

A TRIP WITHIN MY THESIS

BY: JANA BROWNLEE



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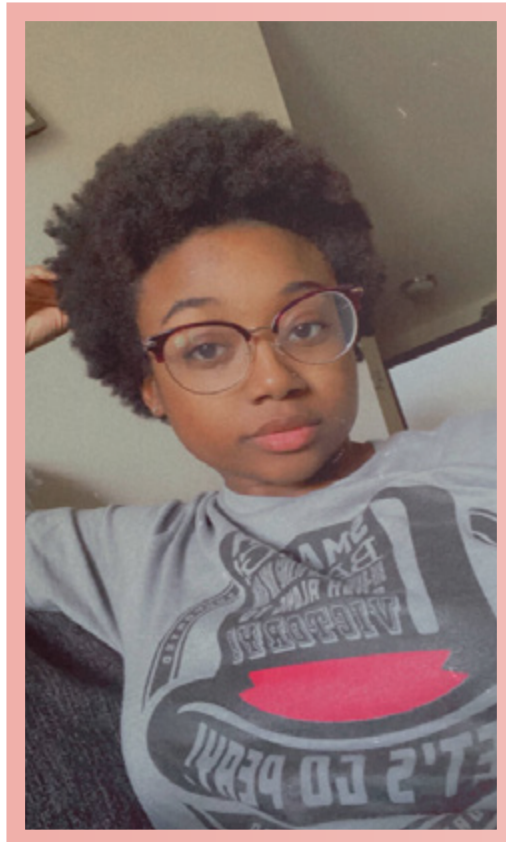
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1. Reflection.....pg.57-59

Artist Bio:

Pronouns: She, Her

Jana Brownlee is primarily a 2D Animator, Character Designer, and Story Board artist that loves to invigorate the audience with an enhancing story with memorable characters that bring people of all backgrounds together. Bringing ideals from her head to the technology around her easily makes her dreams a reality. Obtaining the tools around herself, she believes that she can make anything that comes to her head a reality. Jana is a adept user of Procreate and Photoshop to create concept art and landscapes to bring her characters to life. Using the environmental characteristics around her, Jana can make any character and make them do anything she wants.



Resume

Jana Brownlee Animator & Visual Effects

Jbrownlee@my.apsu.edu (615)389-6960 White House, TN

Education

Bachelor of Fine Arts in
Animation + Visual Effects
Austin Peay State University
Graduation: May 2022

Associates of Science
Austin Peay State University
Graduated: 2020

Skills

Character Concept Art

Story Boarding

2D Rigging

2D Animation

Character Illustration

Environmental Illustration

Digital & Traditional Artist

Experience

October 2021
Collaborative Portrait Practice
Collaborative Group Commercial
Video Game
Collaborative Group Cereal Commercial

April 2022
Senior Thesis Showcase, Clarksville,
TN

Software

Toon Boom Harmony

Adobe After Effects

Adobe Premier Pro

Nuke

Maya

Procreate

<https://www.instagram.com/cococeru/>

THESIS PITCH

I plan to create an animation inhabiting various passes of experimental animation to describe my childhood to where I am now.

Thesis Written Proposal

I plan to record reference(s) of myself and "Roto" animate the reference choices in Toon Boom Harmony in a gradient setting while I place several digital paintings, that I have painted in Procreate, of my childhood as they correspond with the music choice in After Effects.

DEMO REEL



<https://youtu.be/X9omhpw5nn0>

Uimeo Link:

<https://uimeo.com/701844269>



DEMO REEL BREAKDOWN

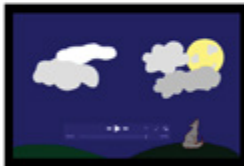
Demo Reel Breakdown

Jana Brownlee



Subject: Pooping Chicken
Responsibilities: All Assets
Software: Toon Boom Harmony

Subject: Old Skool Bounce
Responsibilities: All Assets
Software: Toon Boom Harmony



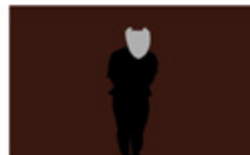
Subject: Howling Wolf
Responsibilities: All Assets
Software: Toon Boom Harmony

Subject: Moving Forward
Responsibilities: All Assets
Software: Toon Boom Harmony



Demo Reel Breakdown

Jana Brownlee



Subject: Experimental Jump.2
Responsibilities: All Assets
Collaborators: None
Software: Toon Boom Harmony

Subject: Experimental Jump 1
Responsibilities: All Assets
Collaborators: None
Software: Toon Boom Harmony



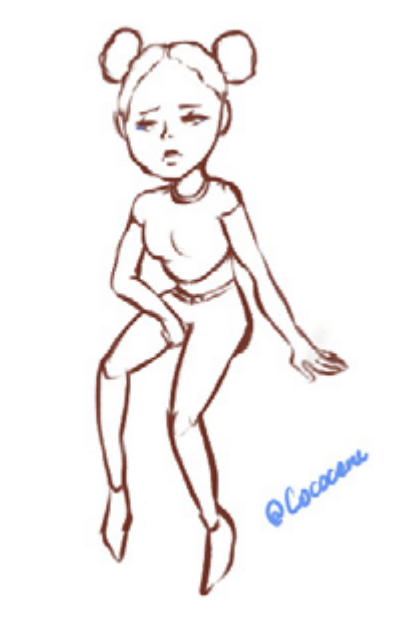
Subject: Breathing Roto
Responsibilities: All Assets
Collaborators: None
Software: Toon Boom Harmony

Subject: Walking to a Sit Roto
Responsibilities: All Assets
Collaborators: None
Software: Toon Boom Harmony



Goals & Outcomes

What skills I hope to learn from my thesis ideas is following my own time restraints while using Gantt Charts and having adept skills in Toon Boom Harmony and Procreate as I continue my passion from years to come for companies. I plan to make my rotoscoping animation more true-tone and have a personal, more unique style that only I can render & animate.



Research & Reference

While looking over research, I found this beautiful gem of an artist that is capable of experimenting and rotoanimating their subject matter so smooth it's as if there were a reference to begin with! The main artist that I researched is Flora Martyr.

<https://www.floramartyr.com>

Listed above is their own website with contact information and videos filled with rotoanimation to fill my hearts content.

<https://vimeo.com/334829506>

Listed above is Flora Martyr's demo reel on their vimeo account.

<https://www.youtube.com/watch?v=7fyTPjs3xgM>

I also found this youtube video listed above, it's one of the "Meet the Artist" segments where we explore more on how Flora Martyr rotoanimates and where they get their inspirations, etc.

<https://www.youtube.com/watch?v=djU1IXbc914>

This video that is embedded above has the music video Take on Me by A-Ha. This video has several aspects of what I would like to do with the environmental scene of my anamatic once the shots of the music video consists of being in the newspaper. This video is such an eye arousing sight.

<https://www.youtube.com/watch?v=uk2DeTet98o>

Walking Life Official Trailer

This movie trailer uses rotoscoping animation and experimental animation to produce thematic scenes that attract the eye. This is another video I would like to incorporate with "Take on Me" music video to see what I come up with.

<https://www.youtube.com/watch?v=hkjDUERgCQw>

A Scanner Darkly Trailer

A incredibly "tight" rotoscope animation that nearly feels human. This movie has well known actors and animates them as if its an actual human in the shot. Practice makes perfect, throughout my process, I'm wondering if I'll ever get this close to animating one on one with the subject.

<https://www.youtube.com/watch?v=JUpp-1FuIF8>

Tom Waits for No One Animated 1979 by John Lamb

A bit suggestive but it handles moving around the environmental prospects well and has the subtle movements of copying reference frame by frame like I do while working on the "roto" passes.

Research&Inspo

<https://www.youtube.com/watch?v=63o3ENsF2kE>

A man with a guitar, having experimental animation vibes with being rotoanimated to an environmental scene.

<https://www.youtube.com/watch?v=IS1hCSsmH1E>

I never knew that rotoanimating was what makes old animations so realistic back in the 1930s to the 1960s. Taking a look at this iconic scene, and now knowing that it was rotoanimated and having some added experimental animation aspects to it makes me feel like animating like that is within my grasp, easily.

Some Animated Movies that Inspire me for RotoAnimating...



Tip: Some of these animated movies has James Baxter as at least one of their animators. Mr. Baxter is one my favorite animators of all time. :)



Research&Inspo

More Animated Movies that Inspire me for just in general!



In my eyes, all of these films were animated so much smoother than today's cartoons, as if they were rotoscoped. Rather than being a model and being rigged into position, why not place some soul within every frame the character can be in...

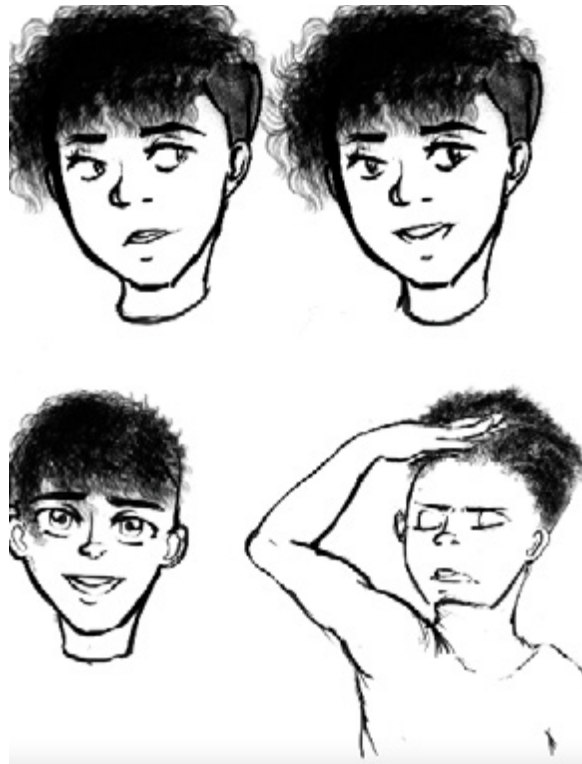
Story Developement

My ideas have shifted all throughout Thesis 01 for my projects and how I should show my experience and talent so far. My heart is with 2D animation so I'm sticking with Toom Boom Harmony and 2D Animating my heart out for Thesis 02. For this idea, Rotoscope Animation will show my passion for my work.

My ideas first arrived at using Maya for a dancing scene for 2 straight minutes...

My second idea was to make appropriate amounts of animations conveying emotion and weight along with a finale of using two rigging characters animated in Toon Boom to make a mini story.

The FINAL proposal is to make a animation with experimental passes of animation to show scenes of my childhood so I may invorgate the audience.



**Sketches of
Rigging Model #2
from Idea #2**

Inspirations

RotoAnimating Physical Attribute Inspirations



**Full Body Character Poses
from Persona 5**

Inspirations

RotoAnimating Physical Attribute Inspirations



**Facial Character
Poses from P5**

Inspirations

RotoAnimating Physical Attribute Inspirations



Artist: Picolo_

Qualities:

Posing
Enticing Colors
Iconic Chara(s)
Shoe Detailing
Environment Study

Inspirations

RotoAnimating Physical Attribute Inspirations



Artist: Cyarin

Qualities:

Rendering
Skin tone studies
Gesture studies
Human body
studies
Clothing studies



Inspirations

Blocking Pass Inspirations



Kylee Henke is another concept artist that also does animations that I look to highly for blocking passes and transitions with animating.

<https://www.youtube.com/watch?v=Uic-fY9g670U&t=65s>

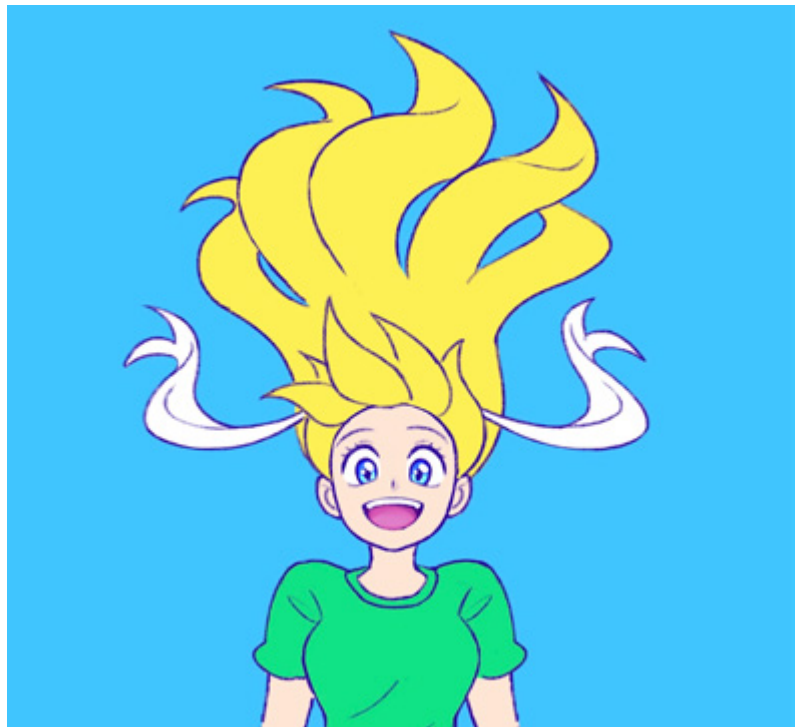
The video embedded above shows her blocking pass with Sonic the Hedgehog & herself.

<https://kyleehenke.tumblr.com/tagged/animation>

This animatic that she made for her 8th anniversary also really intrigued me and is incorporated on how I make my animatics.

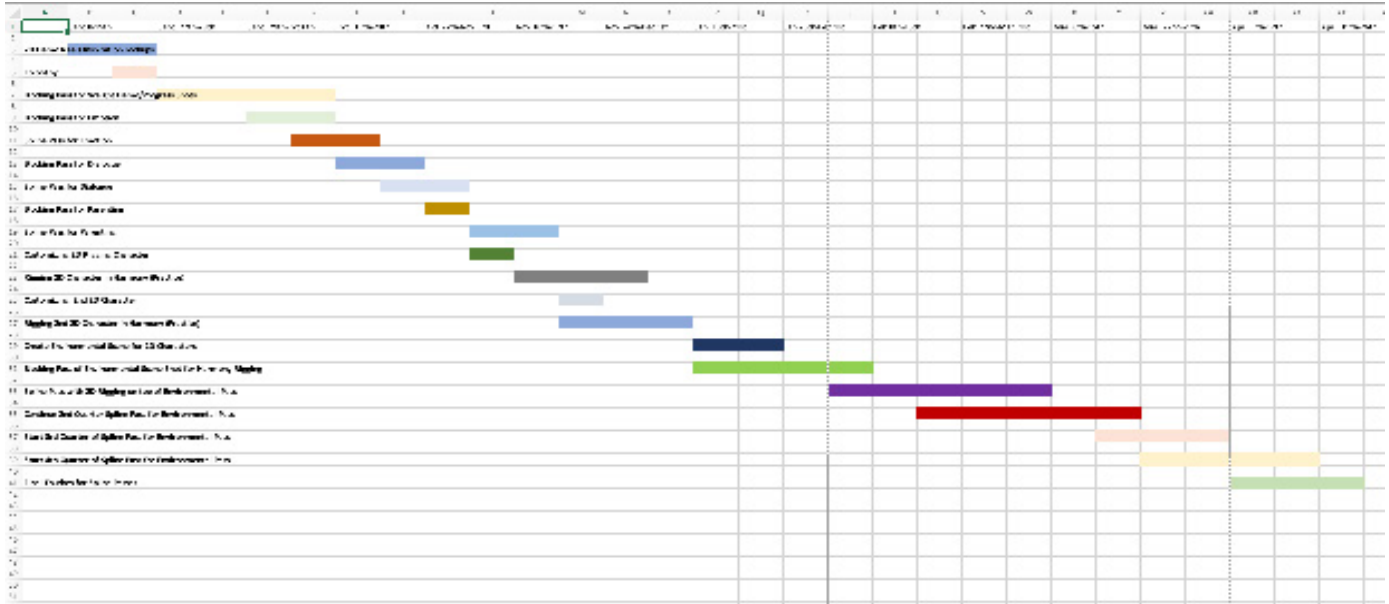
<https://kyleehenke.tumblr.com/tagged/animation/page/2>

Tumblr won't let me link the video directly but every animation that she has uploaded, I take direct inspiration from. Including that her blocking passes are very short, so the audience can understand what is going on.



1st Idea Schedule

Maya Idea #1 Schedule



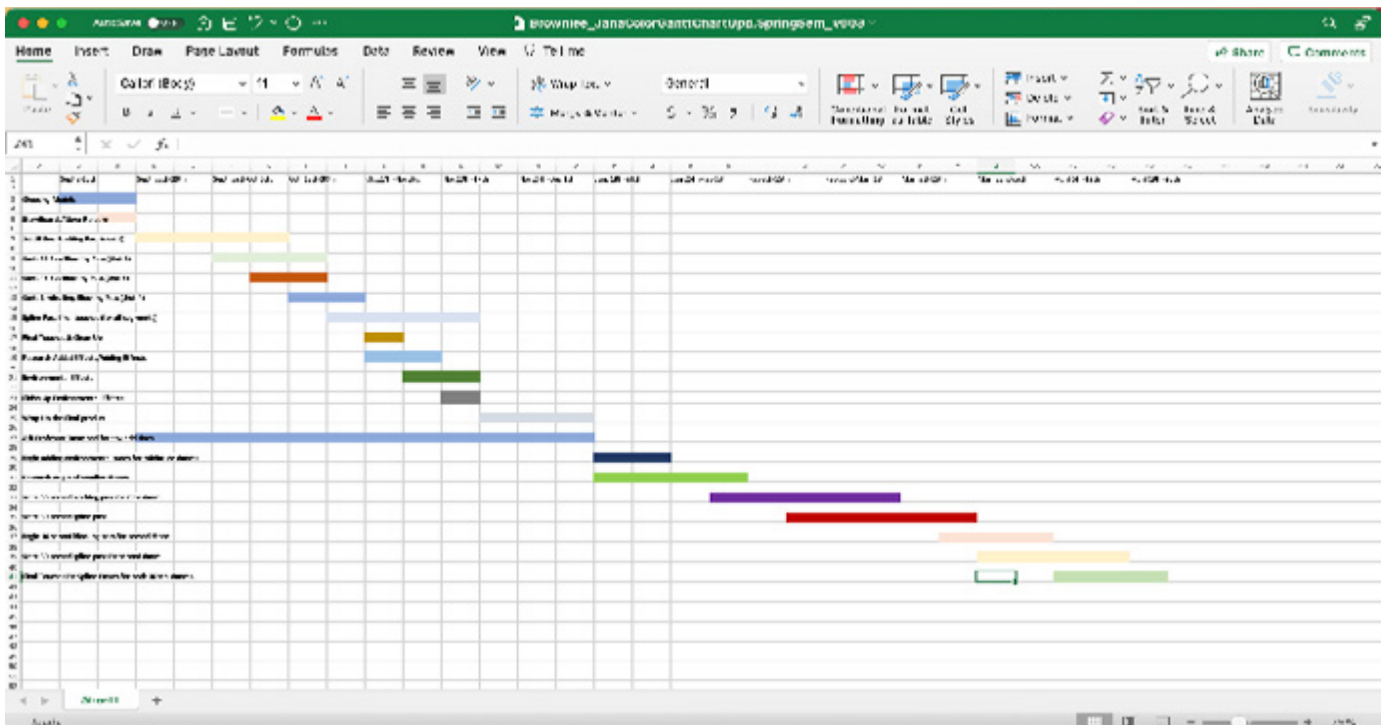
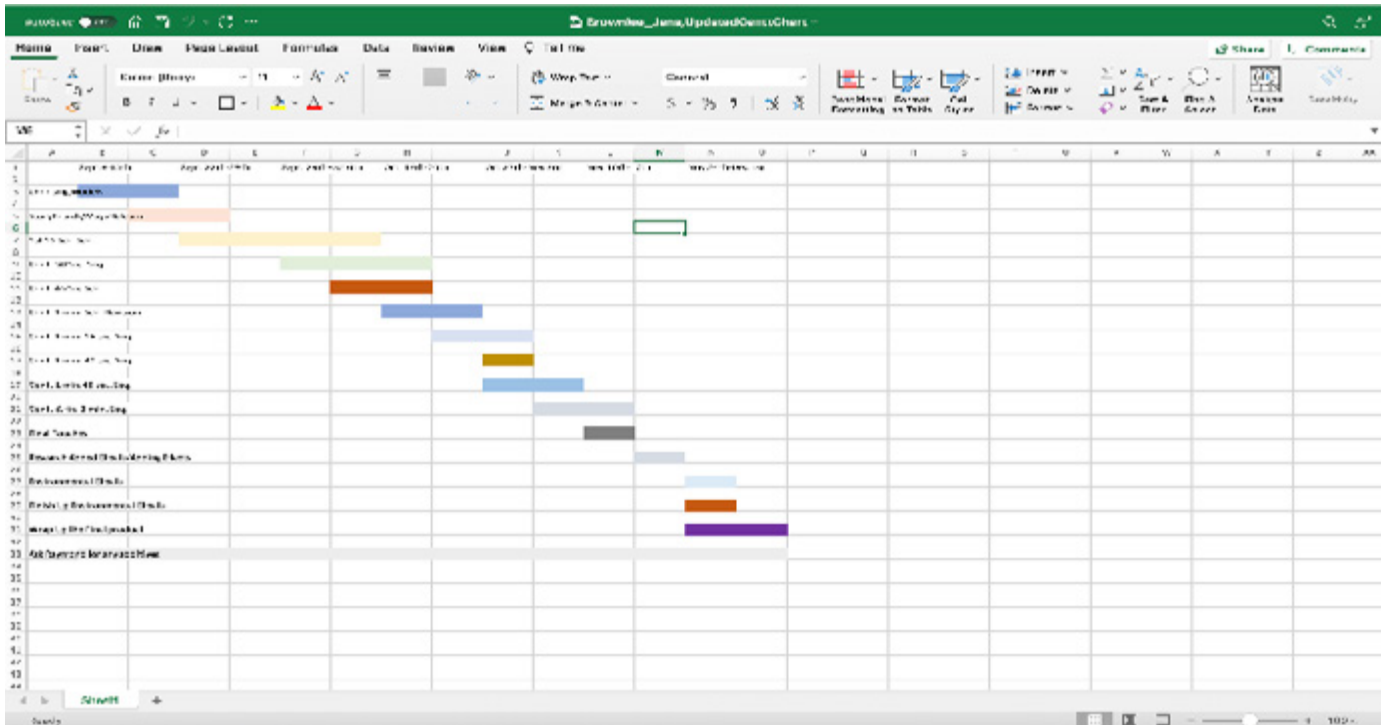
1st & 2nd Idea Task Lists

September	2021	Due Dates
15-Sep	Refine Final Audio	
17-Sep	Finalize Dancing Reference	
18-Sep	Use Camera and film gestures and stances for the entire 1 min segment	
21-Sep	Begin Shot 01 Blocking Pass	
24-Sep	Begin Shot 02 Storyboards & Random dances to film	
30-Sep	Begin Shot 02 Blocking Pass	
October	2021	Due Dates
8-Oct		
15-Oct		
22-Oct	Add hair to fluid pass for second creation	
29-Oct	Make reference with fence for dialogue pass	
31-Oct	Blocking pass with eyes and hair flow	
November	2021	Due Dates
11/1-11/5	Using reference, begin fluid pass for dialogue	
12-Nov	Parenting blocking pass commencing	
18-Nov	Eyes and clothing flow as you learn to parent in premium	
26-Nov	Fluid Pass for Parenting Commencing	
December	2021	Due Dates
1-Dec	Clearup and Addons to passes	
January	2022	Due Dates

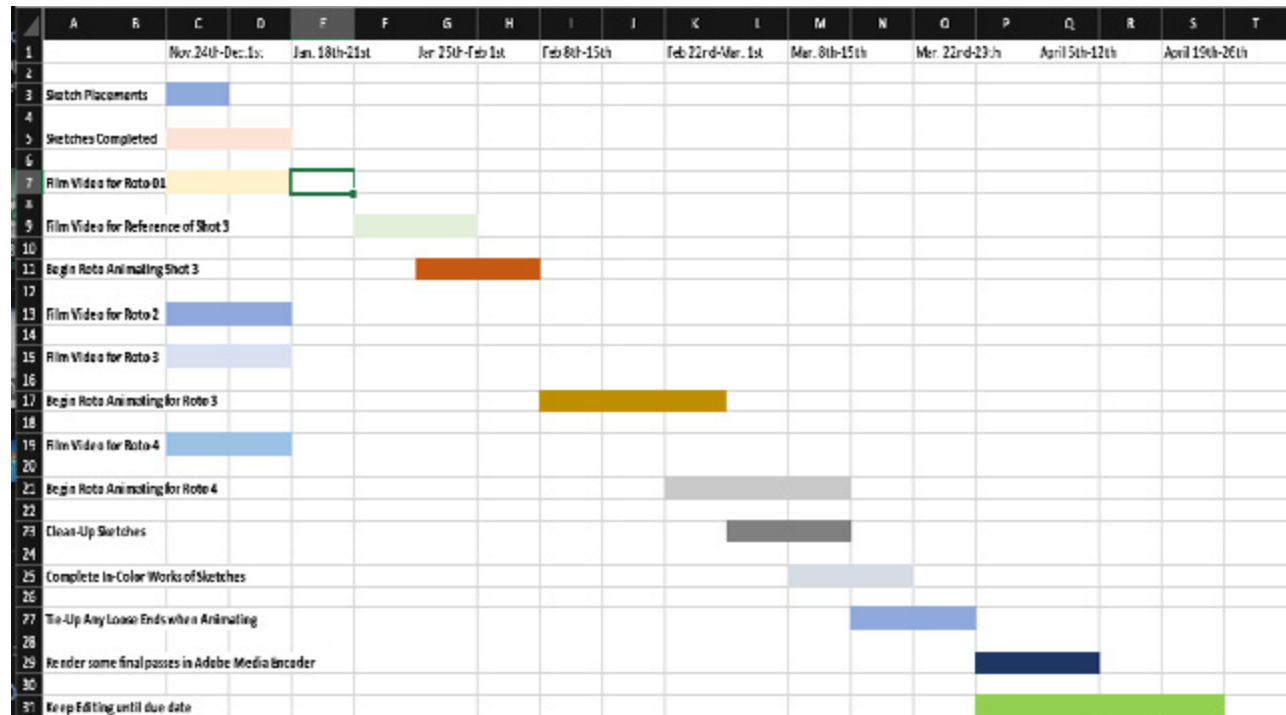
November	2021	Due Dates
11/1-11/5	Using reference, begin fluid pass for dialogue	
12-Nov	Parenting blocking pass commencing	
18-Nov	Eyes and clothing flow as you learn to parent in premium	
26-Nov	Fluid Pass for Parenting Commencing	
December	2021	Due Dates
1-Dec	Clearup and Addons to passes	
January	2022	Due Dates
1/18-1/25	Research and create final poses	
1/25-2/1	Begin to render environment with multiple layers on premiere	
February	2022	Due Dates
2/8-2/15	Finalize blocking pass on premiere on first character	
2/22-3/1	Place the character into the environment with making the second skeleton for the second character in your schedule	
March	2022	Due Dates
3/8-3/15	Render blocking passes of the rigging in the 3D environment on premiere	
3/22-3/29	Begin cleanup and final passes for characters	
April	2022	Due Dates
4/6-4/13	possibly make another scene with the same characters	
4/19-4/26	Render all final frames of what you have	

2nd Idea Schedule

When my ideas where still stuck on Maya, here was my schedule:



Fall Schedule Gantt Chart



Granted, I did complete more items that I intended due to the Thesis Re-Review. As soon as the spring semester does come around, I'll be back on track. To rephrase: I completed RotoAnimation Pass 03 and began blocking Roto-Animation Pass 04 so it may be presentable to the Austin Peay State University staff on Exam Day.

Fall 2021 Task List

Jana Brownlee Task List

- ~Finish up sketches to present to class 11/22.
- ~Place all sketches into After Effects.
- ~Place sound in correspondence to the blocking pass in Toon Boom Harmony.
- ~Use Reference to Revise Animation Shot 1 in Toon Boom Harmony.
- ~Use Reference to Revise Animation Shot 2 in Toon Boom Harmony.
- ~Use Reference to Revise Animation Shot 3 in Toon Boom Harmony.
- ~Use Video to begin Roto Animating for Blocking Pass 3.
- ~Use Video to begin Roto Animating for Blocking Pass 4.
- ~Go over the sketches and color them out to make “mini pieces” for montage.
- ~Color over the animation to make them as smooth as possible during transitions.
- ~Keeping rendering passes so that if someone were to stop on a single frame, the artist can explain what and why it is there.

Final Spring 2022 Task List

Jana Brownlee **Spring 2022 Task Deadlines**

Show continuous updates on premier pro and after effects after adding animations.

-Sunday Deadlines-

Jan. 30th 11:59p	: Finish final digital paintings for slideshow; completely shaded using value and depth as key.
Feb 6th 11:59p	: Complete “Entrance Scene” roto animation pass.
Feb 13th 11:59p	: Complete “Hair Transition” Roto animation pass.
Feb 20th 11:59p	: Complete “Book Flip” Roto animation pass.
Feb 27th 11:59p	: Complete “Eyes slowly closing” Roto animation pass.
Mar 6th 11:59p	: Redo “1st Breathing” Roto animation pass.
Mar 13th 11:59p	: Complete “Walking w Book” Roto animation pass.
Mar 20th 11:59p	: Conjure a backroom for the rooms to place animations on.
Mar 27th 11:59p	: CLEAN UP ANIMATIONS, MAKE IT NEAT.
Apr 3rd 11:59p	: Follow up on feedback.
Apr 10th 11:59p	: Add changes from critiques and notes gathered from Mr. Pat Vincent and Mr. Scott Raymond.
Apr 17th 11:59p	:: Add changes from critiques and notes gathered from Mr. Pat Vincent and Mr. Scott Raymond.
Apr 24th 11:59p	:: Add changes from critiques and notes gathered from Mr. Pat Vincent and Mr. Scott Raymond.

Sketches of Idea #1



My beginning idea was to get a rigged 3D model from Turbosquid and animate it doing demo passes but as I placed more research into it, it turns out it's not for me.

Trying to use a model that is already copyrighted by Disney was also a bad idea waiting to happen. This was another dead-end I ran into in Thesis 01.



Rigging Progress for Idea #2



**Rigging Sketches
of a model I was
going to rig for my
second idea.**

2D Background



<https://youtu.be/rrealjqr7NPk>

These two assignments are my two favorite from Animation 1 in Spring 2019. These exhibit the use of a 3D camera and fluid movement without the use of reference. Please click the link to enjoy them with ease.



<https://youtu.be/09WLnDdURhE>

2D Background



<https://youtu.be/MU2Cs9-7zTw>

These two assignments are ones that grab aspects and themes from older and newer generations. Using camera movement from the clouds and transitions, I can call "Moving Forward" my own. "Old Skool Bounce" is the best animation that gives off the black and white vibe of the 50s through the 60s cartoons. Please click the link to enjoy them with ease.



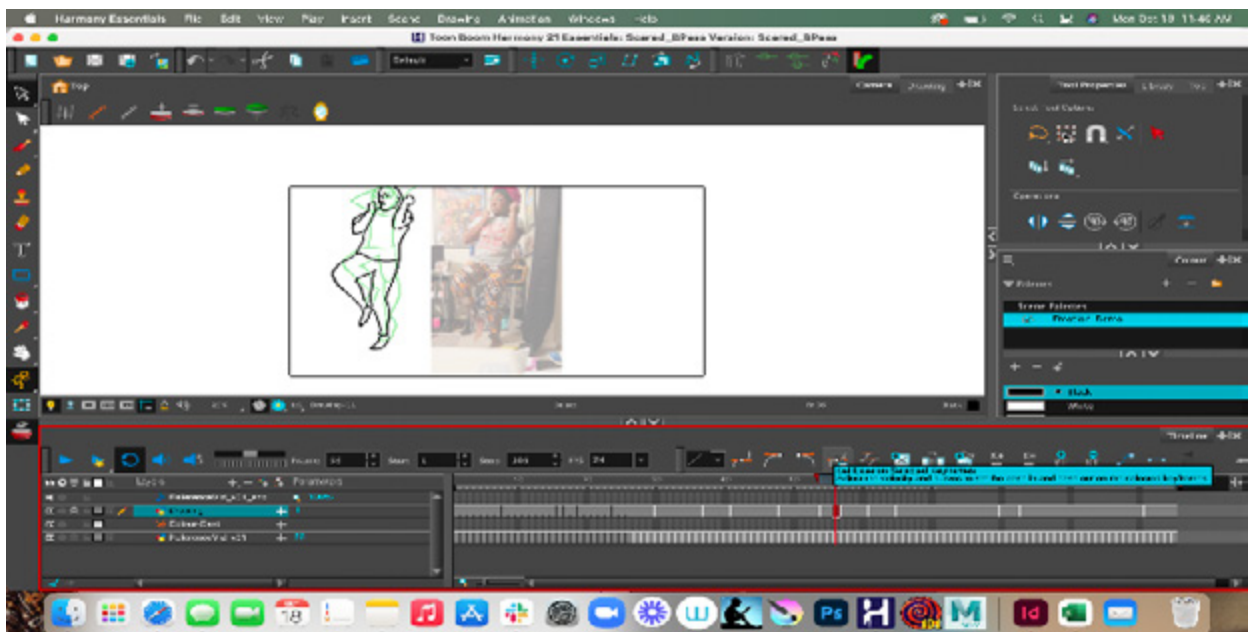
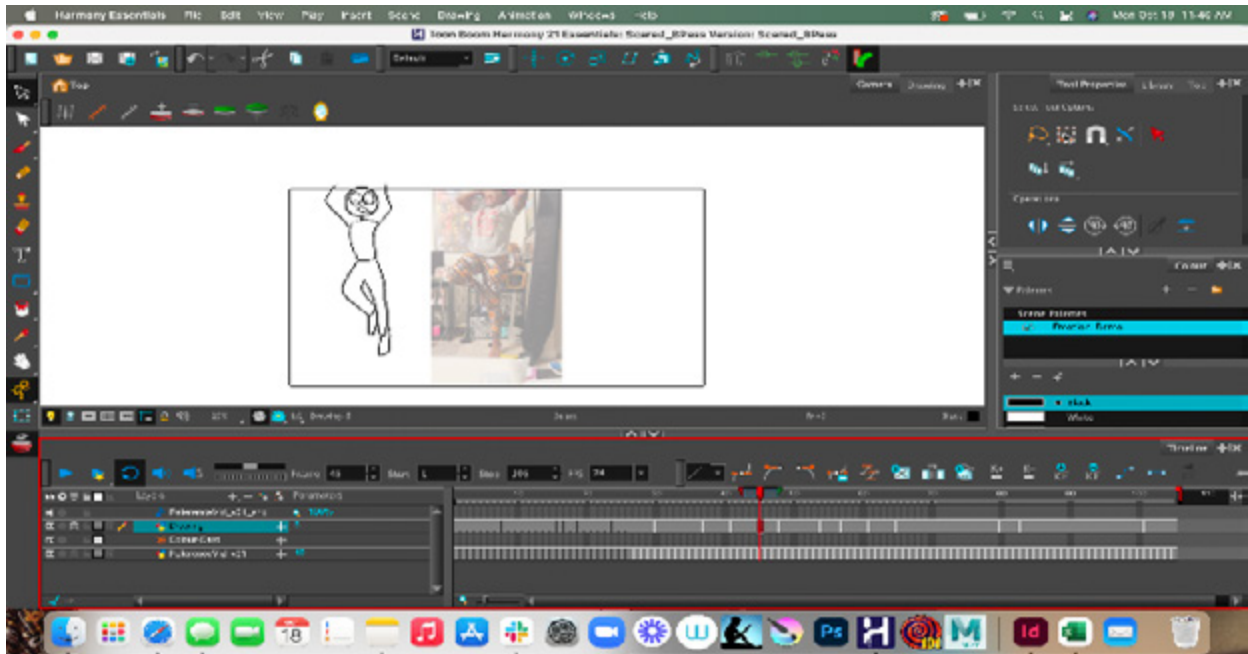
<https://youtu.be/shHUetkd9uo>

Reference Photos for Idea #2

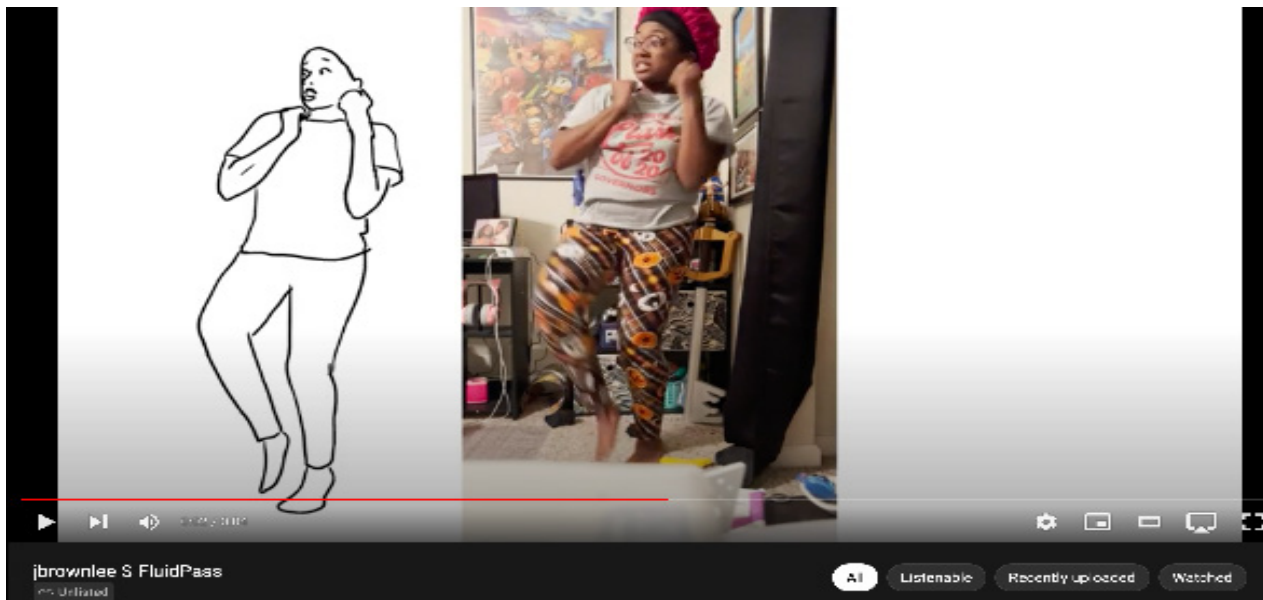


These are screenshots of the reference videos I have gathered for my demo reels.

Progress Screenshots of Demo Reel Emotion (Scared)



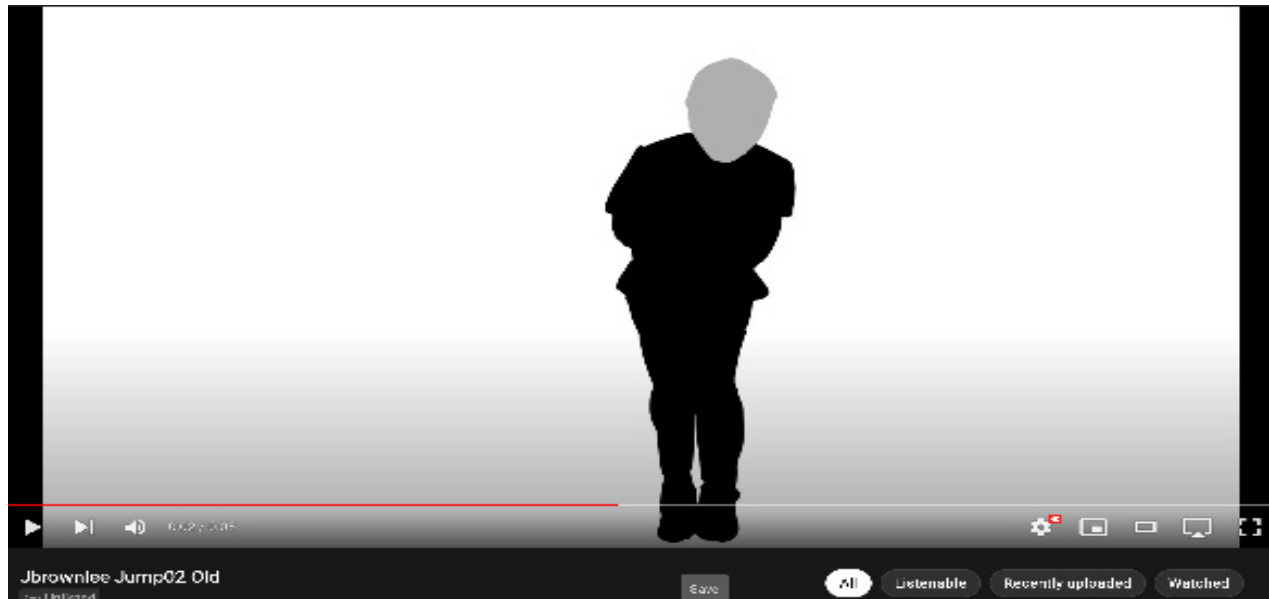
Cont. Progress on Passes



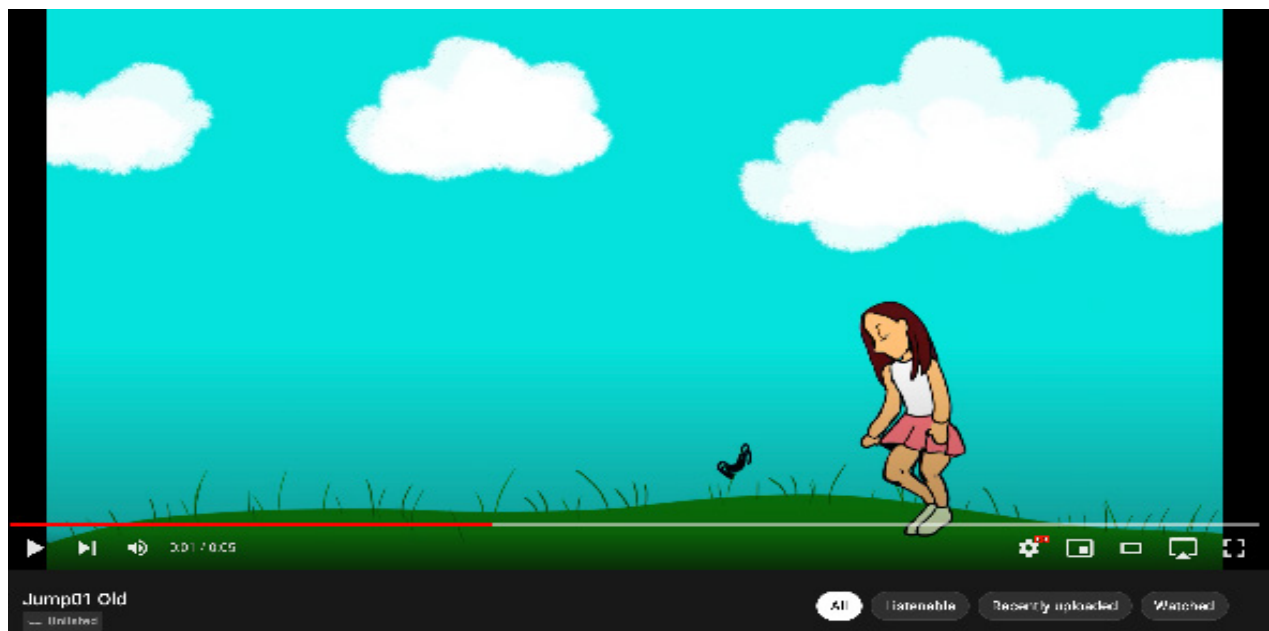
<https://youtu.be/\8SfkUMmrutU>

This incorportated jump came from me rotoscoping my pose one for one while instilling some aspects that lets this animation stand as my own. This is one of the demo passes that I finally was close to completing while starting on the other three. Scott's new task to me was to USE my jump to create two new animated jumps using two different experiemental artstyles. I was stumped for nearly two days and clueless to what to make even while looking over the research. The two videos on the next are what came of the assignment. The next videos after the upcoming ones are the videos I've made from the feedback I received in Thesis 01.

Old Progress on Jump Passes

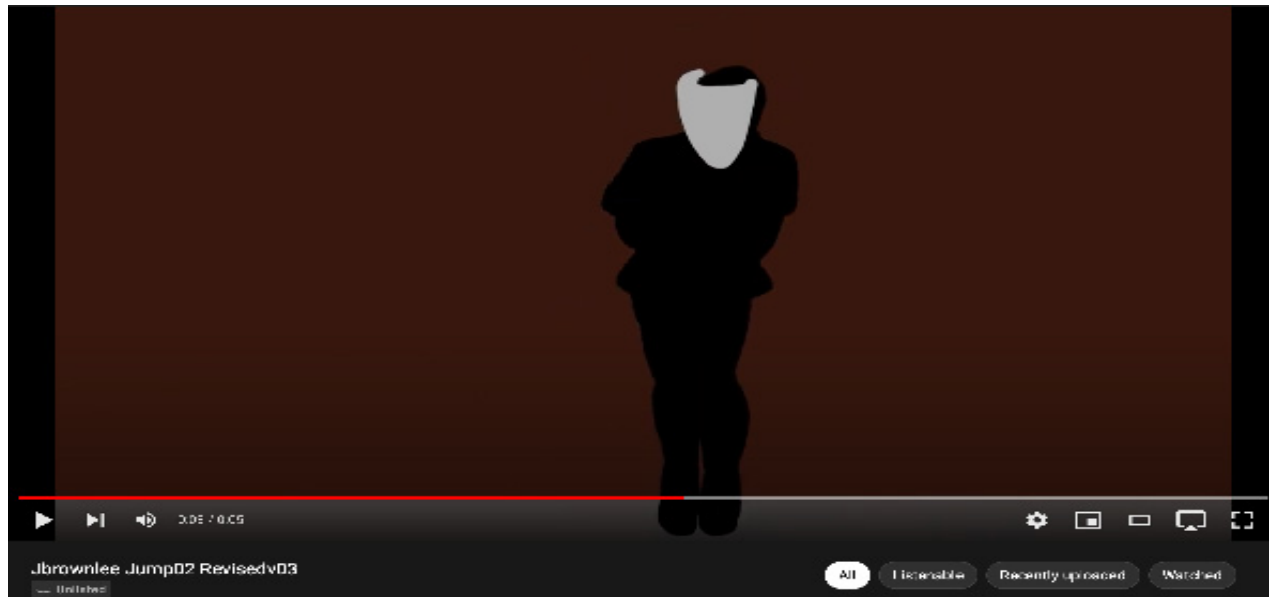


<https://www.youtube.com/watch?v=BwkrE9STn60>

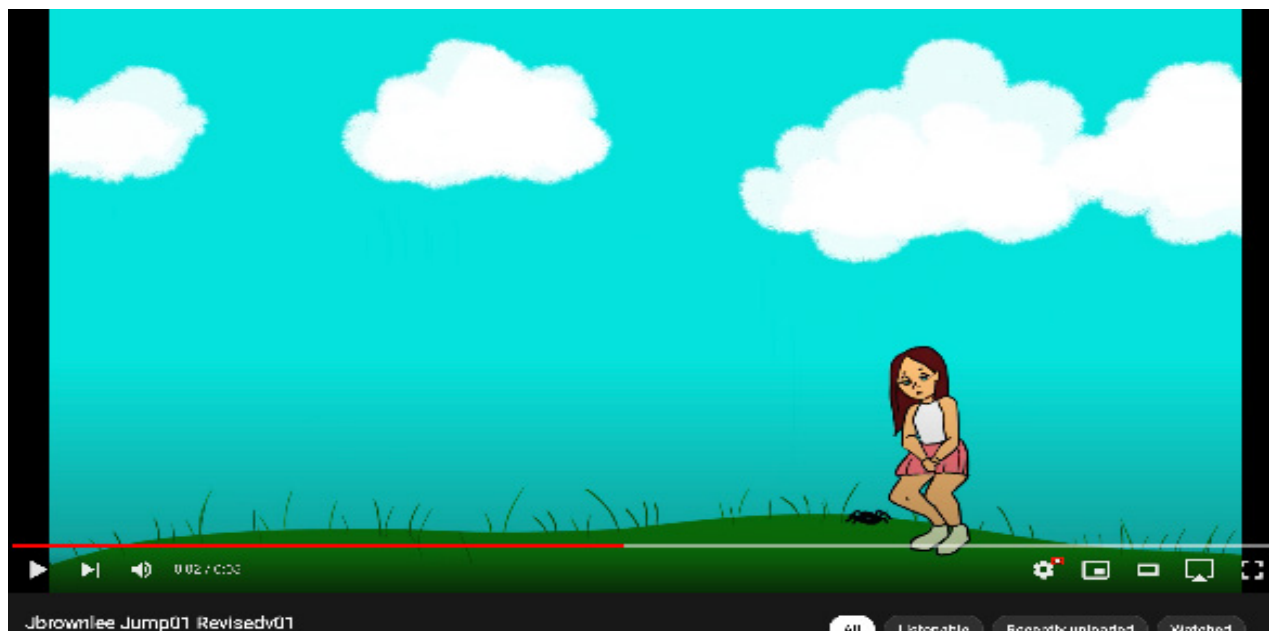


<https://youtu.be/ptBbiuw6MUE>

New Progress on Jump Passes



<https://www.youtube.com/watch?v=fyqaHS6psJw>



<https://youtu.be/phKtlqT9mOA>

Progress on Final Proposal

I've decided to name the Rotoanimation/Digital Painting Combination, "Memento," due to this animation being a Memento of my past and how I want to become a better human being to others due to the treatment I recieved when I was a child.

When I present this thesis, I want everyone to understand that coming to terms with their own "Memento" will help them grow as people and to never be ashamed of their own "Memento."

This is the logo I mocked up for the presentation of "Memento" made in Procreate.



Progress on Final Proposal



I have made & worked on this animatic so I may polish it into a full-length animation of my third & current idea in Thesis 02. Here is a first submitted pass of the animatic:

https://youtu.be/_3awy2lx5MA



Here's a snipbit of the RotoAnimation Pass 3 that I plan to place on the final presentation.

https://youtu.be/NxGeWH_IIqU

Progress on Final Proposal

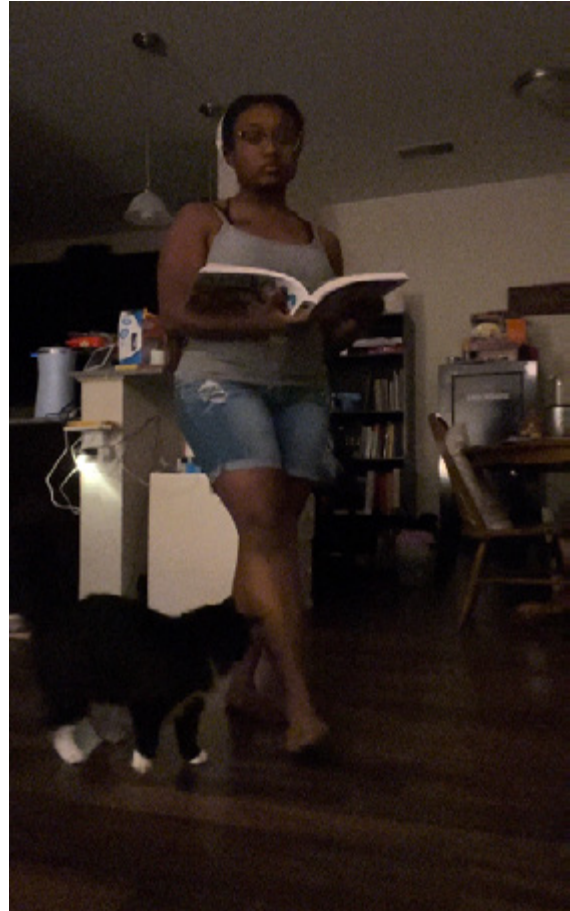
Reference Used



These two reference shots are going to be used for RotoAnimation Passes 2 & 3 with the character looking out the window within the first few shots of the animatic.

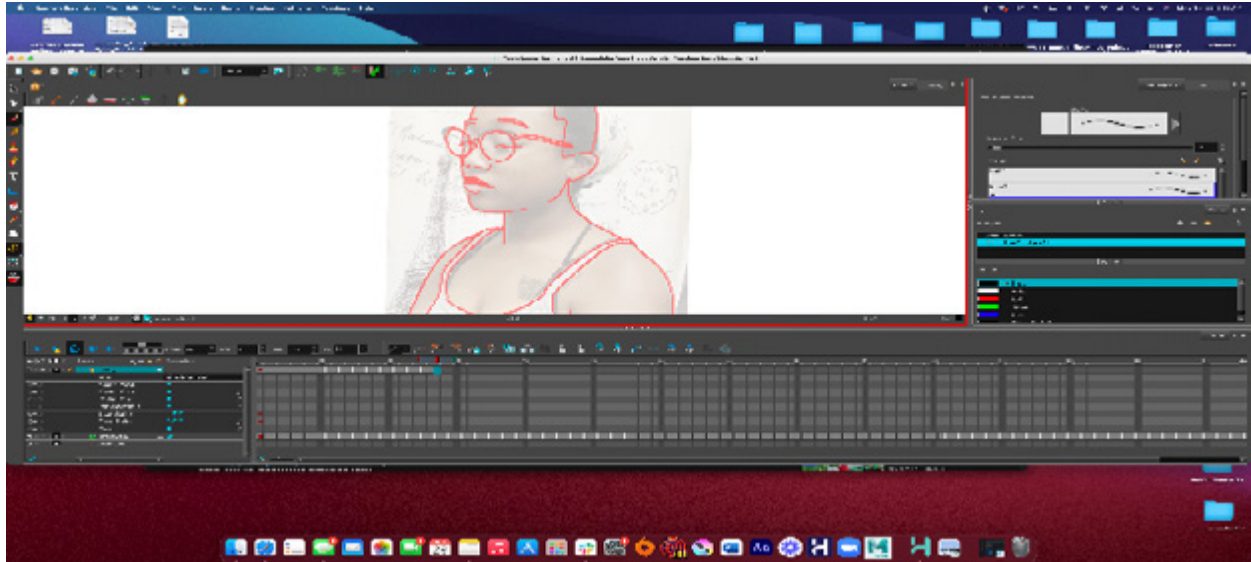
Progress on Final Proposal

Reference Used

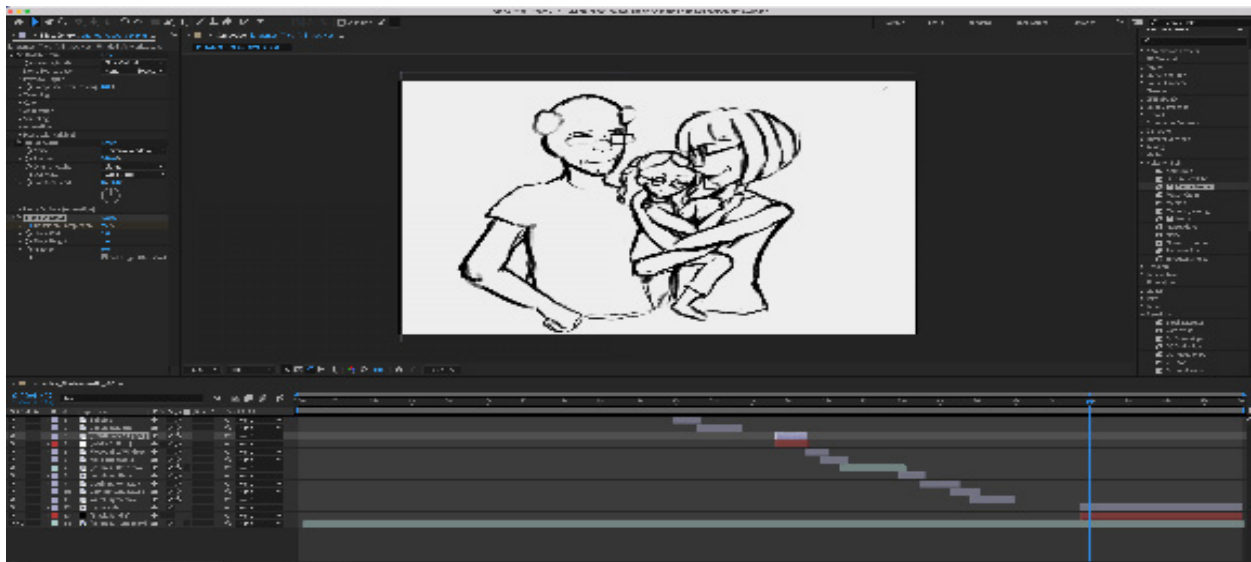


I want to use these shots to rotoscope a transition with a book in hand to make it more interesting and fall on the aspects of experimental animation.

S.S.(s) on Idea #3



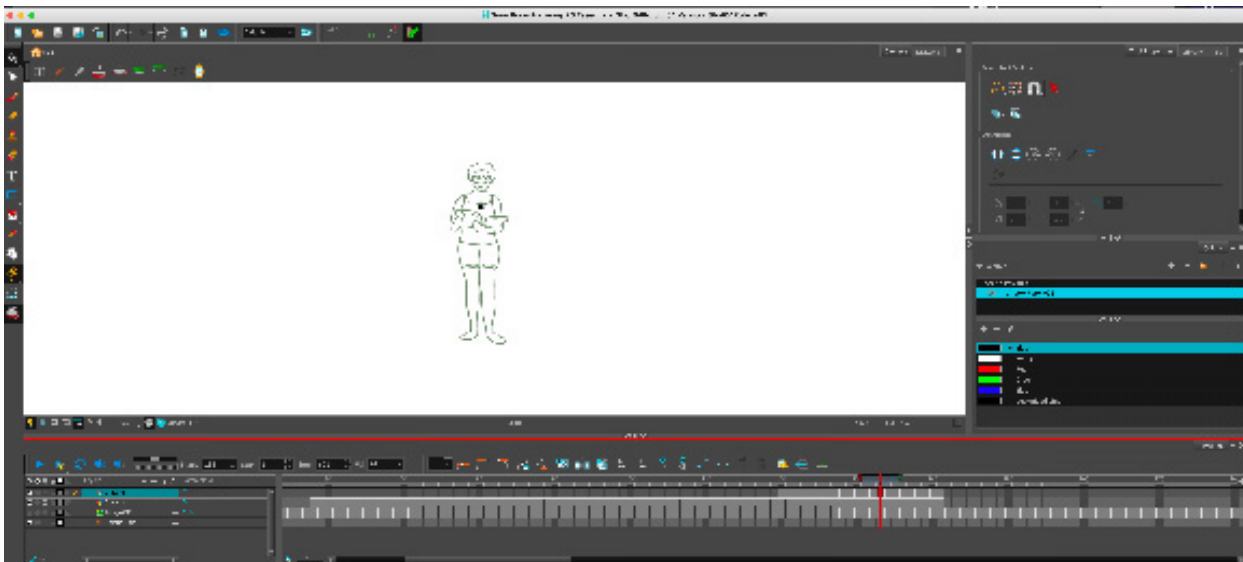
Screenshots of Pass 3 & After Effects



S.S.(s) on Idea #3



Screenshots of Roto Pass #4



Color Choices

There are a magnitude of colors that I can play around with for this animatic for my third idea. I took the liberty of displaying what I think would work for this type of animatic.



During the final executive decision, I decided to place the value shading on just the digital paintings so I can place more focus on the roto-animations!

Music Choices

There is a song on an Samsung Alarm System that I used to listen to when there were good days throughout my childhood. I decided that, that short tune would be the perfect choice to make animations play out displaying my childhood.

“The Secret Woods”

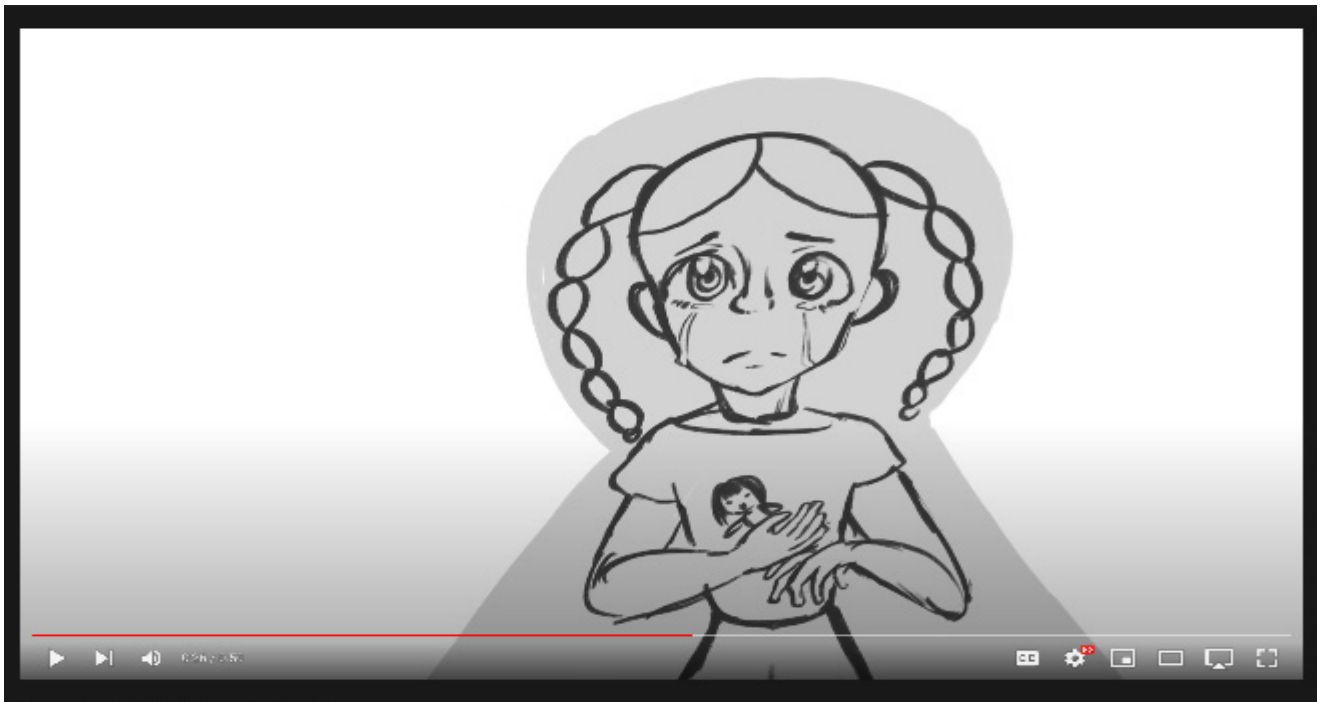
“All rights reserved to Samsung”



<https://www.youtube.com/watch?v=O8Z-pKUBEck>

Animatic Progress

This is an animatic of the animation without the rotoanimation being placed. There are blocking animations that are placed as placemarkers for where the rotoanimation will be placed.



The link embedded is the animatic that I am currently working on. The primary focus on this submission was transitions from memories and effects along with inserting the roto animation and blocking passes that I have available.

<https://youtu.be/Eux3PRMwaHM>

Memory Pictures

Primary Sketches



This memory is simply a toddler sketch of Jana, so the audience can see that it is her in the memory.

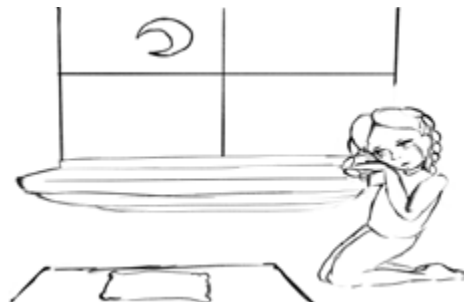
This memory is Jana's mother holding her hand and trying her best to guide her when they have an abuser in the home.



This memory is a toddler sketch of Jana being in trouble with her abuser.



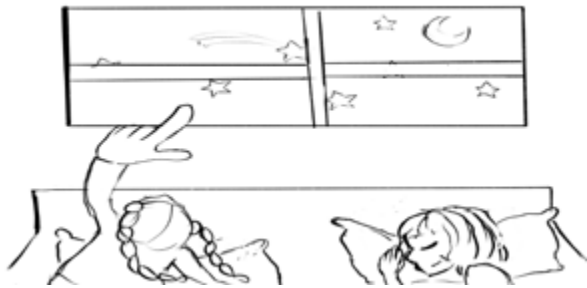
This sketch is of Jana weeping at the window in her room after the punishment.



Memory Pictures

Primary Sketches

This memory is of Jana seeing that there is no food on the table.



This memory is Jana and her grandmother sleeping in the bed with her as they look at the stars.

This memory consists of Jana being taken away from her grandmother.



This memory is consisting of Jana's grandmother and grandfather picking Jana up from the airport in Tennessee.

Memory Pictures

Primary Sketches



This memory displays Jana's grandmother watching Jana grow up and listening to her.

This is a old family shot of Jana, her grandmother, and grandfather when times were simpler and Jana would visit Tennessee.



Simple portrait made in Procreate

Final Memory Pictures

Finalized Paintings



These are the finalized digital paintings of the memory pictures that are in the final product of the animation.

I decided to paint in black in white to compose more of a past type vibe so the audience can catch on that this is the main subject's past experiences.

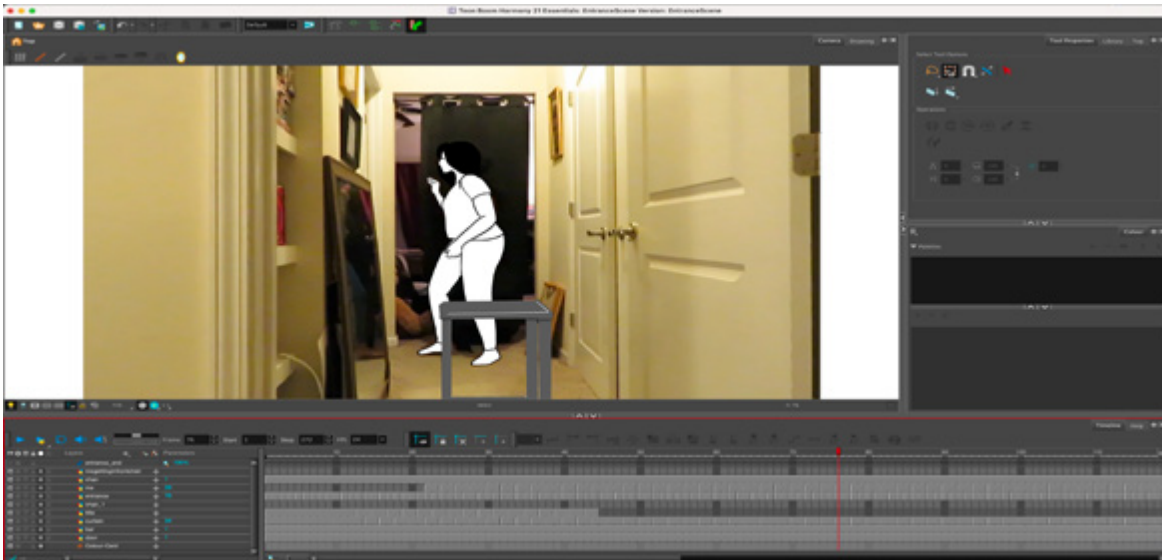


Final Memory Pictures



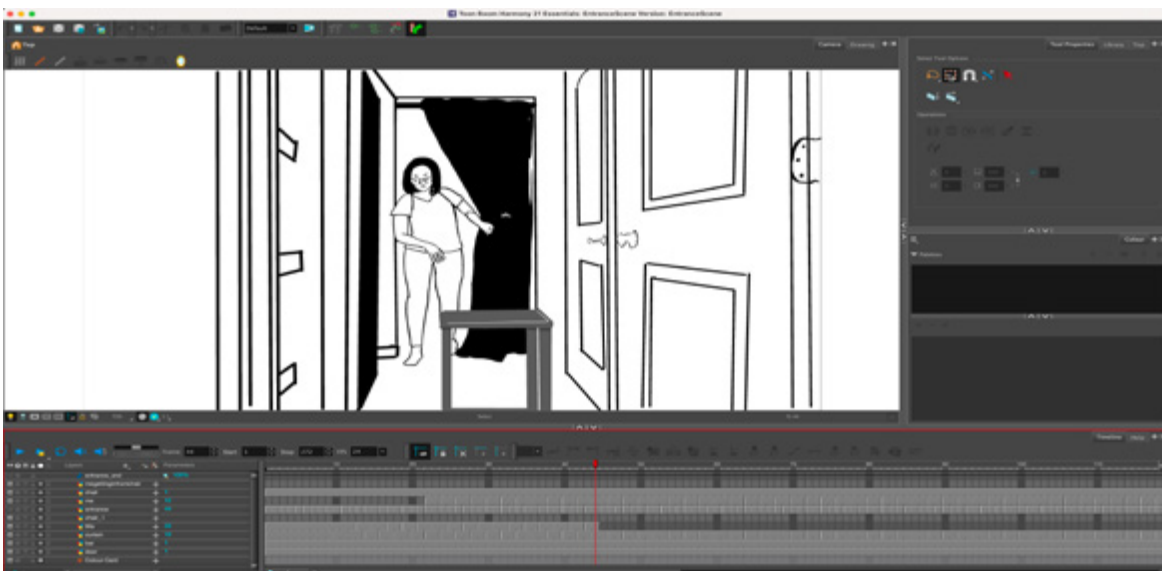
Walking Roto Sequence

Reference



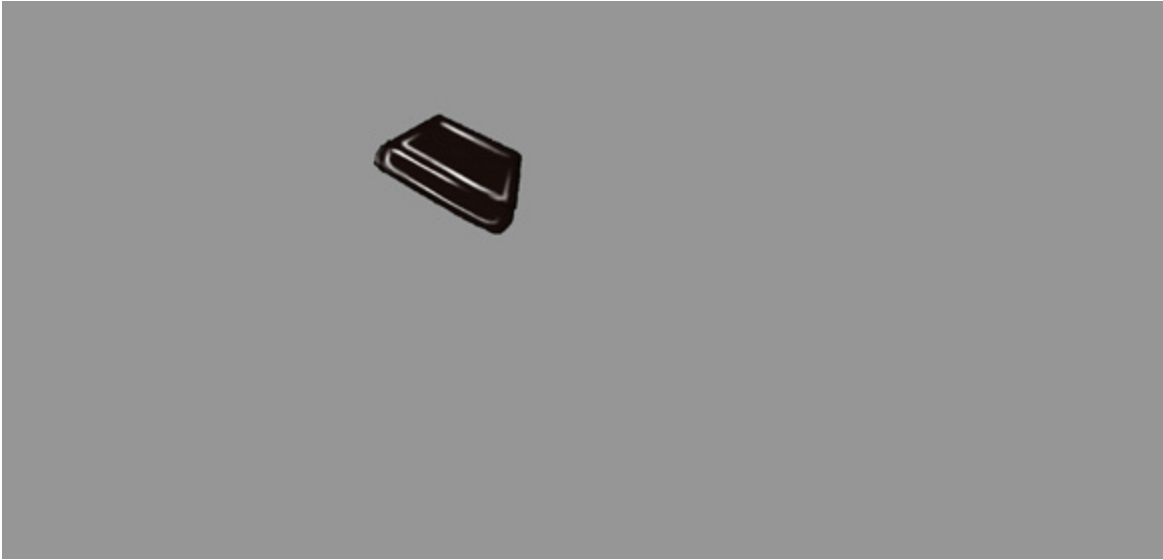
Steps:

1. Rotoanimate the curtain. SEPERATELY.
2. Animate the background to give the sequence a setting.
3. Rotoanimate the subject's body..FRAME BY FRAME IN 2'S.
4. Freehand the straight hair for the subject IN 2'S.



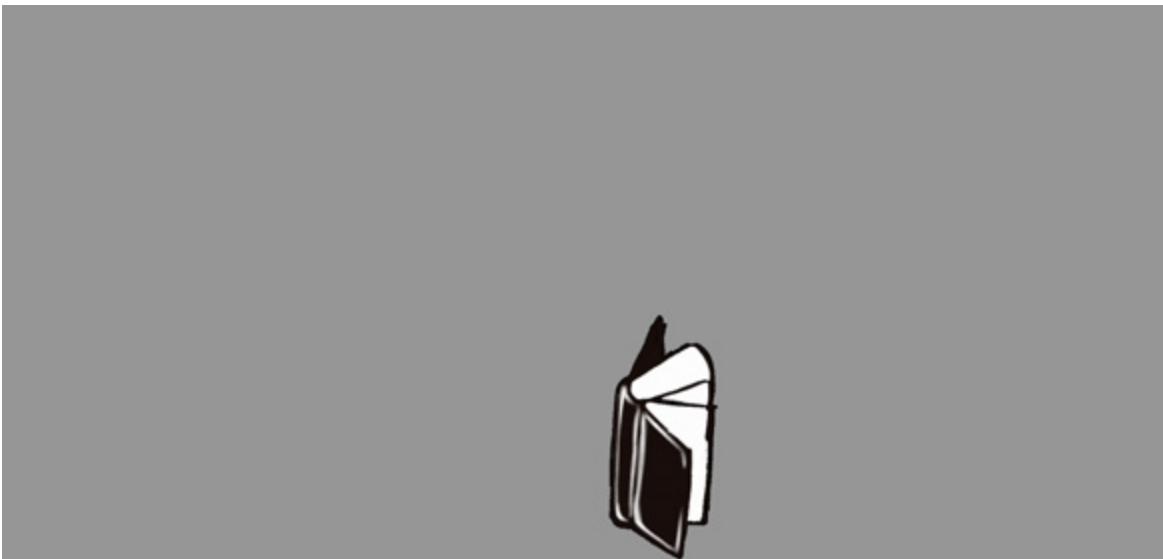
<https://youtu.be/vjsyJQPttZs>

Book Scene Transition



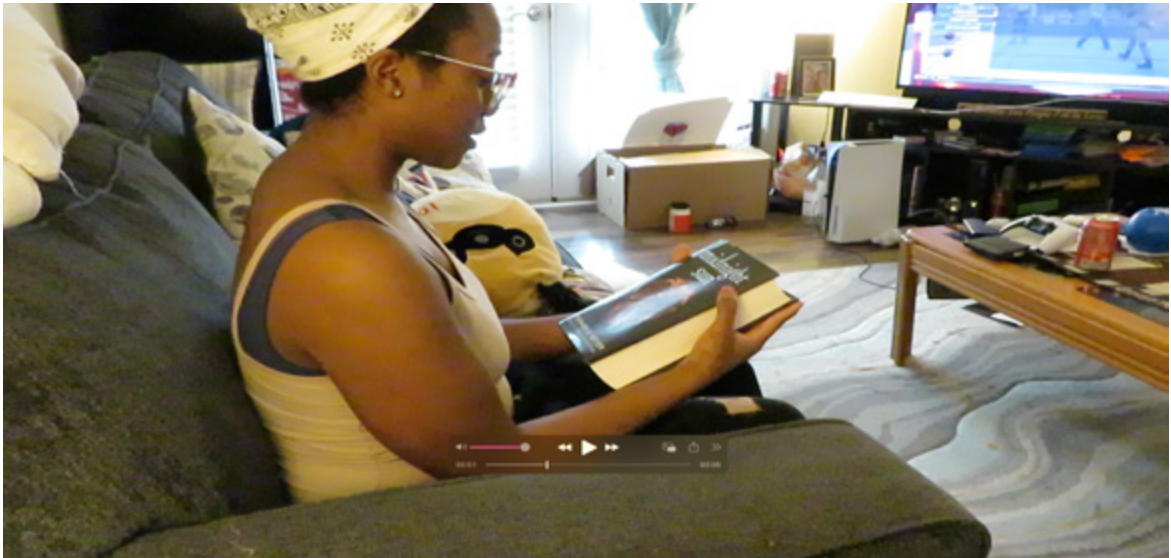
Steps:

1. These frames were all animated in Procreate.
2. Place these frames 15 frames per sec.
3. Add another frame of the book to make the animation smoother.
4. Save as an animated GIF file with Background Transparency.



Book Catching Sequence

Reference



Steps:

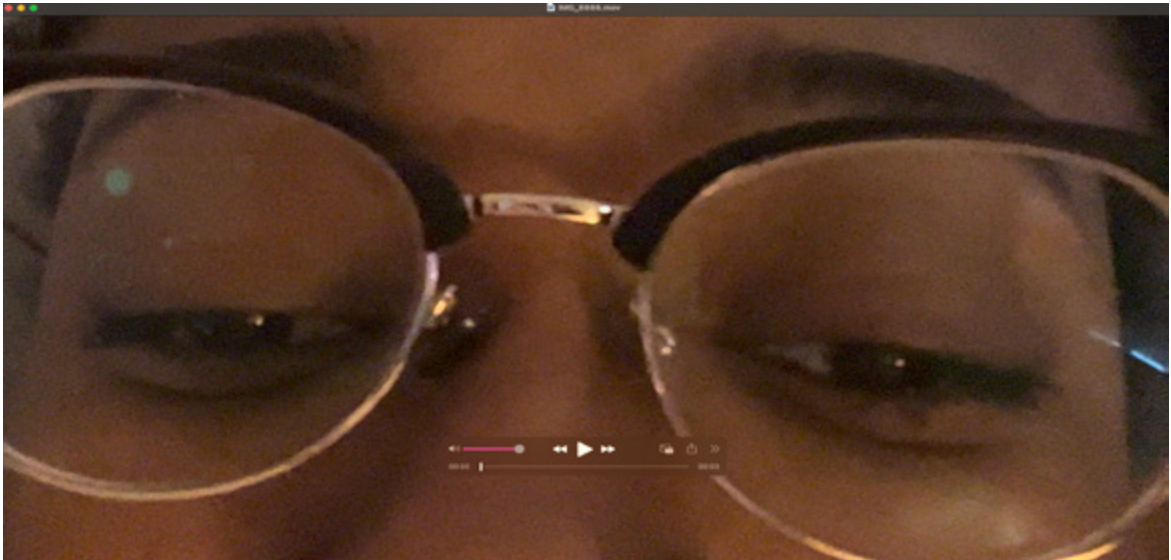
1. Create a gradient background to add depth.
2. Rotoanimate the subject's body..FRAME BY FRAME IN 2'S.
3. Freehand the straight hair for the subject IN 2'S.



https://youtu.be/d_6w0EUxqsE

Close-Up Roto Sequence

Reference



Steps:

1. Since this is a close up, hair is not needed.
2. This roto animation is done 15 frames per second.
3. Drag out the animation so that it fits the sound module.



<https://youtu.be/vj3nwQ22bPA>

Breathing Roto #1 Sequence

Reference



Steps:

1. Create a gradient background to add depth.
2. Rotoanimate the subject's body..FRAME BY FRAME IN 2'S.
3. Freehand the straight hair for the subject IN 2'S.



<https://youtu.be/j7QZH-8e2x0>

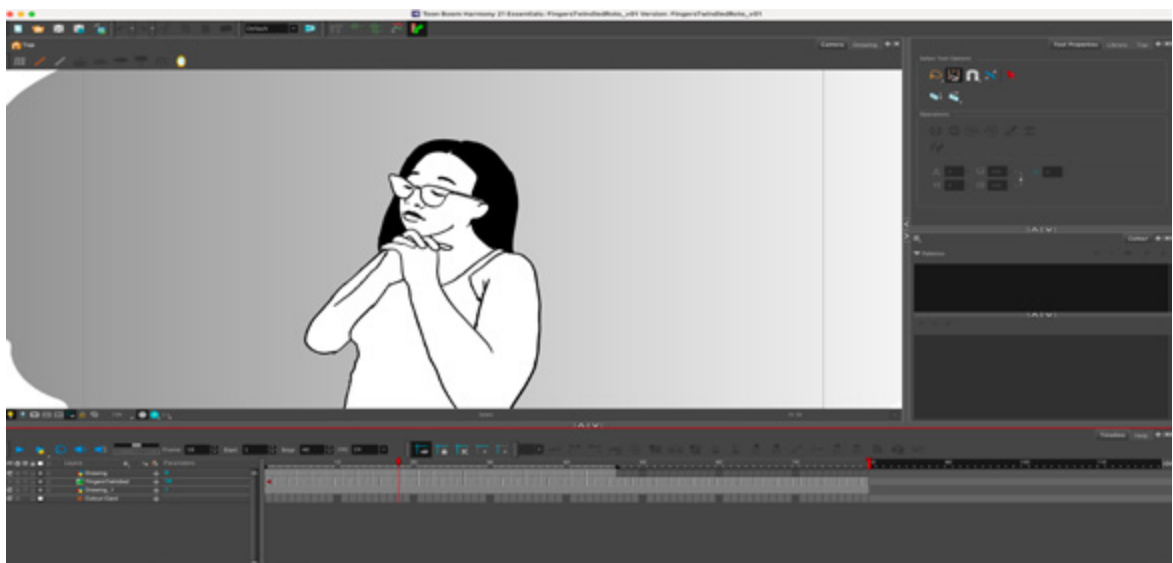
Breathing Roto #2 Sequence

Reference



Steps:

1. Create a gradient background to add depth.
2. Rotoanimate the subject's body..FRAME BY FRAME IN 2'S.
3. Freehand the straight hair for the subject IN 2'S.



<https://youtu.be/NokgaGAuzmg>

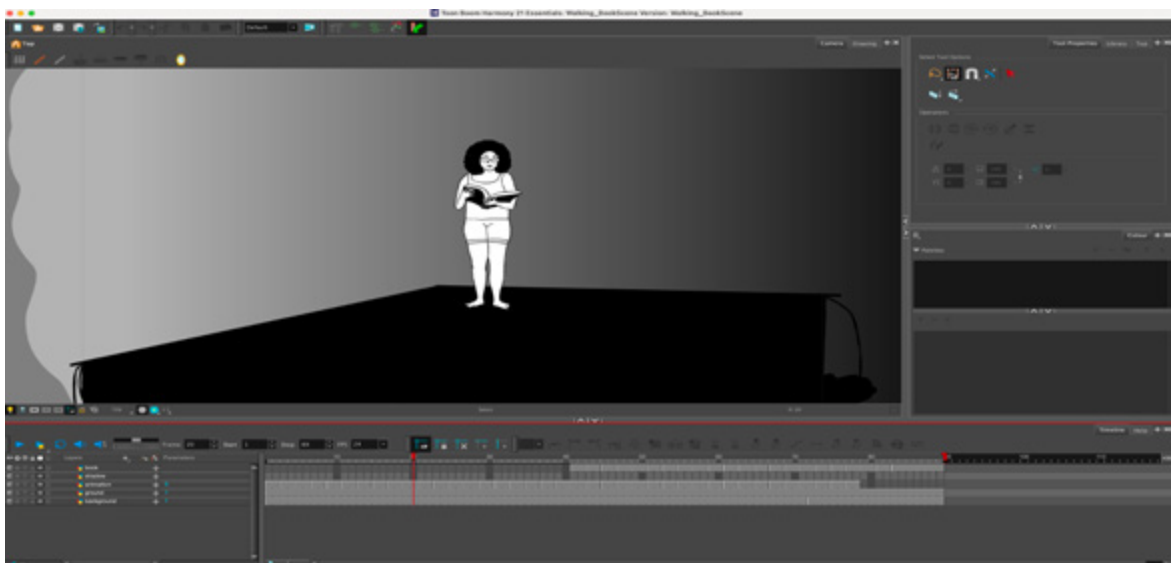
Picture Flying Sequence

Reference



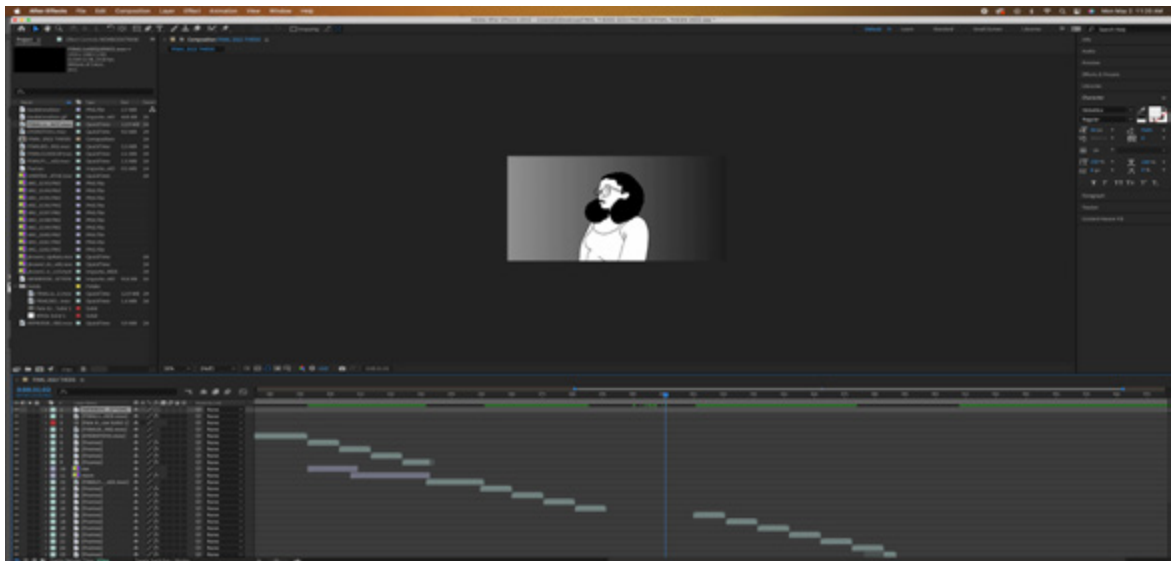
Steps:

1. Create a base ground for the subject to stand on.
2. Draw five frames of the subject and repeat them to have the same roto animation effect as the rest of the animations.
3. Animate the photograph moving in 2's so it may slide to the screen easier.
4. Create a gradient background.



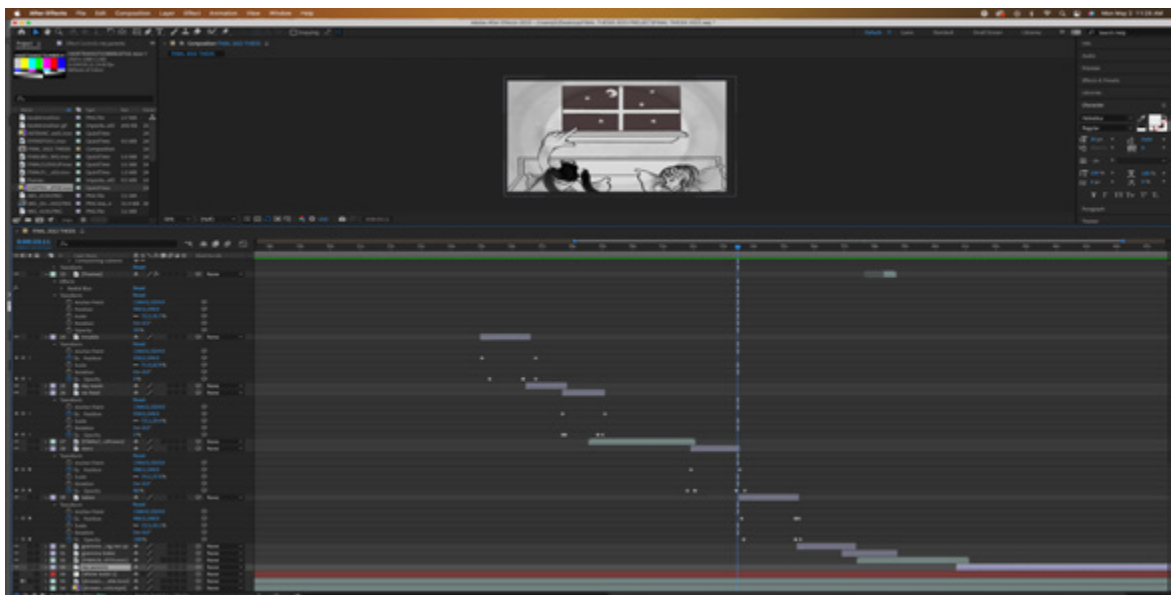
<https://youtu.be/ttK49FKr7rE>

After Effects Transitions



Steps:

1. These screenshots show how I placed the separate scenes into the software After Effects according to the beat of the music.
2. The bottom screenshot shows the placement of transitions I used for the final product.
3. I changed the opacity for the fade in's & out's on the digital paintings.
4. The hazy circle effect on the digital paintings was a grain that I altered to start flickering and have a circular motion during the position and opacity change.



Final Animation Completed



The FINAL upload of “MEMENTO”!!

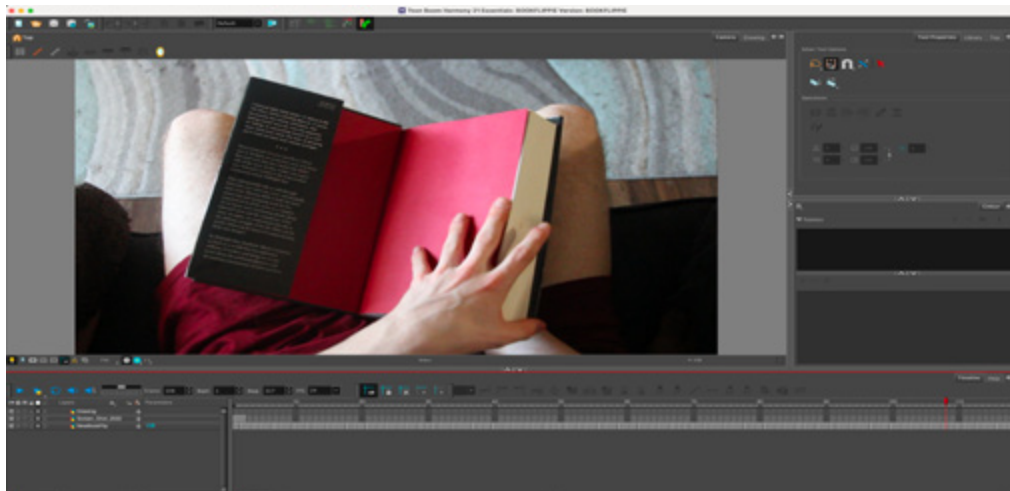
<https://youtu.be/-8Ko0u3-sKo>



Unused Footage



The only scene that was scrapped in the process was the book flip scene as shown in the screenshots. It seemed tedious to animate frame by frame, I wanted to get the subject in the shot opening the book which is why I went with the book opening roto sequence seen in the final pass.



Frames in Progress



Summary of Analysis

Jana Brownlee Task List

- ~Finish up sketches to present to class 11/22.
- ~Place all sketches into After Effects.
- ~Place sound in correspondence to the blocking pass in Toon Boom Harmony.
- ~Use Reference to Revise Animation Shot 1 in Toon Boom Harmony.
- ~Use Reference to Revise Animation Shot 2 in Toon Boom Harmony.
- ~Use Reference to Revise Animation Shot 3 in Toon Boom Harmony.
- ~Use Video to begin Roto Animating for Blocking Pass 3.
- ~Use Video to begin Roto Animating for Blocking Pass 4.
- ~Go over the sketches and color them out to make "mini pieces" for montage.
- ~Color over the animation to make them as smooth as possible during transitions.
- ~Keeping rendering passes so that if someone were to stop on a single frame, the artist can explain what and why it is there.

Fall 2021 Task List for Spring

Jana Brownlee Spring 2022 Task Deadlines

Show continuous updates on premier pro and after effects after adding animations.

-Sunday Deadlines-

Jan. 30th 11:59p	: Finish final digital paintings for slideshow; completely shaded using value and depth as key.
Feb 6th 11:59p	: Complete "Entrance Scene" roto animation pass.
Feb 13th 11:59p	: Complete "Hair Transition" Roto animation pass.
Feb 20th 11:59p	: Complete "Book Flip" Roto animation pass.
Feb 27th 11:59p	: Complete "Eyes slowly closing" Roto animation pass.
Mar 6th 11:59p	: Redo "1st Breathing" Roto animation pass.
Mar 13th 11:59p	: Complete "Walking w Book" Roto animation pass.
Mar 20th 11:59p	: Conjure a backroom for the rooms to place animations on.
Mar 27th 11:59p	: CLEAN UP ANIMATIONS, MAKE IT NEAT.
Apr 3rd 11:59p	: Follow up on feedback.
Apr 10th 11:59p	: Add changes from critiques and notes gathered from Mr. Pat Vincent and Mr. Scott Raymond.
Apr 17th 11:59p	:: Add changes from critiques and notes gathered from Mr. Pat Vincent and Mr. Scott Raymond.
Apr 24th 11:59p	:: Add changes from critiques and notes gathered from Mr. Pat Vincent and Mr. Scott Raymond.

Final Spring Task List 2022

I had to realize that the schedule will always change. As for me working a full-time job while focusing on a thesis. I went against the schedule in- definitely but as long as the end result remained the same.

Summary of Analysis

This was a great opportunity to make my dreams come true. I've been dreaming of animating using the sound that I have heard for years, and now I can place one of the hardest projects I have ever done into my portfolio for anyone and everyone to see.

What should I had done?

I wish I could've chosen this route from the beginning of Thesis 1. All of the cleaning up and animation all happened during Senior Thesis 2. I wouldn't change a thing because I more than likely would have changed certain aspects of the final pass where I believe it is almost perfect now.

Advice I could give to seniors?

PLEASE. PLEASE. OMG. PLEASE. DO NOT WAIT AROUND TILL A MONTH BEFORE SHOWCASE TO GET EVERYTHING TOGETHER PROPERLY. Grab a planner, mini sketchbook to grab ideas, and record everything you do for your thesis so you can place into the book.