Introduction To Animation Point Of View Film

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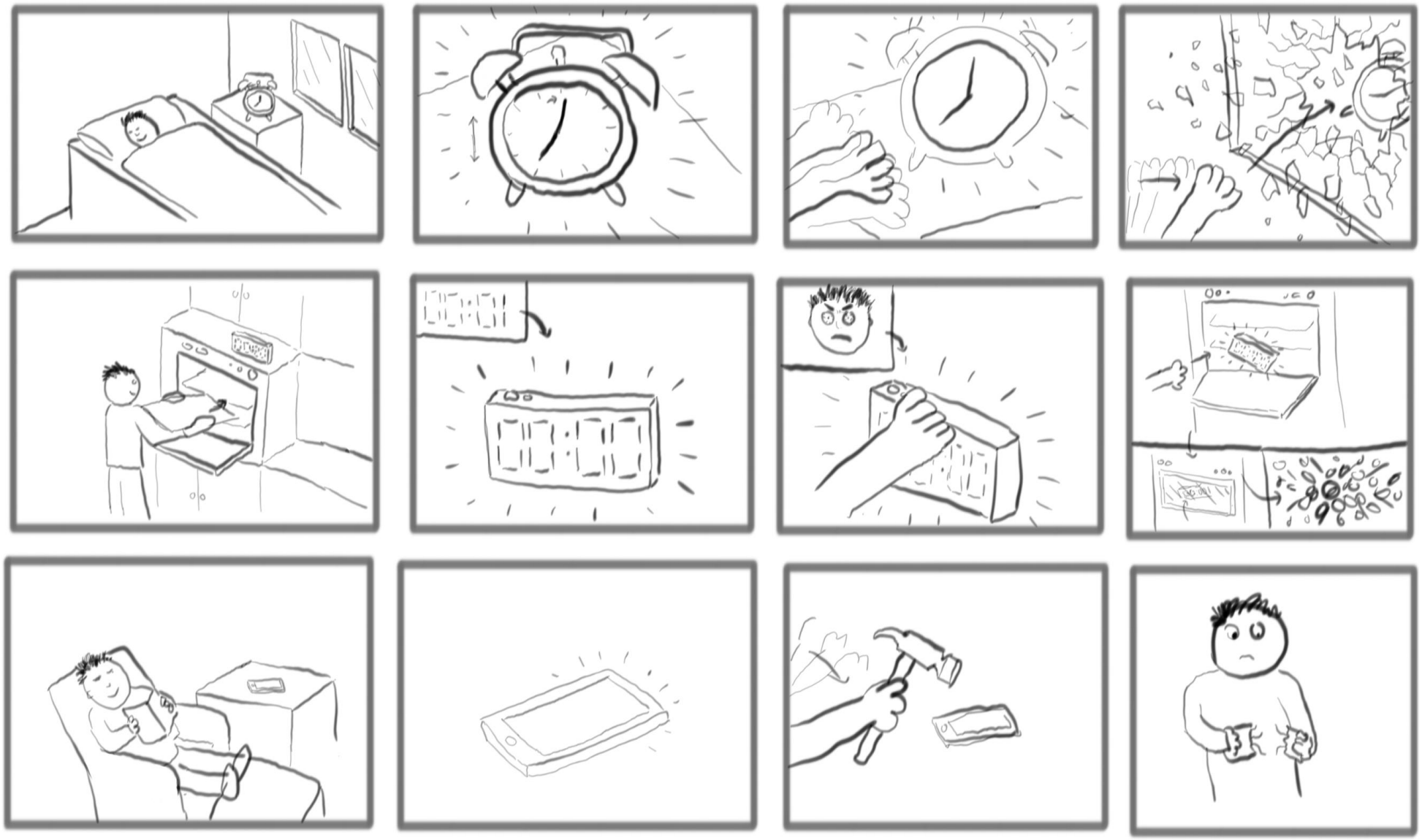
9th December Final Submission

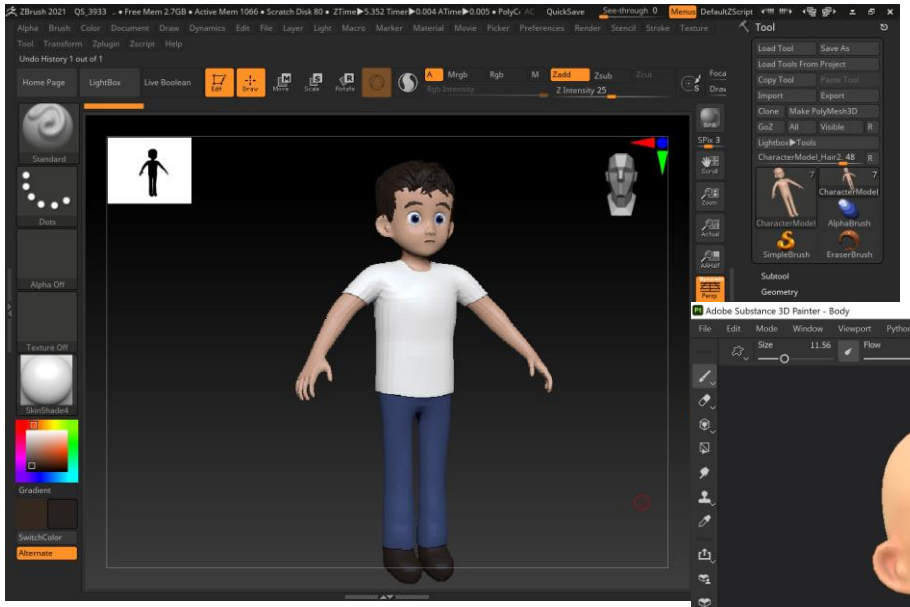
LINK TO FILM

LINK TO MY BLOG

The idea for this film started with how much I hate alarm clocks waking me up in the morning. It then progressed to a timer for an oven and a phone ringing. All these things have annoying sounds, but you need them otherwise you'd wake up late, burn the cake or miss the phone call. For this film, I decided to take away the fact that you need the alarms and emphasise the annoying sounds and the reaction of the character hearing the sounds that are disrupting his peaceful day. I used mainly ZBrush, Maya, Substance Painter and Photoshop. I compiled the film in Premiere Pro, adding sounds that I recorded. I learnt a lot throughout this project and had to solve a few problems on the way. This was my first time rigging and animating a 3D character, so I found that quite tricky, but I'm happy with how it turned out. It was also my first time modelling a stylized character as I usually go for realism. The project took years to render so I would like to learn how to optimise a scene in Maya for faster renders. I also planned to model some background objects around the scene to make it feel more natural but I didn't have enough time.

STORYBOARD

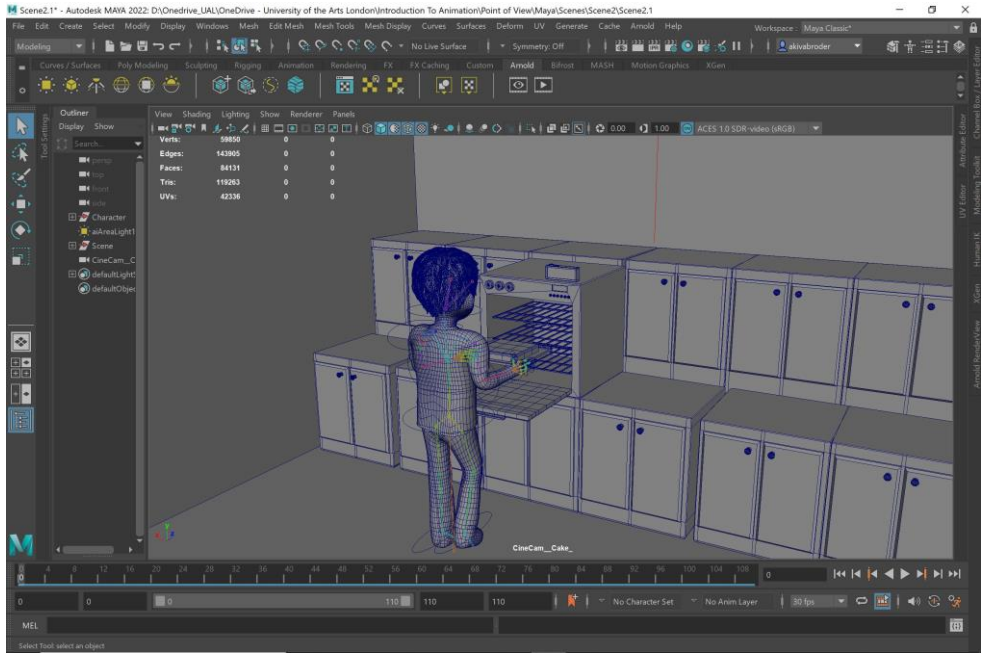


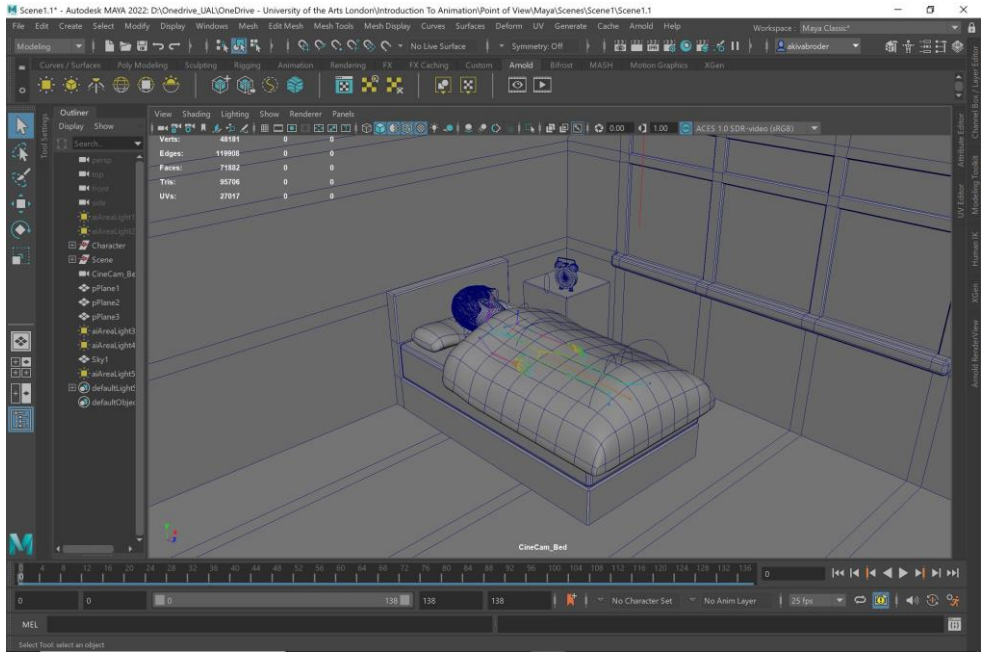


← Modelled the character in ZBrush

Textured character in Substance Painter →

Rigged character in Maya →


Scene2.1* - Autodesk MAYA 2022: D:\Onedrive_UAL\OneDrive - University of the Arts London\Introduction To Animation\Point of View\Maya\Scenes\Scene2\Scene2.1
CineCam__Cake_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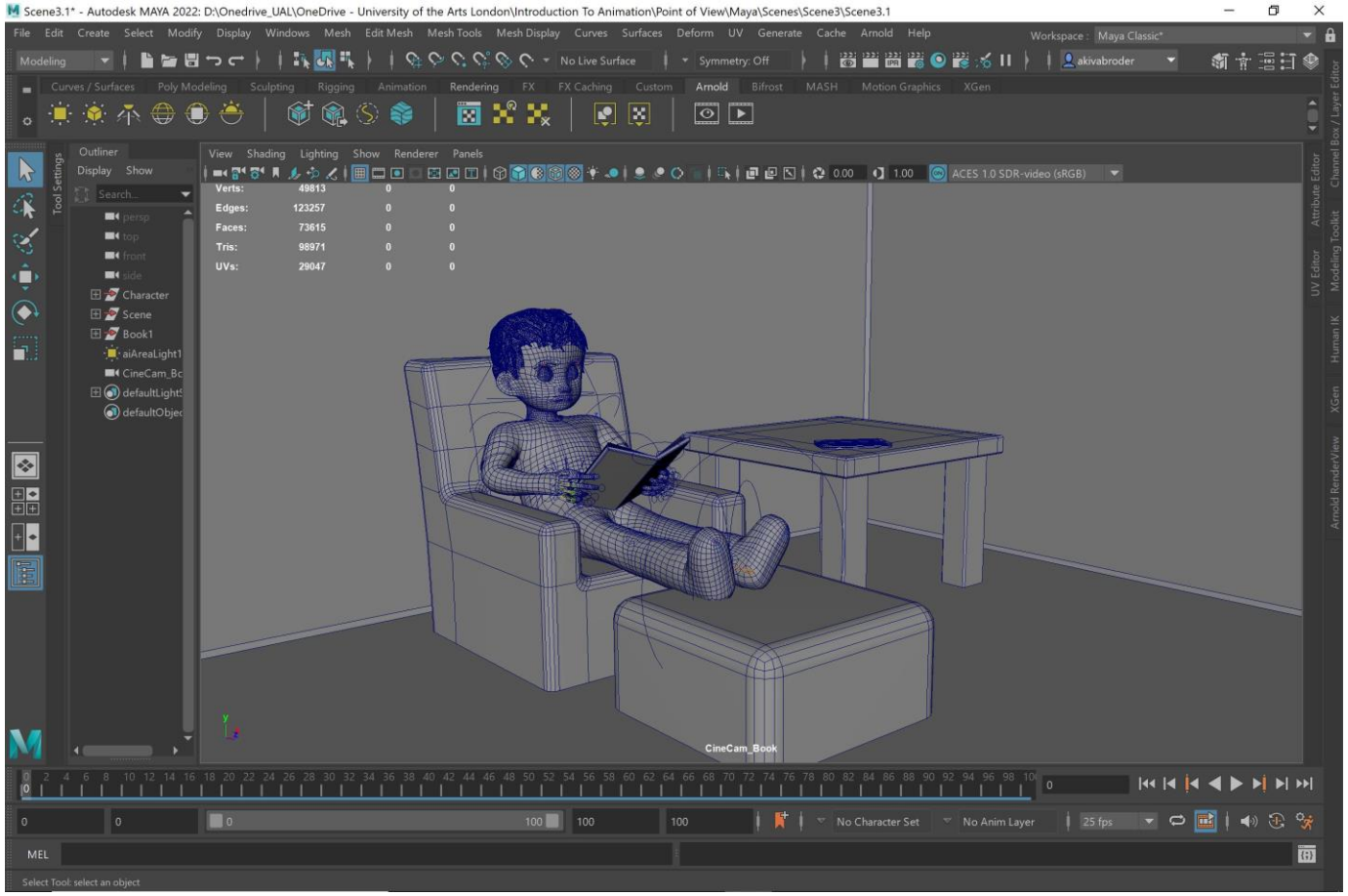
CineCam_Bed


Scene3.1* - Autodesk MAYA 2022: D:\Onedrive_UAL\OneDrive - University of the Arts London\Introduction To Animation\Point of View\Maya\Scenes\Scene3\Scene3.1
CineCam_Book