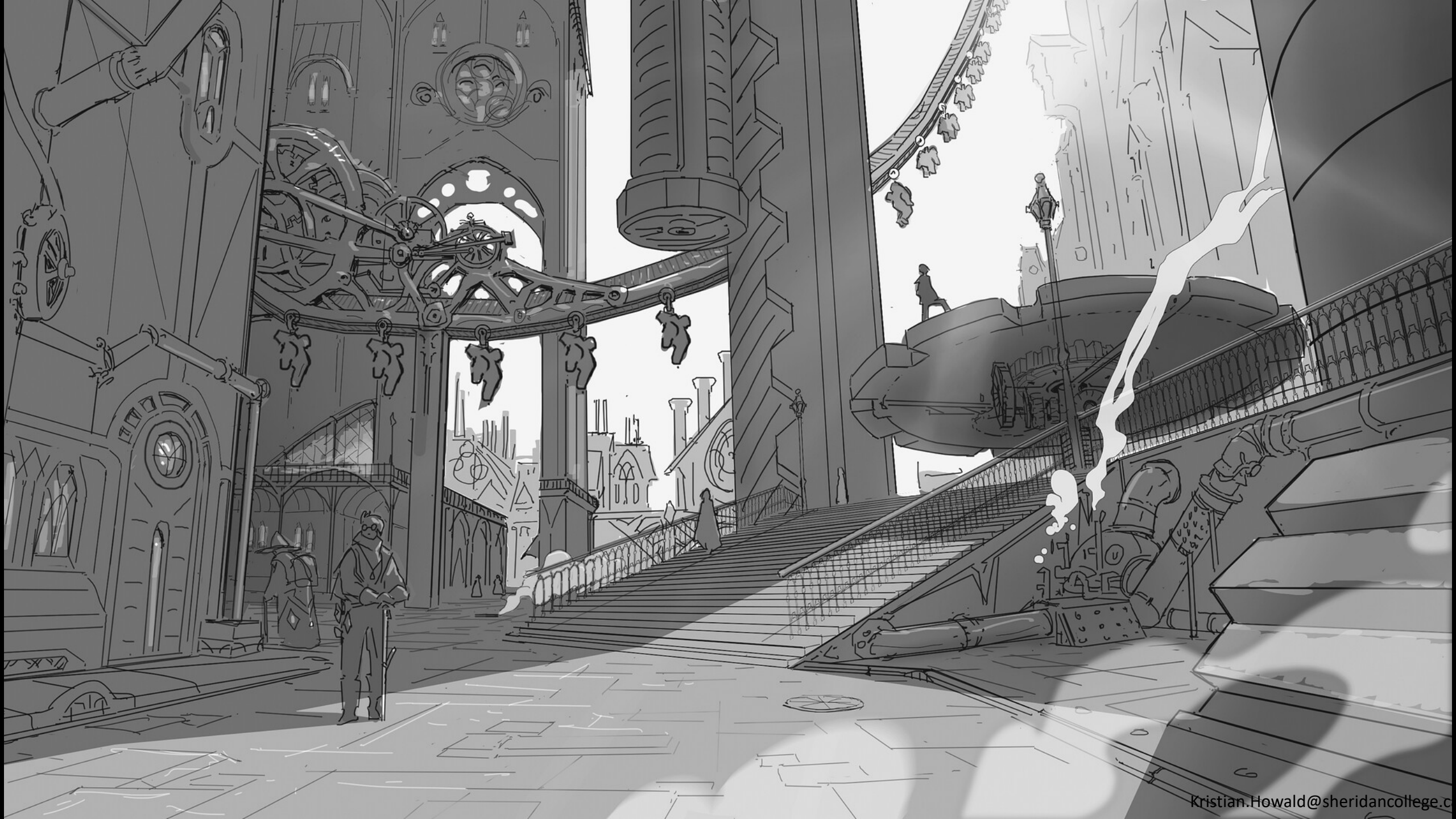


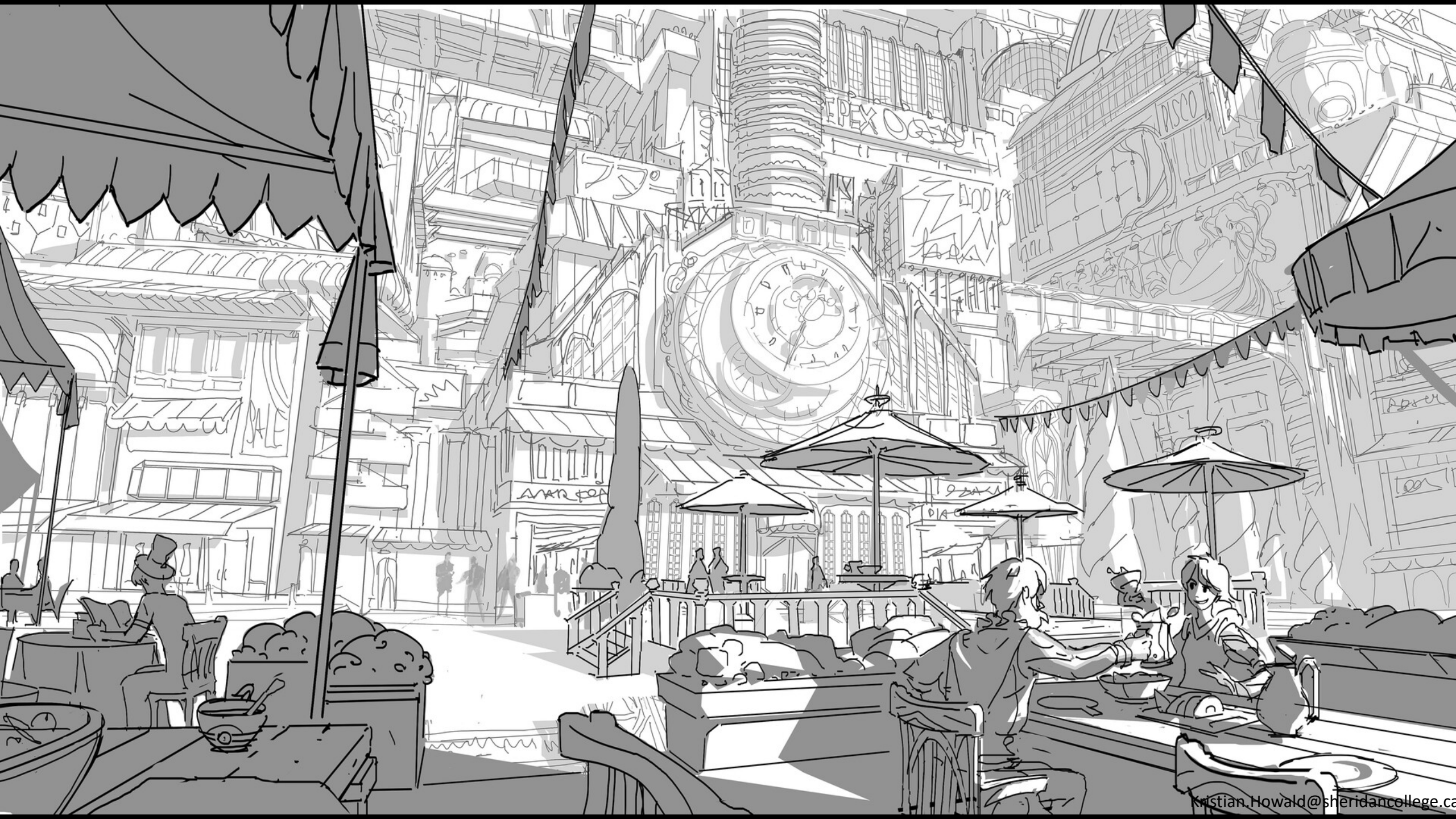
Professional Examples – Modelling/Surfacing/Lighting Path

- One frame of every shot should be in full colour.
- This will include lighting information, texturing details, explore wear and tear.







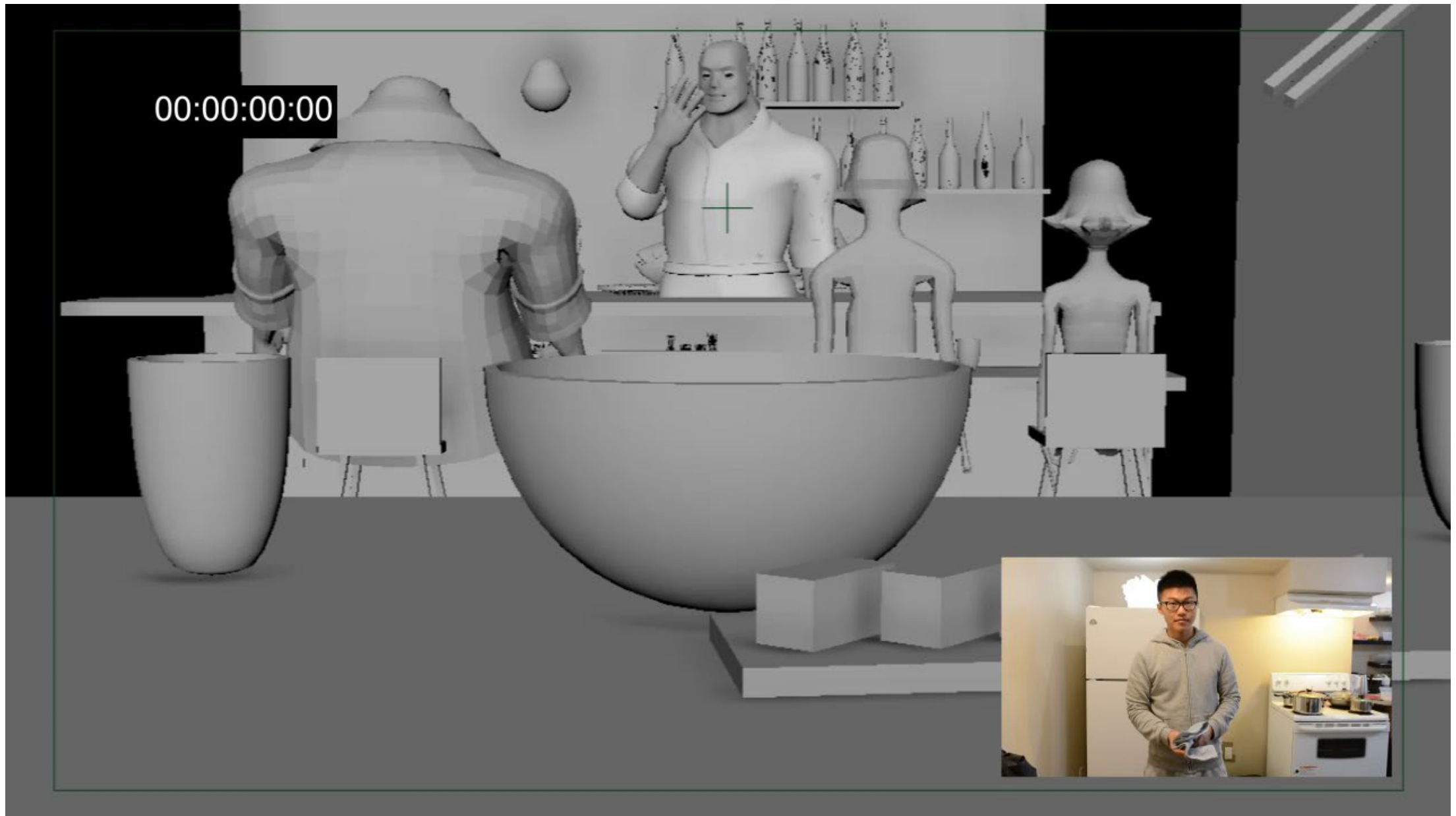




The Layout

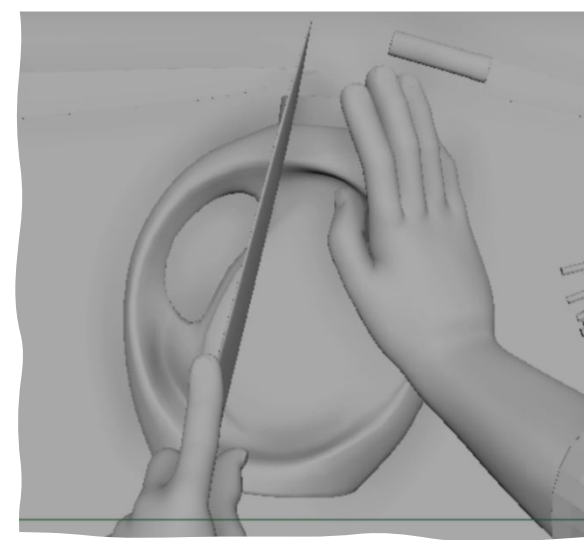
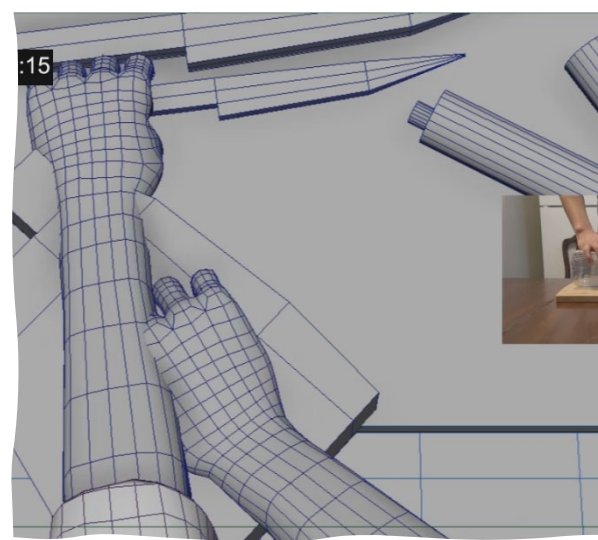
- This takes your film from the 2D layout and translates it into 3D.
- **Cameras, Composition, and Shot Timing** are the most **important** part of this stage.
- Enhance what you've established in the Animatics to make the shots more **dynamic** and **cinematic**.
- Remember what we covered in Design last term regarding Composition, Framing, Camera Angles, Camera Lens and Proximity, and Continuity.
- Sequence should be clear, and easily understood. To help with this and speed up the animation process, **reference video for any performance** must be included. This should be **acted out by you, or someone you know**.
- Rough Sound/Music
- Concept for titles/credits
- **Due – Week 13**





The Weeklies

- Beginning in **Week 2**, you will present your work to be critiqued and receive feedback from your peers. These are **mandatory** and worth 30% of your grade. The focus is on process that mimics the industry, so you must attend these classes as they will be **graded in class on a weekly basis**.
- Starting in Week 9, **other Profs** will join us every week as a guest Mentor to lend fresh eyes and new perspectives.
- Important to show us **the entire film each week**. New material will slowly replace old shots.
- These weekly critiques will assess the:
 - **Work in progress** presented
 - Inclusion of **revisions** as per previous weekly sessions
 - **Openness** to and **engagement** in weekly critiques
 - **Contribution** to peer critiques
- Runs on **Weeks 2,3,4,5,8,9,10,11,12,13** (10 in total)





Bridging Courses



DIRECTED PROJECTS



ANIMATION
METHODOLOGY 2



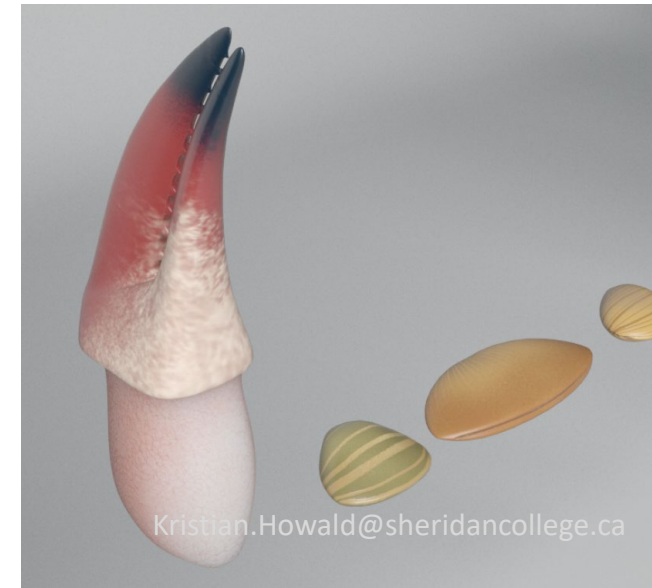
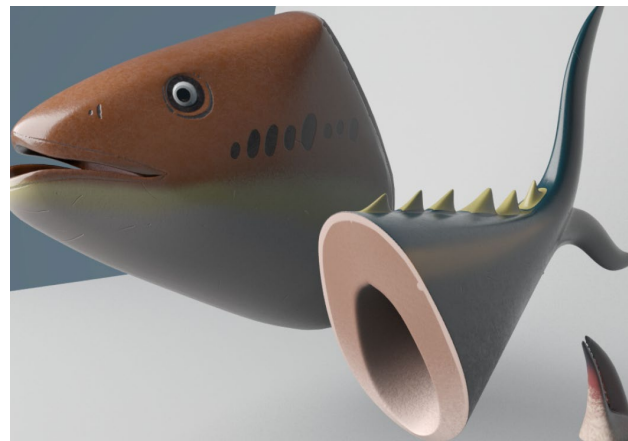
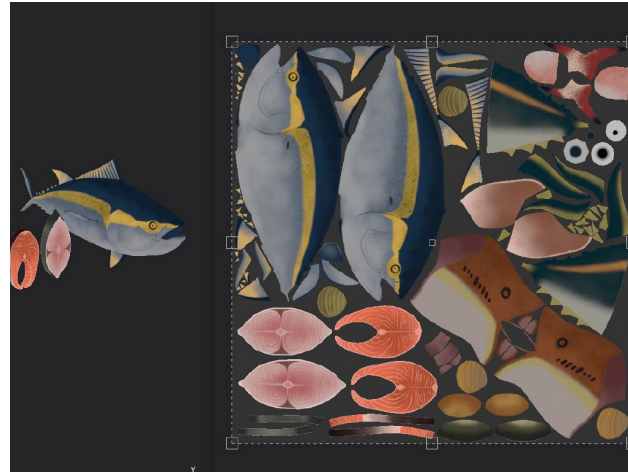
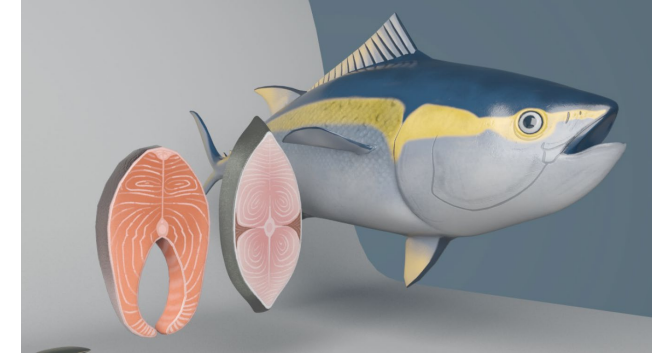
TECHNICAL
DIRECTION 2



LIGHTING AND LOOK
DEVELOPMENT 2

End of the 2nd Term

- This is one of the main deliveries for **Term 2**, because aspects will be evaluated across all courses (Lighting and Look Development, Technical Direction, Animation Methodology 2, Asset 2, and Directed Projects).
- **Asset Design 2** will evaluate the quality of your modelled and textured Characters, Props and Sets.
- **Animation Methodology 2** will evaluate the quality of your Animation Blocking, which should be completed to a professional standard.
- **Lighting and Look Development** will evaluate the quality of your lighting.
- **Technical Direction** will evaluate the quality of your rigging and related technical aspects of your project.
- **Directed Projects** will evaluate what we've discussed.
- **Due - Week 13**









Looking Ahead: The Final Capstone Film

This is culmination of all your hard work, and the final delivery for the year. The grading criteria will be:

- **Story/Sequence:** The story/sequence is clear, and easily understood.
 - **Cinematography:** Quality of the final shot selection and camera movement.
 - **Shot Timing:** Quality of the shot and action timing.
 - **Sound/Music** Appropriateness, effectiveness, and quality of final sound/music.
 - **Feedback:** How the finished project reflects the production and feedback process.
 - **Titles/Credits:** Quality of completed design and timing of the titles and credits.
- **Due – Term 3 (Week 7)**



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SELFISH

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Questions?