



## Oblig 3 Lipsync

Project 4: Full body animation

This is my journal post for this assignment presented in a PDF file

**Christoffer F. Pedersen**  
**08.11.2010**

## Process

When we first got this assignment I thought I would have a lot more problems than I had. The first thing I did was to start listening to different sound clips on a lot of webpages. I downloaded all the files that made me feel something, some made me laugh, some made me sad or scared. So after the first couple of days I had about 25 different files so I started deleting the sound clips that were under 8 seconds long, and the files that were more than 15 seconds. Then I had 5 files to choose from, three of these were sounds with multiple people so I deleted them and now I had 2 files. I asked a couple of people which soundclip they thought was the funniest and then I ended up with a clip from The Simpsons. In my soundclip Homer says *"To start, press any-key... Where is the any-key?... I see ESC, CTRL and PgUp... There doesn't seem to be any any-key."*

So now that I had chosen my sound I was ready to get down to business and start doing some serious work done.

The next step was to rewrite the sentence into letters that I could animate to. So I rewrote my soundclip to

*"U art, ess ey i... We is te ey i?... I see EK, KTAL an EGUP... Ere oent im o e ey ey i."*

I could probably have made this even easier but didn't want to spend too much time on it.

Then it was time to draw some sketches of my key poses.



I did only draw three different poses since there wasn't going to be a lot of big changes in the poses during my animation.

Finally it was done with the boring stuff and it was time to get started on what I enjoy the most, modeling.

I needed a table, a chair, computer screen, keyboard and a computer mouse. And just to fill up my scene a bit I duplicated it.

I also made a easy rig for the chair so it could move around and so the seat could go up and down.

So then it was time for the important part of this project. The animation.  
I imported the max rig into my scene and started by posing him for the first frame, just sitting in the chair reading on the screen.  
I blocked out the animation really simple with very few keys, since I learned from earlier experiences that I often struggle to go from block to smooth because I have too many keys.

This time it was pretty easy to go from block to rough and from rough to smooth.  
When the last weekend came I still had a bit more work to do on the animation, and I had to render and write my journal post.

But this is where my problems started.

First of all my girlfriend got really sick so I had to take her to the doctor twice and it ended up in the hospital so I spent about 8 hours at "Ahus."

I still had enough time, at least I thought I had.

I figured out I should try to render out a couple of frames to see how long it would take to render out the whole animation. And then my computer shuts down because of overheating. I took the computer out in the garage and cleaned it with compressed air and tried again and the same happened.

Then I called a friend and he let me borrow a table fan that I directed towards my open computer. I started the render and watched the temperatures rise towards 100degrees Celsius, and then, booom, shutdown!

I got so frustrated that I had to just do something else for a couple of hours while I tried to figure out how to solve this.

!Aha! It's -1degree outside!

So I sat up my computer outside and started the rendering. It still reach 80degrees but I was okay with that, as long as it didn't shut down. So I realized that I didn't have time to animate anymore.

So in my animation there are a couple of things I would've fixed if I had more time.

First of all I would animate the fingers more and also his spine to get a better flow in the animation.

But after all I am pretty happy with my final result.



## *Staging*

One of the creiterias were to show the whole body during the whole animation so I tried a lot of different camera angles, there were many angles I liked very much, but the legs weren't visible so I ended up with an angle that shows the whole character, but isn't as good looking as I wanted.

In my scene there isn't anything that moves except the character so the viewers will automatically look at tha character. His legs are also pretty still so I think I staged my animation pretty nice since the upperbody and face is easy to see during the whole animation.

## *Animation Principles*

During this assignment I've tried to think of the twelve animation principles along the way.

One of the principles that I think that I used is Arcs. His hands and finger moves in arcs instead of going straight through the air like a robot, the character also sits bent over, forming an arc from his leg through his spine and all the way to his head.

I've also tried to think of Follow through and overlapping action, like when the character pushes himself away from the desk you can see his neck and head gets pushed forward and then swings back, overtaking the body before going back again to a more "normal" position.

Timing was pretty easy to get right at this assignment, since there is a sound file to animate to. I usually have problems to get the timing correct but this helped a lot.

One of the animation principles that I could've used more is anticipation. This is a really important principle that makes your animation look much better and gets the audience to watch the whole animation.

I've tried to use it, but my sound file was pretty fast so I just couldn't find any time to put in anticipation poses.

