



Mini Endeavors

Ava Vieyra- Acosta's Senior Thesis

2021-2022

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Thesis Pitch

Creating a hidden world with Creatures made
from
Fungi and Succulents into an IP.

Written Proposal

This project is a small section of what would be a collection of various types of animation. Instead of the General showing of what is to come through progress pieces, I've changed the focus into just an animation, being an extended opening credits to a pilot video, solidifying the opening credits to this IP in the future.

About the Artist



AVA is an artist that delves into all kinds of Traditional and Digital Art. Raised by a family of Artisans, working with their hands to make something of the mind into a reality from fabric to stone work was the norm, being a Jack of Trades has always been part of the family. The path diverges from the families tangible works, to the more visual works of Animation, bringing images and characters to life, the things that thrive in the mind. The deepest passion in life is to create something an audience of any age can enjoy, to expand on the smallest ideas no matter the hardships. To bring peace of mind or a smile for a moment that'll stick with someone for a long time.

Resume

Ava Vieyra

Multi-Media Artist

Contact:

(000)- 000- 0000

darkdragonprincess42@gmail.com

Profession Skills

Digital and Traditional Painting

2D Animation

Software Skills

Autodesk Maya, Adobe Photoshop, Adobe In-Design,
Nuke, ToonBoom Harmony

Education

Austin Peay State University

Clarksville, TN

2017- 2022

Bachelor of Arts

Animation and VFX

Employment and Achievements

Customer Service

Hot Topic

2015- 2019

New Korea Restaurant

2019- current

Mini Folio

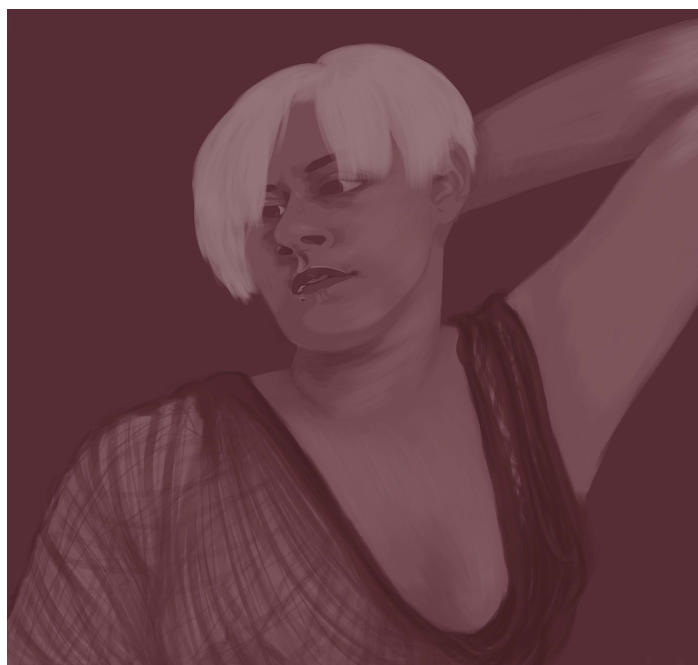
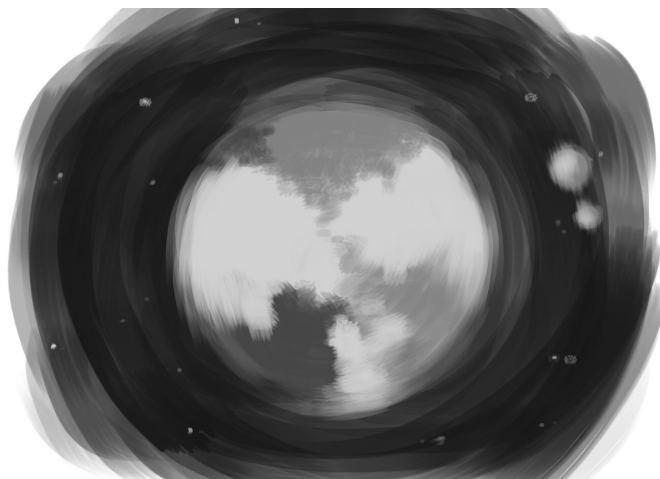
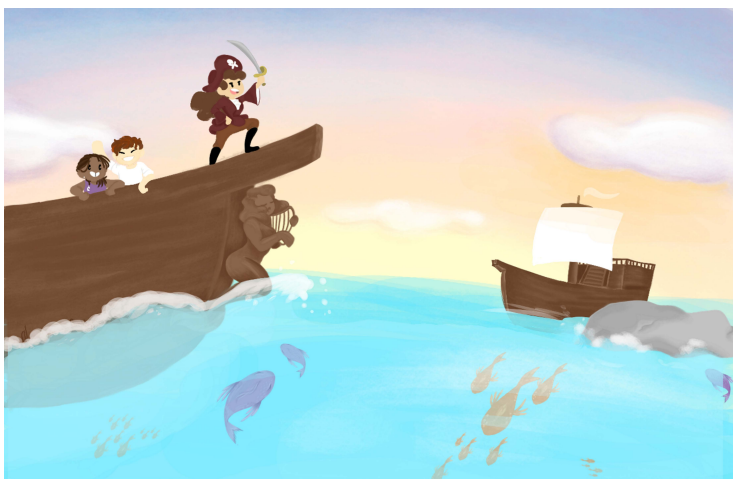
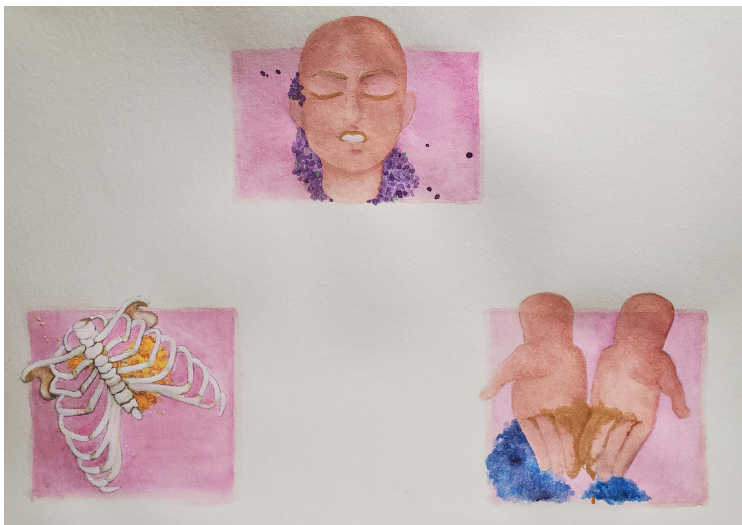
Demo Reel

<https://vimeo.com/642174267>

<https://vimeo.com/643068068>



More Mini Folio

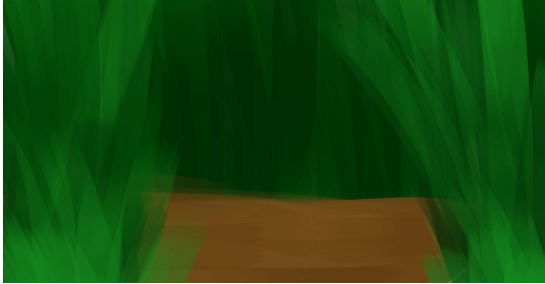


Demo Reel Link

<https://vimeo.com/638236638>

Ava Vieyra

Breakdown Sheet



Mini Endevors Op

Software: Krita and After Effects

Hand drawn animation, Tiff sequence editing



Worthless Animation

Software: Krita and Davinci Resolve

Hand drawn animation, Tiff sequence editing



3D Modeling and Camera Shot

Software: Maya, Photoshop, and After Effects

Objects designed, UVs edited with free wallpapers, Lighting, Camera Motion, Scene set up



VFX Shot

Software: Nuke and ToonBoom Harmony 2020

Rotoscoping, Motion Capture, Lighting, Color Corrections, Eye Animation, Compositing

Demo Reel Shots Cont.



3D Turn Table

Software: Maya, Photoshop, and Davinci Resolve

Object design, UVs painted, Lighting, Camera Motion, Scene set up



Sam Rig and Animation

Software: ToonBoom Harmony 2020

Rig design, Rig set up, Keyframe Animation



Closing Credits

Software: After Effects

Story Development

The story came from wanting to do something that would be consumable in bites, accessible to all ages. It's short and sweet to have people come back for more, to put a smile on a face who's having a bad day, even if it is temporary. If it puts a smile on my face, why not share it and give someone that same moment of peace.

I have pitched many ideas preparing for Thesis, many of them not really received in ways that helped me gauge where I want to be in this community. It was frustrating, till I realized that the project was just something that would not be mainstream. It's not a great start for a fresh Animator, and it has to be something that engages all kinds of audiences, and build into more intimate storytelling.

When I came to this idea of Mushrooms and Cacti, I had old sketches of myself with little creepy, cute mushroom creatures. I revamped it with concepts found from similar creatures in DnD books. The more I played with the concept and hand sowed my first plushie, I knew it was something that would blend the world of crafting I grew up with and the visual world I've wanted to be a part of since I was a child.

Research

Inspiration

The Artists

Nanomortis/Nanohiku

Instagram Digital Artist

Maruti_bitamin

Instagram Digital Artist

Tim Burton

Director, Artist

Jocat

Youtube Animator

Entertainment

Over the Garden Wall

Katie Krentz, Patrick McHale

Coraline

Neil Gaiman

Skellanimals

Mitchell Bernal

Disney

Merrie Melodies

Silly Symphonies

Oswald the Lucky Rabbit

Retro Cartoons

Loony Toons 1930's

Inkwell Studios 1920's

Inspiration Continued

Music

Cu Dubh

Order of the Owl

Dead can Dance

The Host of Seraphim

A Tergo Lupi

A Ballad of Life and Death

Andrey Vinogradov

Bounce Dance, Hurdy-Gurdy

Nephew

Sov for Satan Mand

Ar Tonelico 2

METHOD_IMPLANTA/.

EXEC_SPHILIA/.

SAFIA

Counting Sheep

Carmen Goett

La Llorona

Kokia

Chouwa Oto

The Submarines

1940

I Monster

Heaven

Pink Elephants on Parade

Cry of the Celts

A NOSTALGIC DREAM

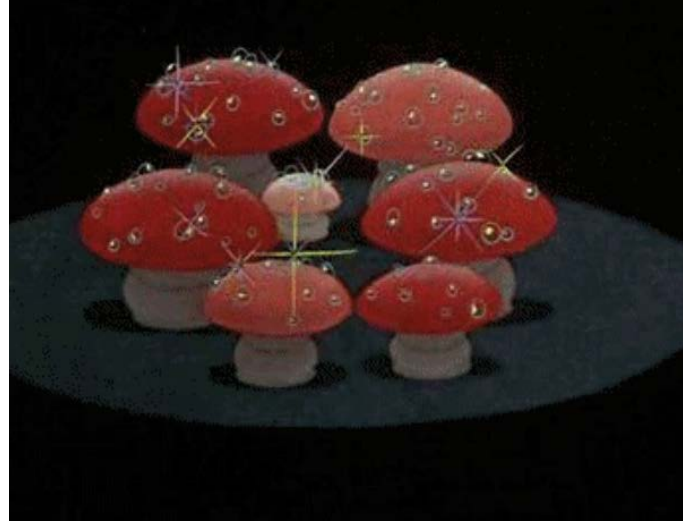
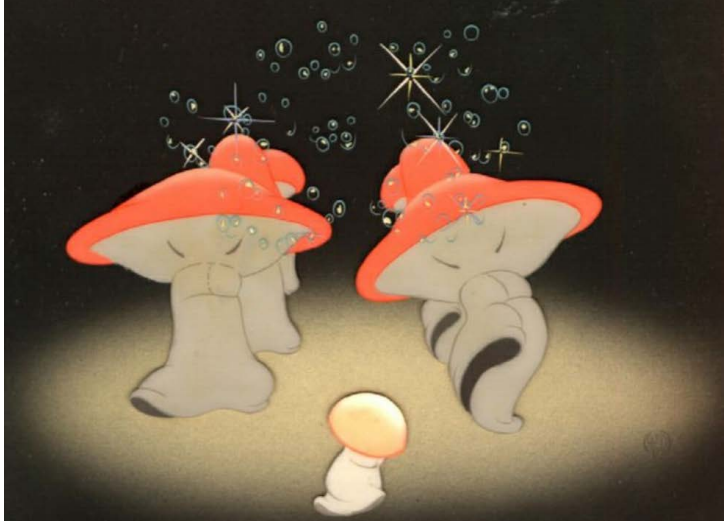
Visual Inspiration



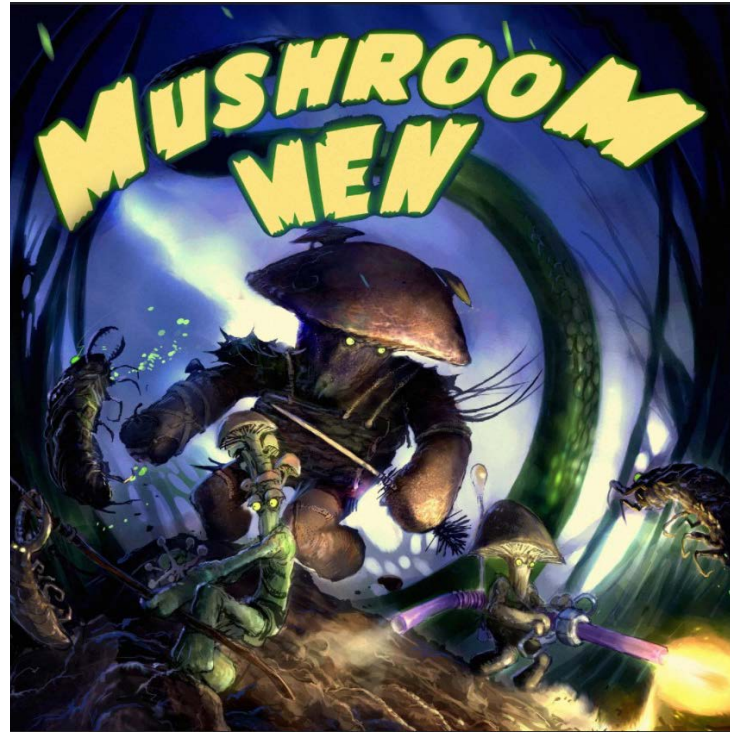
Disney

Disney movies have a lot of curious creatures, from the Mome Raths in Alice's world, to the loosely inspired Kakamora from Moana. The idea of shrinking down to the ground level is heavily influenced by Alice in Wonderland's Golden Afternoon and Caterpillar Scenes. There's differences in the world just by focusing on one spot and it's only one of many places mushrooms can be found thriving and plentiful.

One of my most memorable moments is the Mushroom Dance from Fantasia. The motion and hand-drawn animation always mesmerized me as a kid, and I grew up with my mother's figure of one of the older mushrooms from the scene. My love for them started here.



Visual Inspiration





Media and the Real Deal

Real mushrooms have always popped up in the weirdest of places, in my neighborhood one house gets a specific cluster of white mushrooms in the direct sunlight during the springtime almost tri weekly. It is always one specific spot with a specific amount, despite the survival rate of only a week because of the sunlight. My father is a photographer in his spare time and would take me along trails taking photos of the wild plant life.

Recently over the past two years, Mushrooms have grown more in popularity in the art community. Various mediums have been used from digital drawings to video games, even wool based to create memes and video shorts for people to share and buy as collectables. It has become part of an aesthetic, as have cacti. There is a growing want for forest plant themed designs, making things bipedal has also grown in popularity. giving something small a personality makes it endearing and fun.

Some media, like the video game Mushroom Men, use the differences of the mushrooms designs and uses as part of its gameplay. It was a tribute from my partner when he heard about my project idea, because he grew up with it. Smurfs plays with the small world as well, with them living in mushroom houses, hiding from humans, and going about their daily lives throughout the show.

Small things to us were big endeavors for them.





Gobboventures and Kai are recent projects that really got me inspired to do my thesis. Jocat, creator of Gobbo, made a slice of life out in a 2 minute slot. Minimalistic in creation, all the focus is on the character, and is so small and cute. Kai is a Motion Comic co-created by youtuber Dawko. It's a spooky cute aesthetic, with an adventure story tied to it. it has interactions with a humanoid witch, giving that size contrast I really want to show with the Caclin's story. The difference in the creatures is their enviroment, one lives in the shade and the other is in the filtered sunlight of a bedroom.

Technical Research

Target Audience

Make the **IP** as an all ages type of media.

Ex: Adventure Time, Invader Zim, Gravity Falls, Avatar the Last Airbender.

All have digestible content with adult Themes and Humor peppered in.
Can grow from here, variety to start off.

Establishing Proof of concept:

Concept work, plus progress work. Anything and everything that can be done be done to pad a 1:30 trailer video for production.

Monetization and Media

Patreon, Redbubble, the IP's own website. Newgrounds, Instagram, YouTube. Build to Crowdfunding, Kickstarter.

Production

Outsourcing costs money but is consistent. There's higher risk of companies taking the idea and copying it, making money off of it on the side. Personal website and store to make costs lower and entice people to spend money to see these projects progress.

Product Ideas:

Prints, notebooks, stickers, plushies, 3D Printing of figures and more.

Technical Research Cont.

Legal Protections

Trademark: Business License for a Small Studio and a Production Line

Copyright: Protect Characters, Story, and settings

Blender

Completely free. Modeling, Animation, Vfx, and more developed on here. Compatible to make 3D Prints.

ShotLists

Its not something my brain works with normally, looking over various designs, maybe making one that feels like a comic book would help more.

It has been renamed as Beatlist, because there is a rhythm to the credits than a series of shots.

Task List

Storyboard

Lengthy opening credits introduction

Think panning like Adventure Time

Log panning shots

Finish ShotList with needed notes to update Animation

Audio: Ambiance work and music to catch attention

Animation

Building blocks Animatic: Rough pass

Timing on camera motion

Speed of animation

2d Assets developed:

Background pngs

Rough and refined over break and Thesis 2

Shadows

Texture: ground, grass, water, Caclin's, Sproutlin's

characters hand drawn:

proper squash and squish.

getting transparent image sequences to import to Toonboom?

Schedule- Thesis 1

		Week: Aug 31st- Sep 1st	Week: Sep 6- Sep 10	Week: Sep 13- Sep 17
Thesis				
	Planning			
	Book			
	Resume			
	demo reel			
Research				
	IP			
	Inspiration			
	Copyright			
	Trademark			
	BL			
Design Char				
	Sprootlin's			
	Caclin's			
StoryBoards				
	SB01			
	SB02			
	SB03			
	op Credits			
Block Anim				
	Op Credits			
	Pitch			
Sketch illus				
	Concept Art			
	Settings			
	Stickers			
Rigging				
	Sprootlin			
	Caclin			

		Week: Sep 20- Sep 24	Week: Sep 27- Oct 1	Week: Oct 4- Oct 8
Thesis				
	Planning			
	Book			
	Resume			
	demo reel			
Research				
	IP			
	Inspiration			
	Copyright			
	Trademark			
	BL			
Design Char				
	Sprootlin's			
	Caclin's			
StoryBoards				
	SB01			
	SB02			
	SB03			
	op Credits			
Block Anim				
	Op Credits			
	Pitch			
Sketch illus				
	Concept Art			
	Settings			
	Stickers			
Rigging				
	Sprootlin			
	Caclin			

		Week: Oct 11- Oct 15	Week: Oct 18- Oct 22	Week: Oct 25- Oct 29
Thesis				
	Planning			
	Book			
	Resume			
	demo reel			
Research				
	IP			
	Inspiration			
	Copyright			
	Trademark			
	BL			
Design Char				
	Sprootlin's			
	Caclin's			
StoryBoards				
	SB01			
	SB02			
	SB03			
	op Credits			
Block Anim				
	Op Credits			
	Pitch			
Sketch illus				
	Concept Art			
	Settings			
	Stickers			
Rigging				
	Sprootlin			
	Caclin			

		Week: Nov 1- Nov 5	Week: Nov 8- Nov 12	Week: Nov 15- Nov 19
Thesis				
	Planning			
	Book			
	Resume			
	demo reel			
Research				
	IP			
	Inspiration			
	Copyright			
	Trademark			
	BL			
Design Char				
	Sprootlin's			
	Caclin's			
StoryBoards				
	SB01			
	SB02			
	SB03			
	op Credits			
Block Anim				
	Op Credits			
	Pitch			
Sketch illus				
	Concept Art			
	Settings			
	Stickers			
Rigging				
	Sprootlin			
	Caclin			

		Week: Nov 22- Nov 26	Week: Nov 29- Dec 3
Thesis			
	Planning		
	Book		
	Resume		
	demo reel		
Research			
	IP		
	Inspiration		
	Copyright		
	Trademark		
	BL		
Design Char			
	Sprootlin's		
	Caclin's		
StoryBoards			
	SB01		
	SB02		
	SB03		
	op Credits		
Block Anim			
	Op Credits		
	Pitch		
Sketch illus			
	Concept Art		
	Settings		
	Stickers		
Rigging			
	Sprootlin		
	Caclin		

Schedule- Thesis 2

		Dates	
		Jan 17th - 21st	Jan 24th - 28th
Thesis			
	Book		
	Demo Reel		
Design			
	Setting		
2D Assets			
	Grass	Parts done during break	
	Tree Tops		
	River Bed		
Hand drawn			
	Riverboat		
	Sprootlin	Completed Jan 11th	
	Caclin		
	River Current		
	Scroll	Completed Jan 12th	
	writting		
	Extra Sproots		
Edit			
	Cells recreation		
	Timeing		
	Music		

			Jan 31st - Feb 4th	Feb 7th - 11th	Feb 14th - 18th
Thesis					
	Book				
	Demo Reel				
Design					
	Setting				
2D Assets					
	Grass				
	Tree Tops				
	River Bed				
Hand drawn					
	Riverboat				
	Sprootlin				
	Caclin				
	River Current				
	Scroll				
	writting				
	Extra Sproots				
Edit					
	Cells recreation				
	Timeing				
	Music				

			Feb 21st - 25th	Feb 28th - Mar 4th	Mar 7th - 11th
Thesis					
	Book				
	Demo Reel				
Design					
	Setting				
2D Assets					
	Grass				
	Tree Tops				
	River Bed				
Hand drawn					
	Riverboat				
	Sprootlin				
	Caclin				
	River Current				
	Scroll				
	writting				
	Extra Sproots				
Edit					
	Cells recreation				
	Timeing				
	Music				

			Mar 14th - 18th	Mar 21st - 25th	Mar 28th - Apr 1st
Thesis					
	Book				
	Demo Reel				
Design					
	Setting				
2D Assets					
	Grass				
	Tree Tops				
	River Bed				
Hand drawn					
	Riverboat				
	Sprootlin				
	Caclin				
	River Current				
	Scroll				
	writting				
	Extra Sproots				
Edit					
	Cells recreation				
	Timeing				
	Music				

			Mar 28th - Apr 1st	Apr 4th - 8th	Apr 11th - 15th
Thesis					
	Book				
	Demo Reel				
Design					
	Setting				
2D Assets					
	Grass				
	Tree Tops				
	River Bed				
Hand drawn					
	Riverboat				
	Sprootlin				
	Caclin				
	River Current				
	Scroll				
	writting				
	Extra Sproots				
Edit					
	Cells recreation				
	Timeing				
	Music				

		Apr 18th - 22nd	Apr 25th - 29th	May 2nd - 6th
Thesis				
	Book	Crunch time	Final Due	Graduation
	Demo Reel			
Design				
	Setting			
2D Assets				
	Grass			
	Tree Tops			
	River Bed			
Hand drawn				
	Riverboat			
	Sprootlin			
	Caclin			
	River Current			
	Scroll			
	writting			
	Extra Sproots			
Edit				
	Cells recreation			
	Timeing			
	Music			

Tools and Methods

Krita

After Effects

Media Encoder

Indesign

The plan was to create a 3D Camera to move through 2D assets. I was exploring ways to capture the movements created for the animatic, and ended up generating a picture book-esque style of animation and create illusions to a camera movement.

Goals and Outcomes

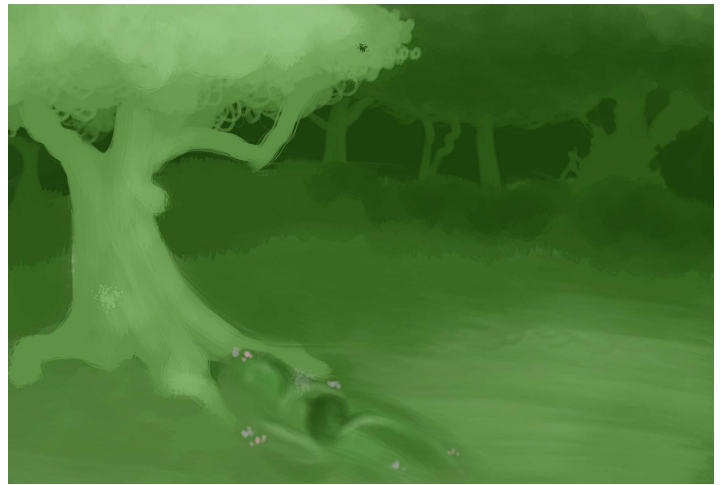
I want to leave here ready to start my own brand, get into production of merchandise and creating animated shorts as my career. I want to have the skills to use any type of Animation program I will have access to.

This first semester was dedicated to completing a base foundation for the project to run, finding where I need to focus. The second semester was focused on polishing the render with cleaner assets, motion graphics, specialized music and type for the animation.

Progress Report



Concept Art and Character Design.



Setting Design.

Progress Report Cont.

Poppin' Out Storyboard



①



Just Chillin'

④



②



⑤



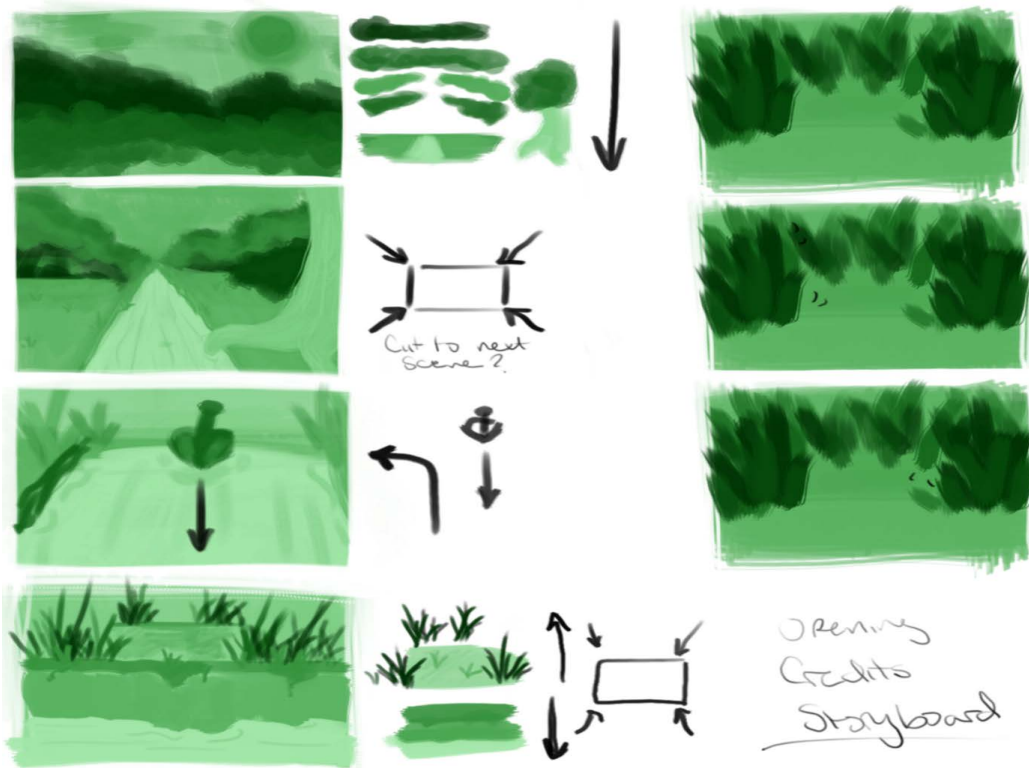
③



wind

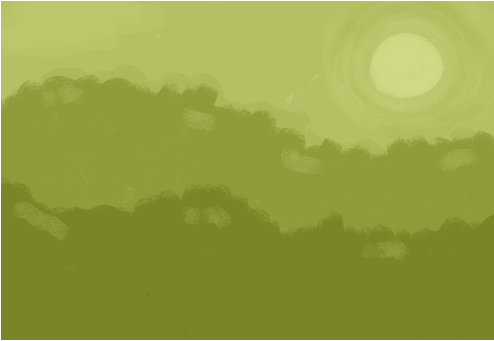
hooped w/ music = 30sec.
Sleepy boy

Storyboards.



Storyboard/Story Beatlist selected for Animating.

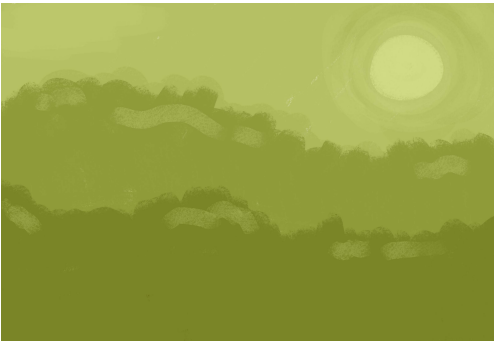
Progress Report Cont.



Beat 01

Add: Birds flying

Audio Clips: Forest Ambiance



Beat 02

Shimmer of light, slow motion
backwards



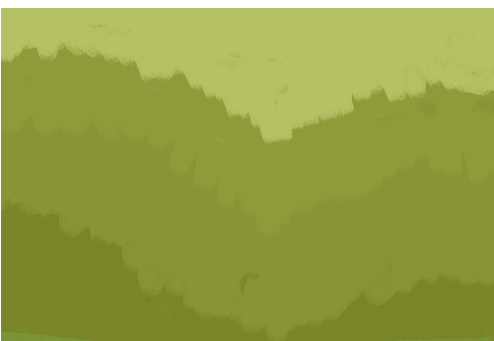
Beat 03

Panning Backwards, new treetop color



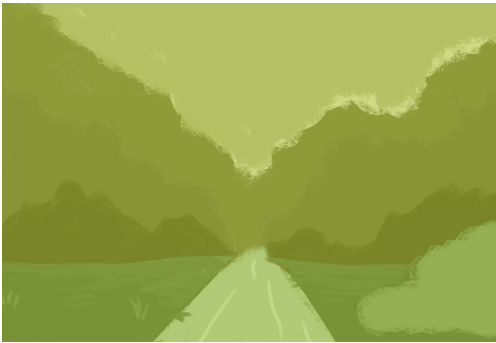
Beat 04

Continue Pan



Beat 05

Speed up shot



Beat 06

Pull out to reveal River



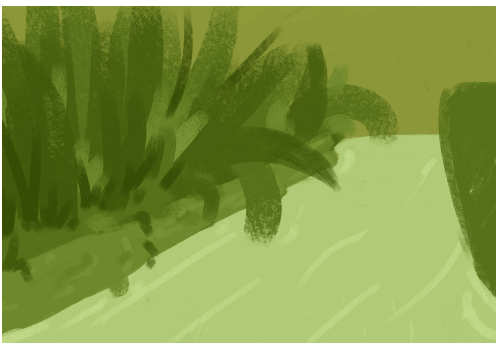
Beat 07

Frame Zoom in



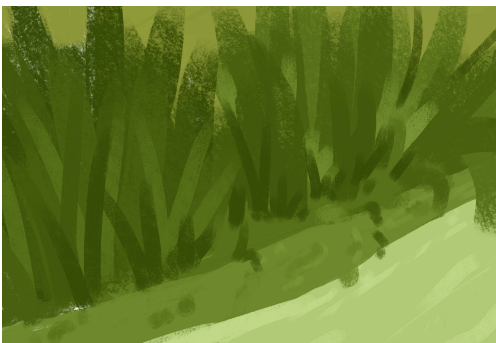
Beat 08

Slow zoom to meet ship in the middle



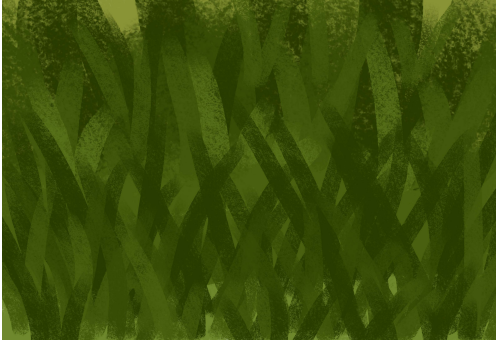
Beat 09

The Tease of something there turning
camera to shore



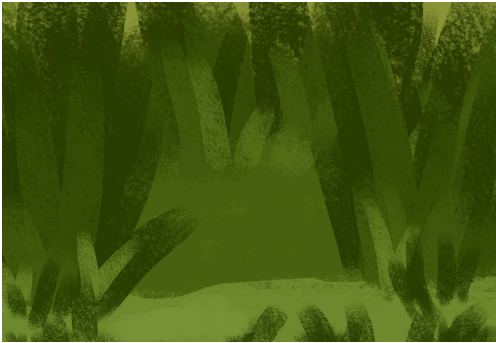
Beat 10

Continue turn to Left, sped up



Beat 11

Surprise Sprouts or Caclins ducking into hiding as avial view goes over grass

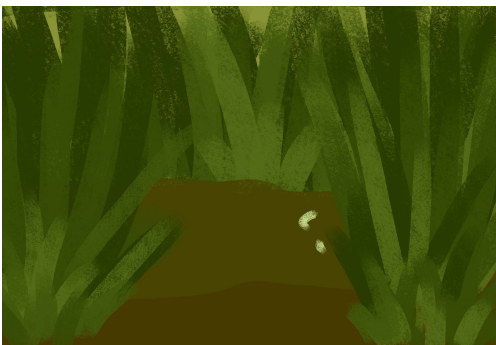


Beat 12

Pause in motion, Abrupt.

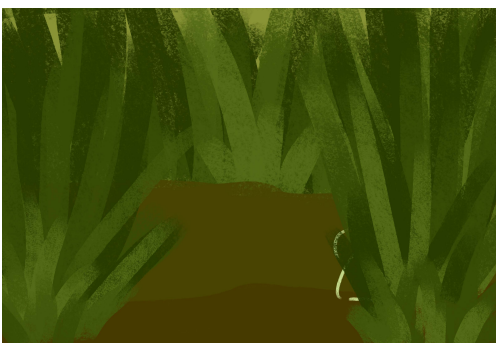
Added: Movement of Grass Blades

Possible Rig motion?



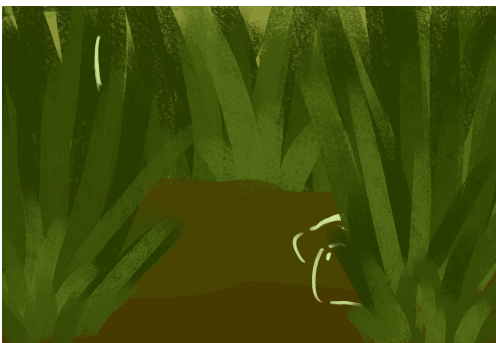
Beat 13

Motion: Blades shake and move, will pause, then resume



Beat 14

Begining of reveal



Beat 15

Manifesting scroll

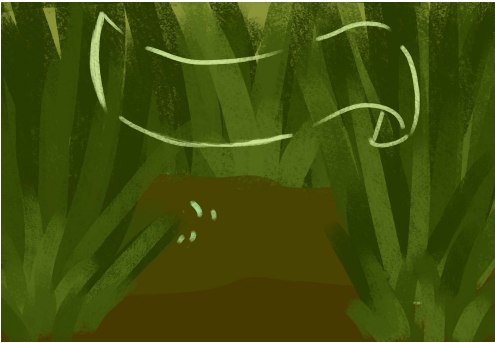


Beat 16

Scroll completed, Opening Animation

Wait on: Grass animation

Keep: Alert



Beat 17

movement in grass, Sprout ducks out of sight



Beat 18

Reveal 2: Caclin

Letters: Written in, beginning animation



Beat 19

Reappearing in frame, Letters appearing
Blinking Animation: Caclin'



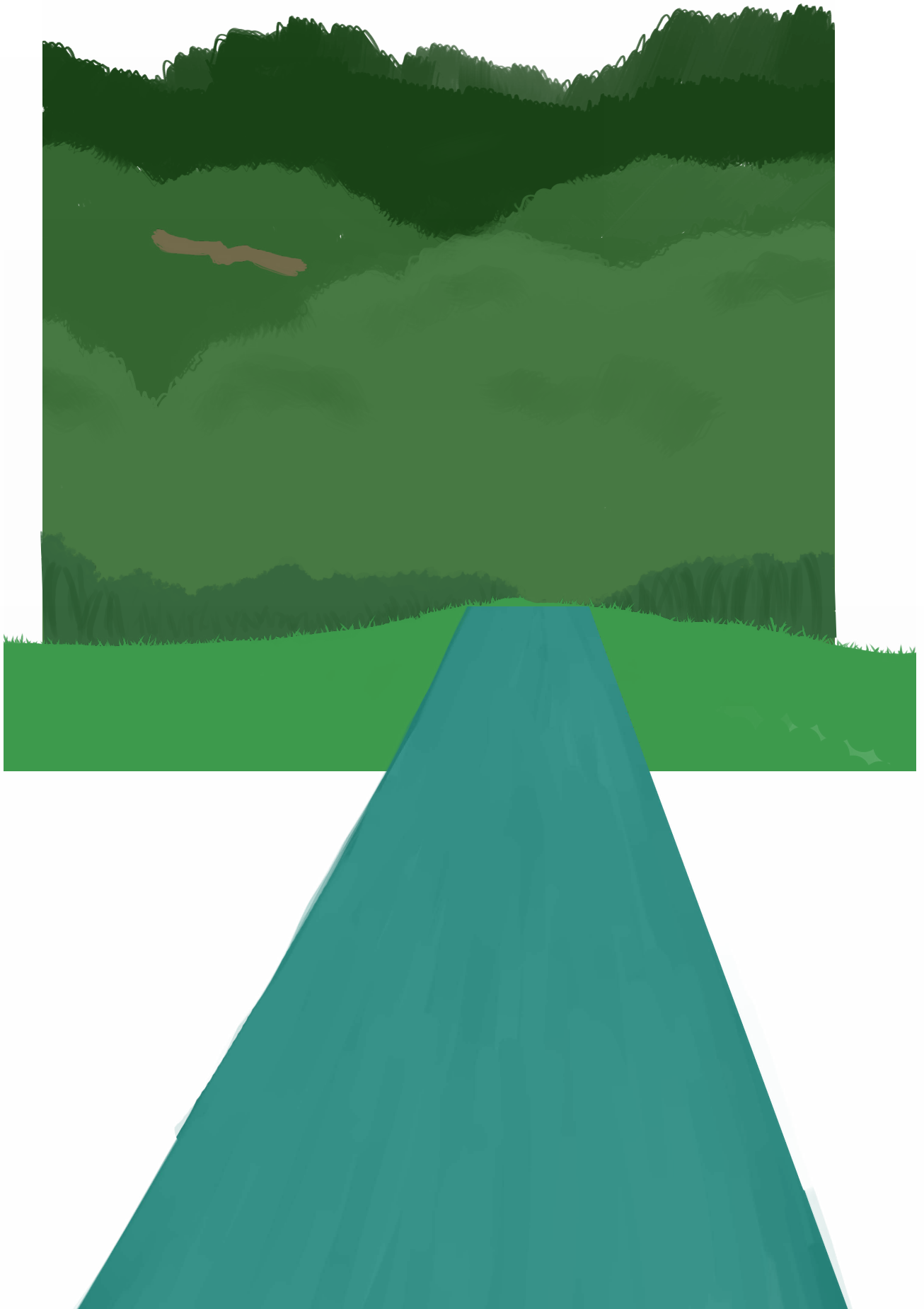
Beat 20

Finish: Name being revealed, Blinking
animations, Final shot fade out

Progress Report Thesis 2



This is to show the layering set up used in After Effects. Over 100 layers and overall, 682 assets were made for this production.



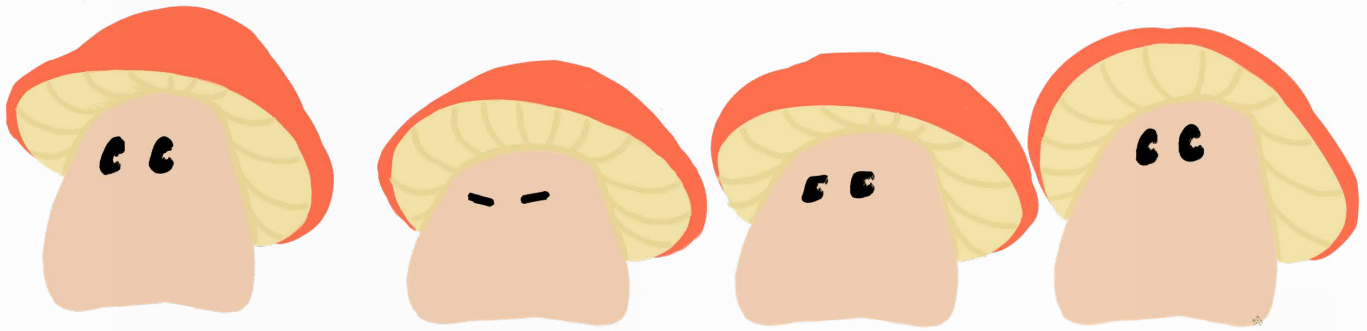
Progress Report Cont.



Hand-Drawn Assets such as the riverboat were drawn in krita and then exported as a sequence and adjusted in AE.

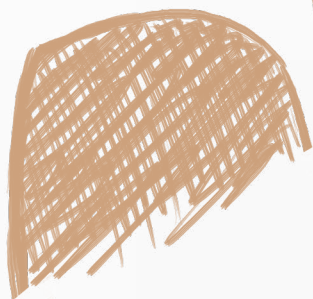
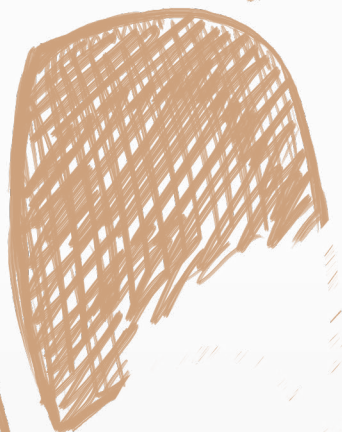
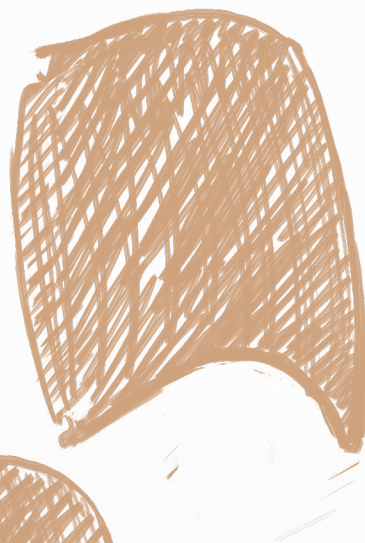
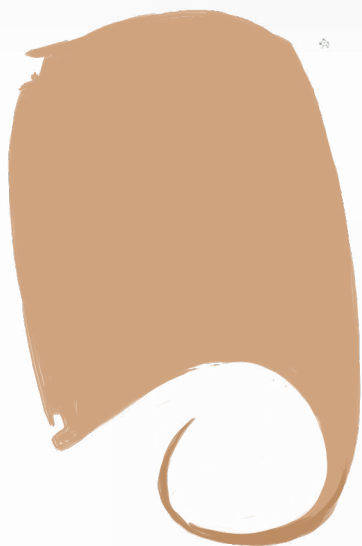
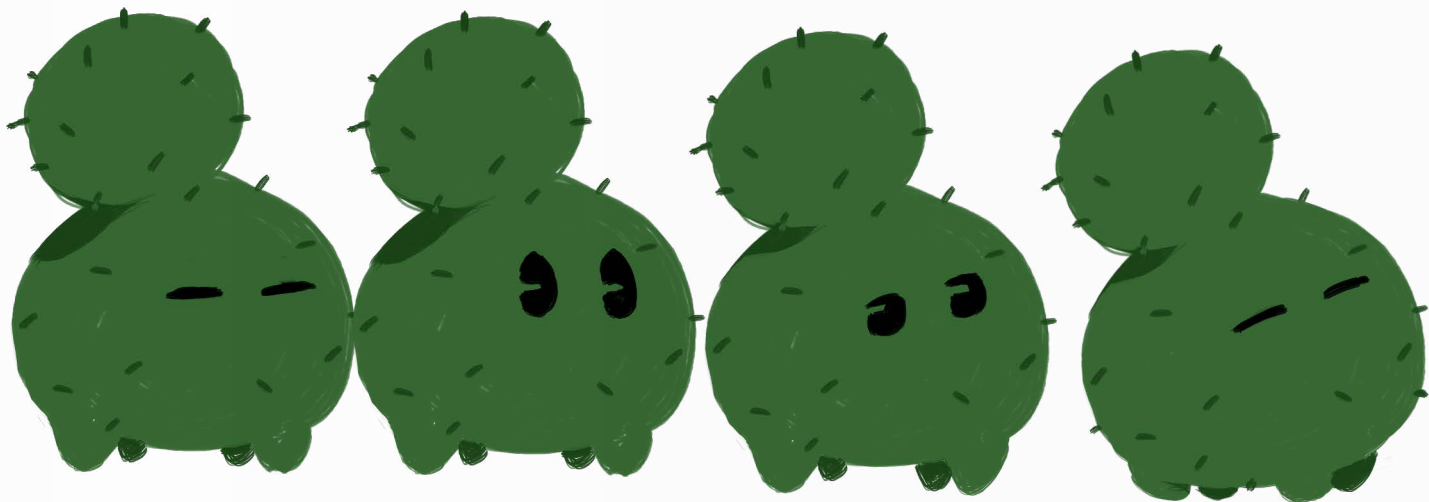


Progress Report Cont.



Around 300 frames of animation was hand drawn. Here is a couple of the frames for some of the assets; Above, Sproutlin'; Below, Riverboat; to the left, Caclin ' and Scroll. Scroll asset was animated backwards after the scratchy appearance cells shown. Riverboat is animated on offbeats due to the water and blinking needing disonance.





Progress Report Cont.

MINI ENDEAVORS





The Final Cut

<https://vimeo.com/701904783>