

THE ANIMATION PROCESS

Story Boards (Drawings):

-Rough Animatic

-Colour Animatic

From script to images, we will draw and edit together a temp animatic using scratch-track audio, scratch sound effects and temporary music.

We are looking for comments on camera angles, timing, tone, story, and acting choices.

Once everyone is happy with the choices, we will add colour to make the animatic appealing for testing audiences.

Animation (3D in the computer):

-Layout

-Rough Animation

-Final Animation

The animatic starts as a very rough layout. We are looking for comments on timing, and camera angles (this will contain minimal character posing).

We start to add posing, and timing to make the characters acting more clear. This animation will be more refined through the (roughly) 3 week process. We are looking for comments on the character's performance and the animation in general.

Once everyone is happy with the performance, and timing of the characters, we will call the animation "final" and move on to lighting.

Lighting/Rendering/Compositing:

-Final Spots

Lighting and Rendering are the terms we use to describe the "heavy lifting" computations performed by the computer.

We will typically render single frames for each shot. We are looking for comments on the overall lighting direction of the scene.

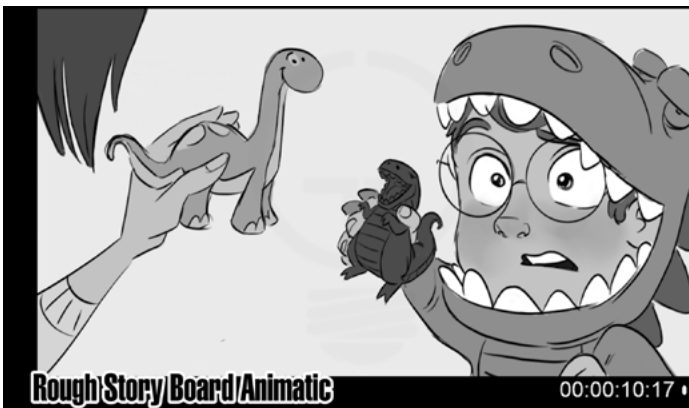
After we're signed off on the "look" of the scene we'll render the entire animation at 1/2 resolution (960 pixels by 540 pixels).

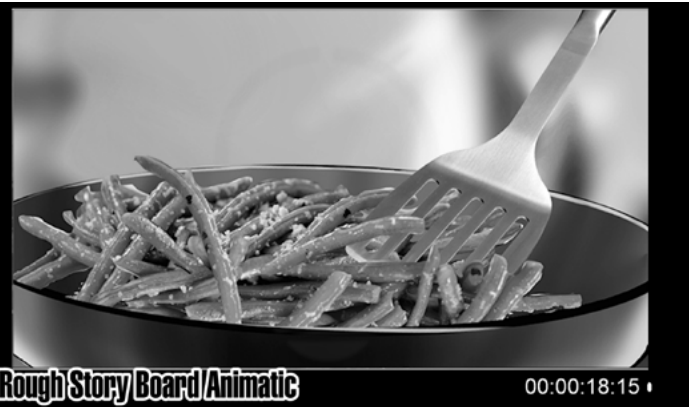
Compositing is the final "sweetening" of the shots. Small fixes, color tweaks etc.

We will Composite these 1/2 resolution renders looking for comments on the final "look" of the piece.

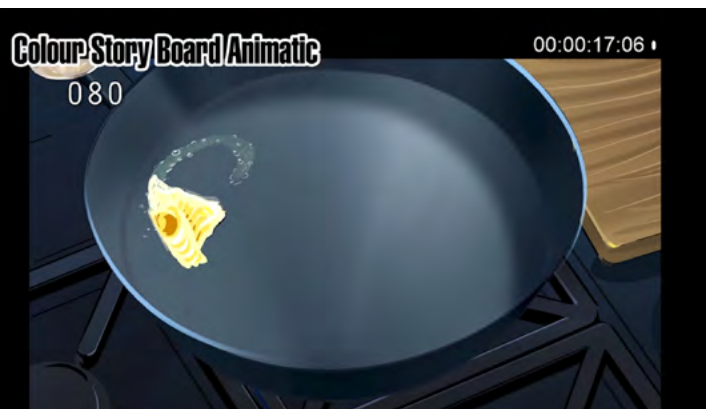
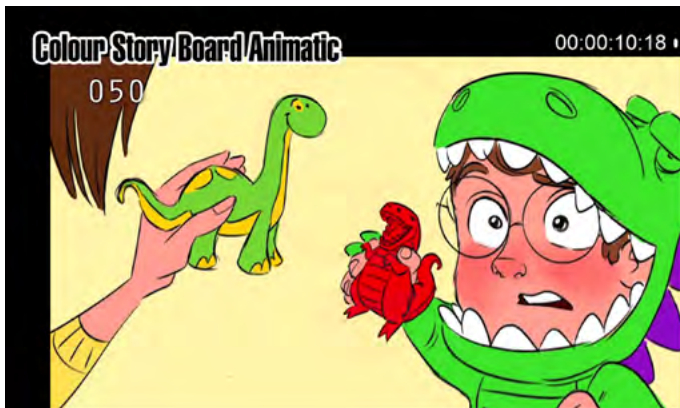
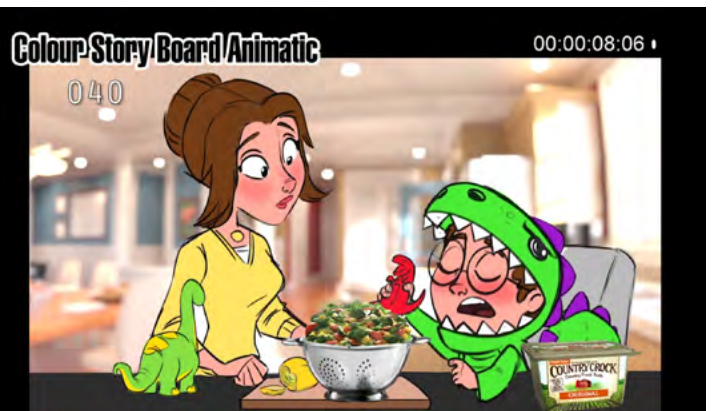
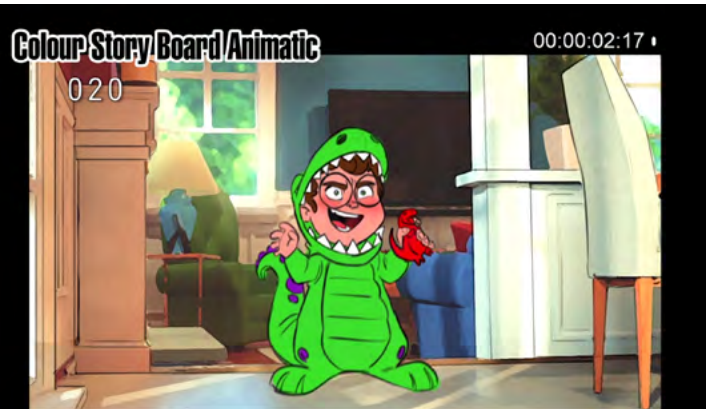
Finally we'll Composite the full resolution images and output for final delivery as Quicktime ProRes 4:4:4, Quicktime ProRes 4:2:2 HQ, and an h264 version for email.

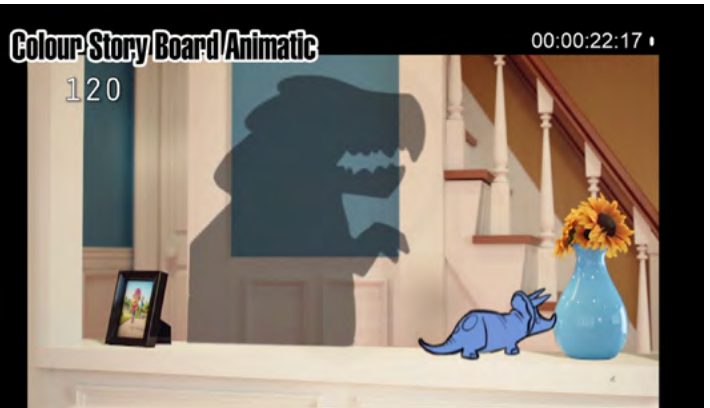
Rough Story Board Animatic





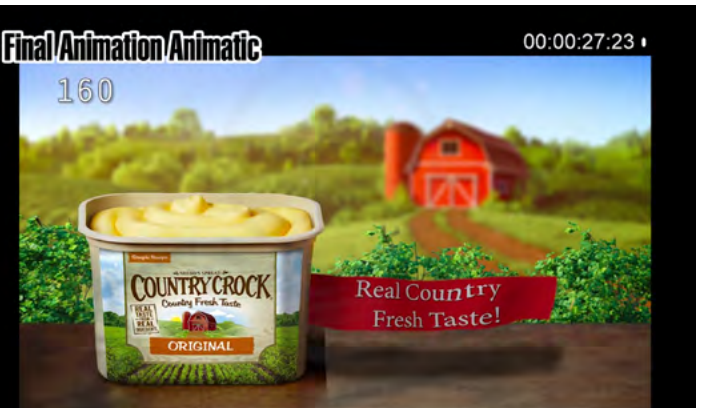
Colour Story Board Animatic





Layout/Rough Animation Animatic





Final Spot



