

### Animation Showreel: https://vimeo.com/7 8 3

I consider this project as a story of legacy and a reflection of where I am from.

Initially, I was inspired by the way civilisation was passed on to and I saw people expressing their knowledge and made influence on others. Thus, Ignition was born.

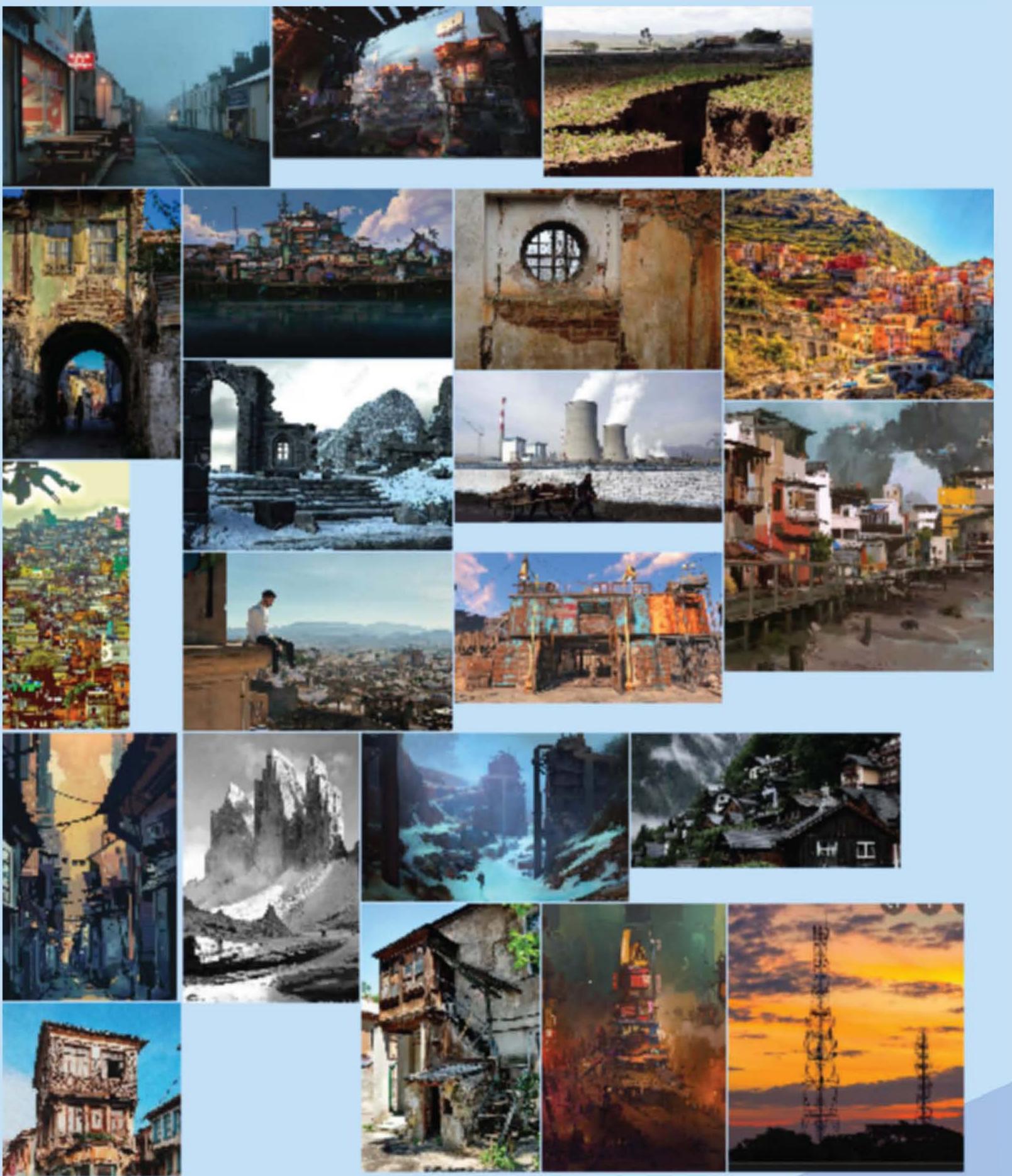
Using metaphors, I describe how Dan, an idea spreader, finds and spreads the truth.

On the surface, it is also the story of an adventurer who overcomes challenges and fears to finally obtain the rare energy resources for her town. In any case, I intended to illustrate the difficulties of passing on an idea or message and how important they are through the protagonist's growth.

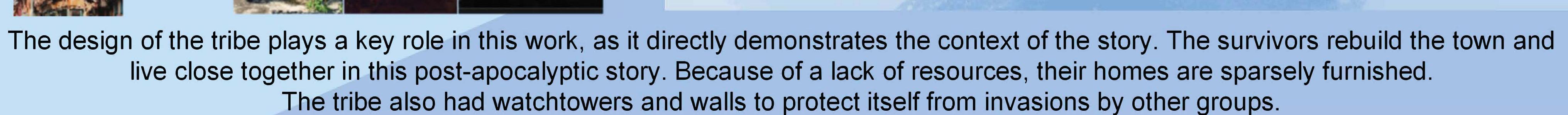


### Environment Design

#### Moodboard







To achieve the desired effect, I drew inspiration from the architectural style of Manarola, Italy, as well as the construction of some of the area's slums.





# Character Design

#### Dan

The name means "red" in Chinese.
She is a spreader in this film, an intermediary who brings fire from distant locations back to the tribe. When designing this character, I gave her a fire metaphor, which can be seen in her name and her costume. As result, when designing her appearance, I used warm colors to make the protagonist and the environment she is in stand out and fit the story's main theme.







I purposely designed the plot of this short film to make the character more realistic by identifying Dan's wants, needs, and weaknesses, which made her motivation for beginning the adventure believable.

I wanted to make sure that my character had a character arc of growth.

Thus, Dan faces a series of challenges in the film, and while she, like any other person, has fears at first, what is more valuable is the process of overcoming them and growing stronger.

### Storyboard

Link to Final Film: https://vimeo.com/

In times of energy depletion, there is little fuel left in the world (represented by blue light) so most of the area is in darkness and the lives of the civilians return to primitive and chaotic. One day, Dan digs up a tiny mineral rock from a landfill, and a map with directions to the place where it came from. She goes back to the town and seeing people dying because of the chaos situation, which made she wants to go and seek more of these minerals. Then, she sets off on her own and passes the suspension bridges.

Eventually she finds this place where fuel is well stored, below a rift valley. Having discovered the fire, she drew up a new, more detailed version of the map. On the way back there is a blizzard and the road ahead is almost impossible to see. Nearing the settlement she collapses and is rescued by the tribesmen At the end, people have adopted the new minerals and they begin to celebrate again.

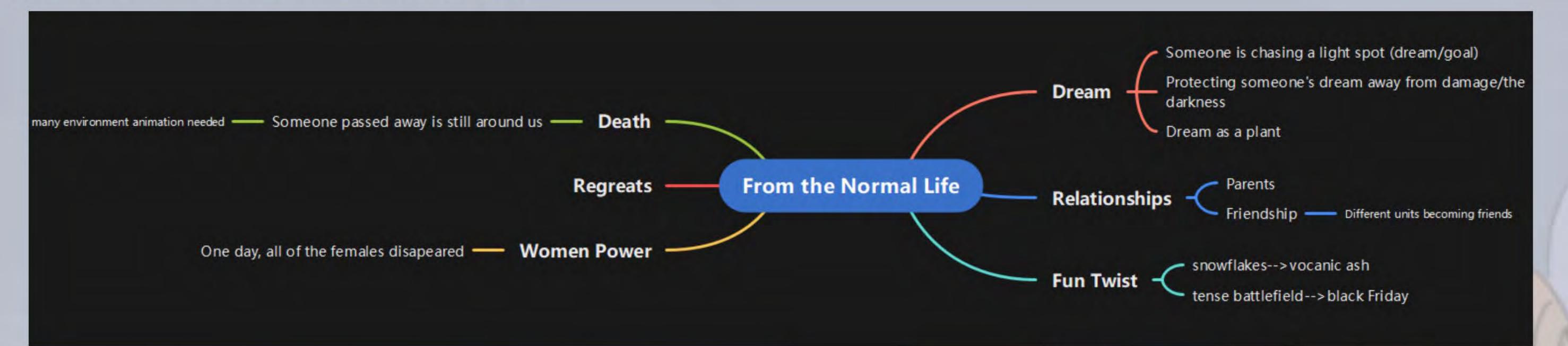
# Color Script

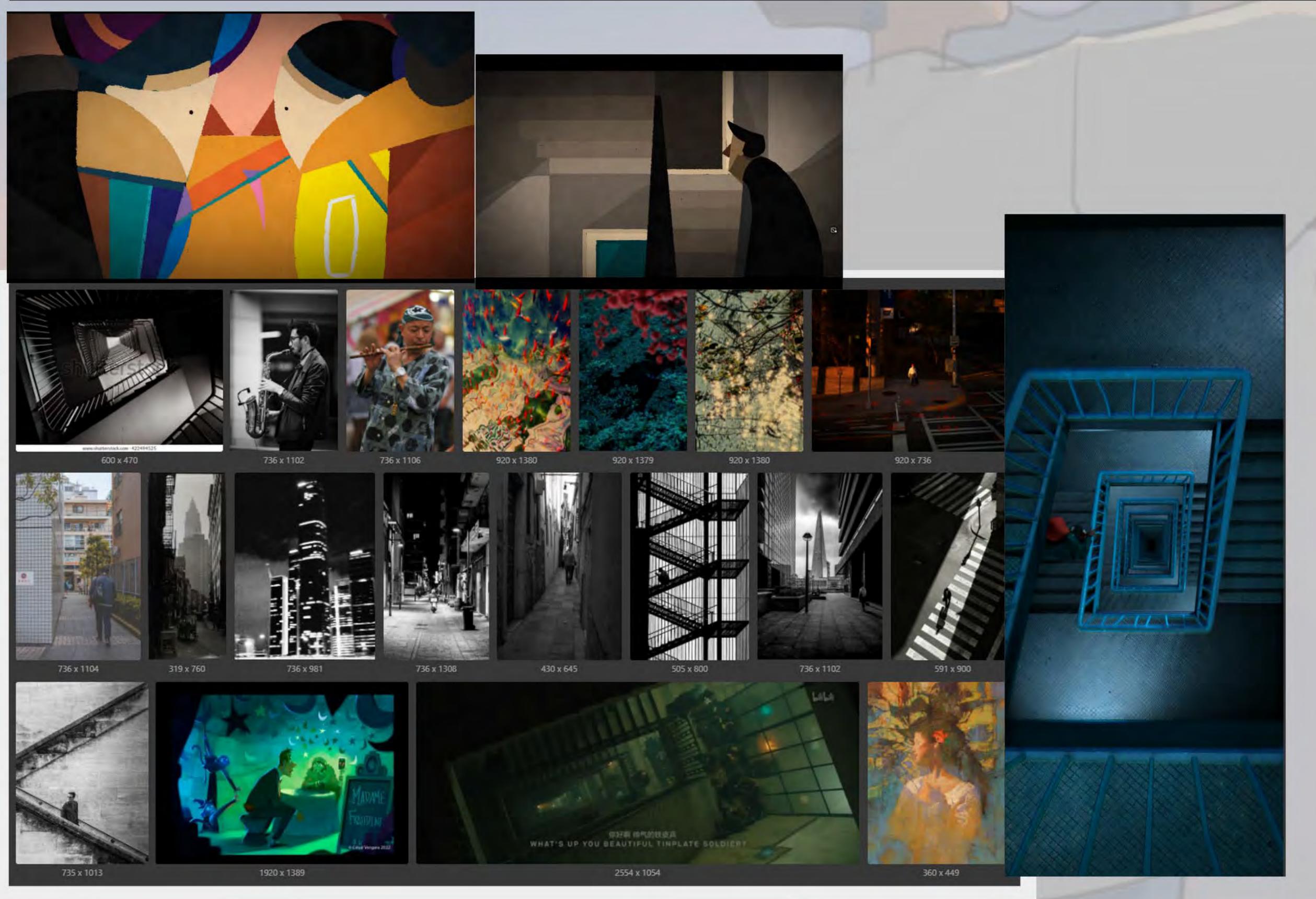


# What Has Been Gained

Joe is a typical workaholic who thinks himself has nothing else in his life besides working. He doesn't really enjoy this path of life, by chance, Joe found a magical piece of glass, through which the world shows its beautiful colour. The glass brings joy into Joe's life, but in the end, Joe found even greater happiness when he shares the glass with others.

#### Idea Generation





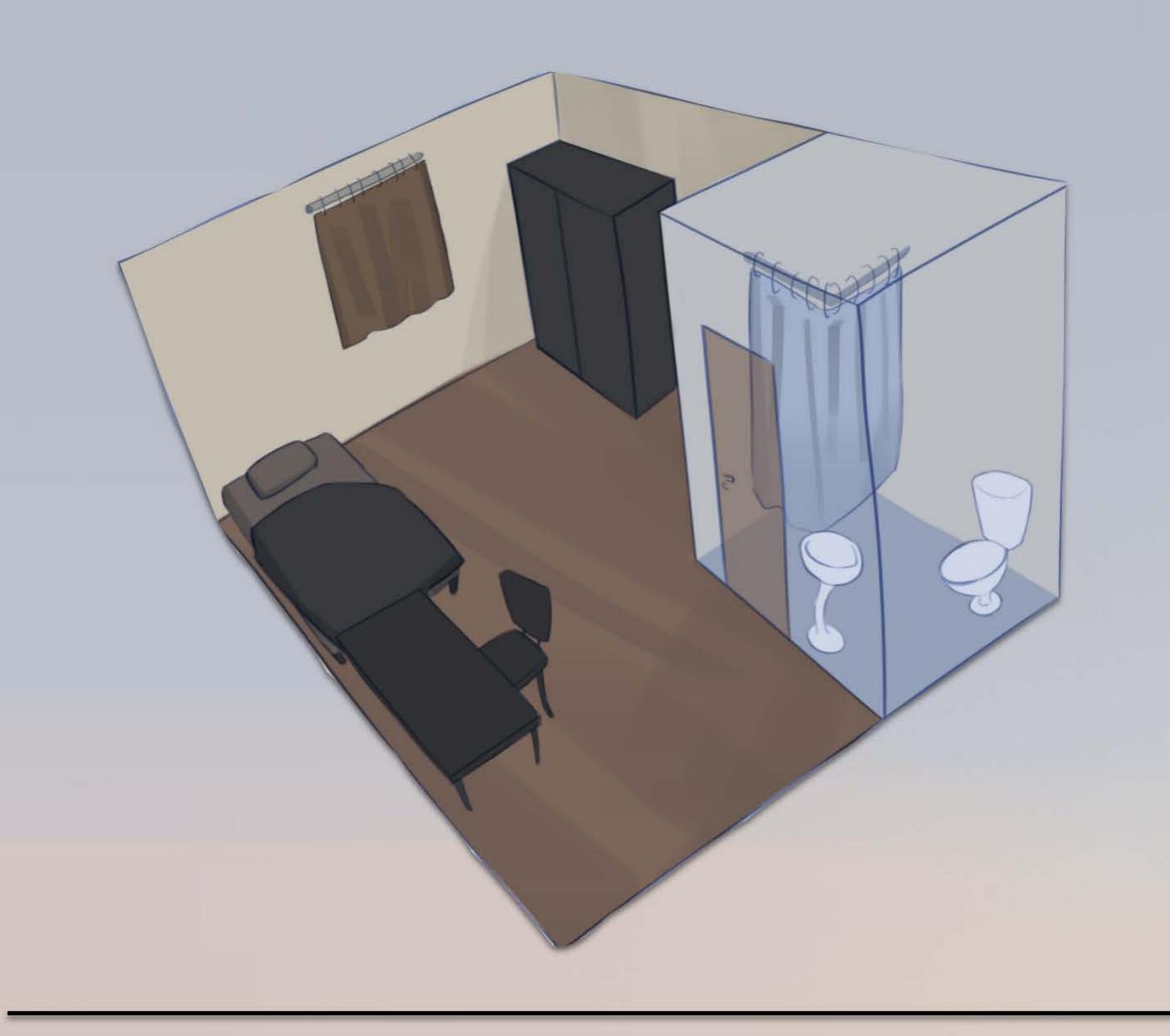
The initial idea of creating the story is to explore the possibility of realising something precious from what we used to ignore in everyday matters. It has been frustrating for many people in the past few years, as everything is changing in the world. Therefore, focusing on what we have will help us to live a peaceful life in the world full of chaos. Hopefully, everyone who seen the film would find the new way to observe what is happening around us.

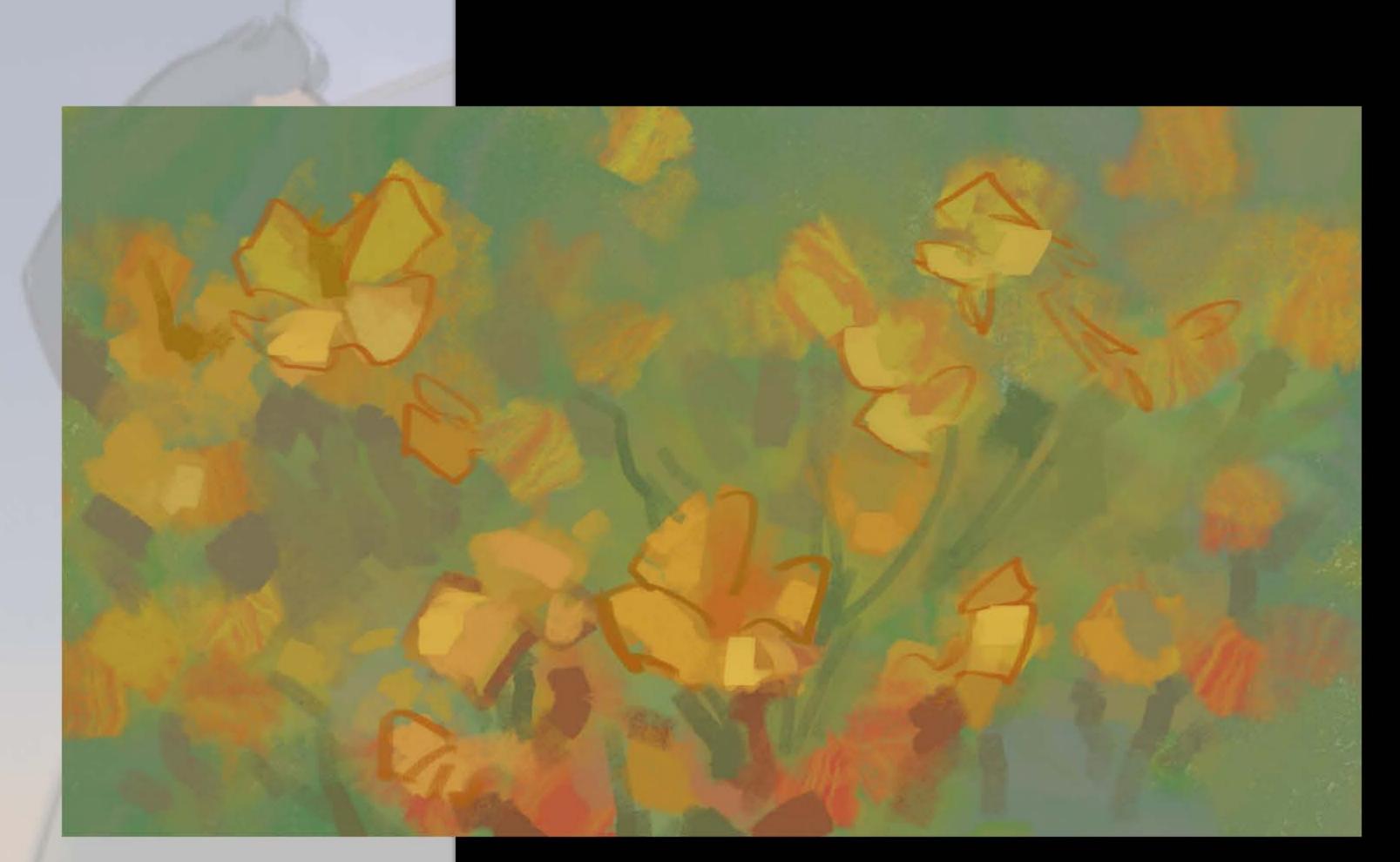


#### Character Design



#### Scene Design









These are few of the scenes I designed for the story, the aspect ratio here varies because I kept some extra room for camera movement in the animatic





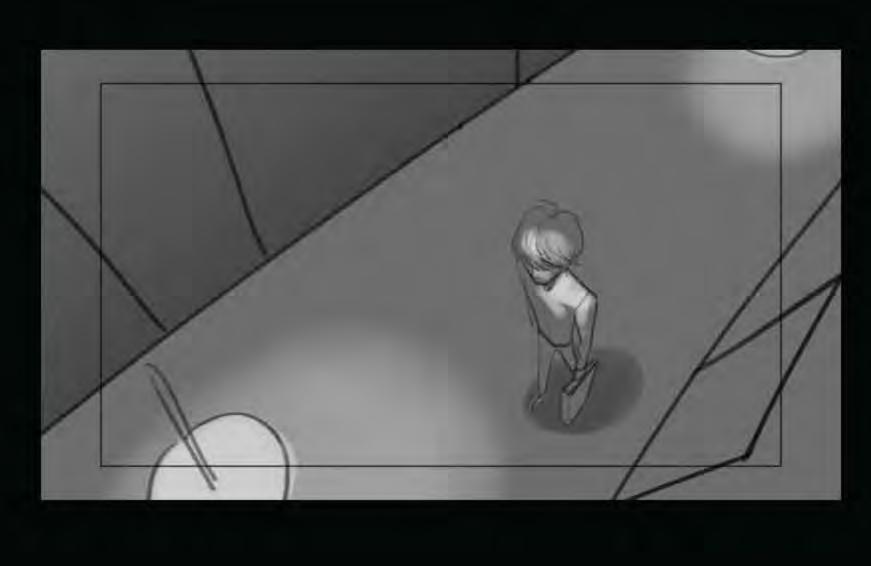
### Storyboard & Animatic

Animation Showreel: https://vimeo.com/794758823

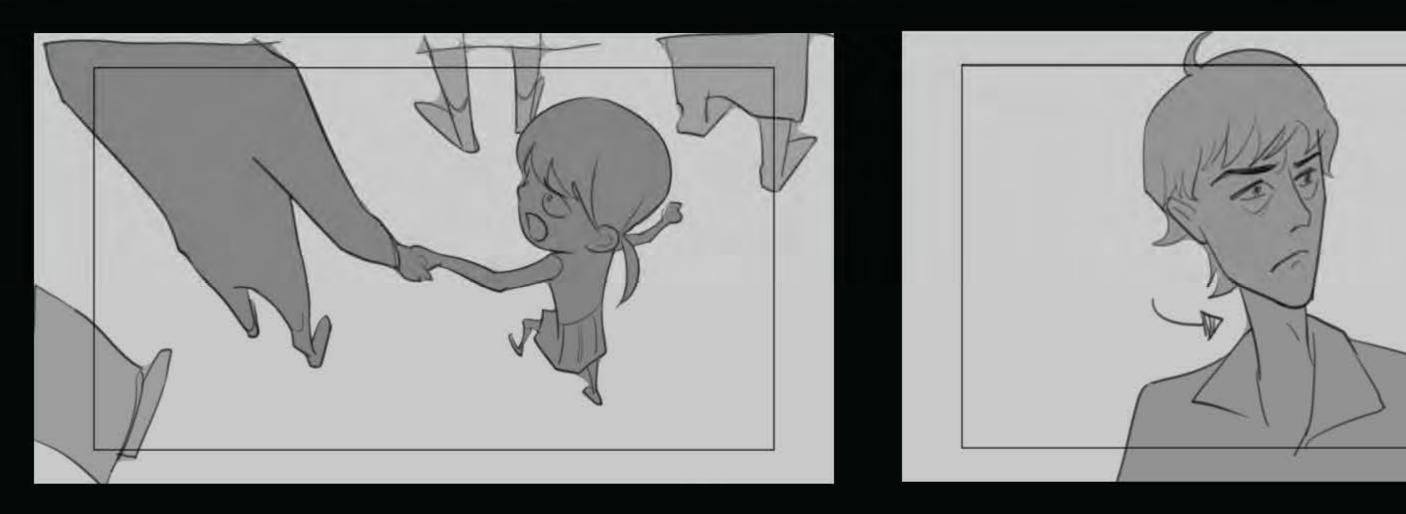


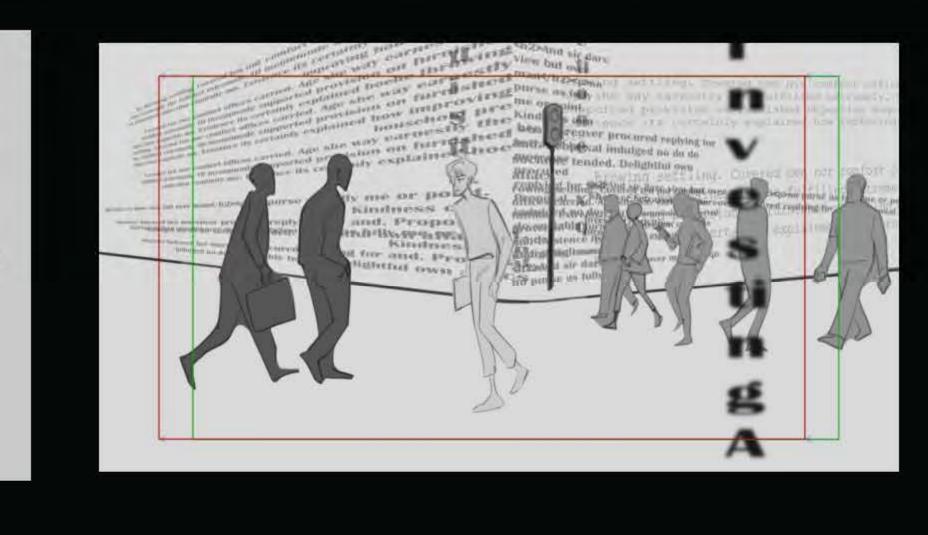














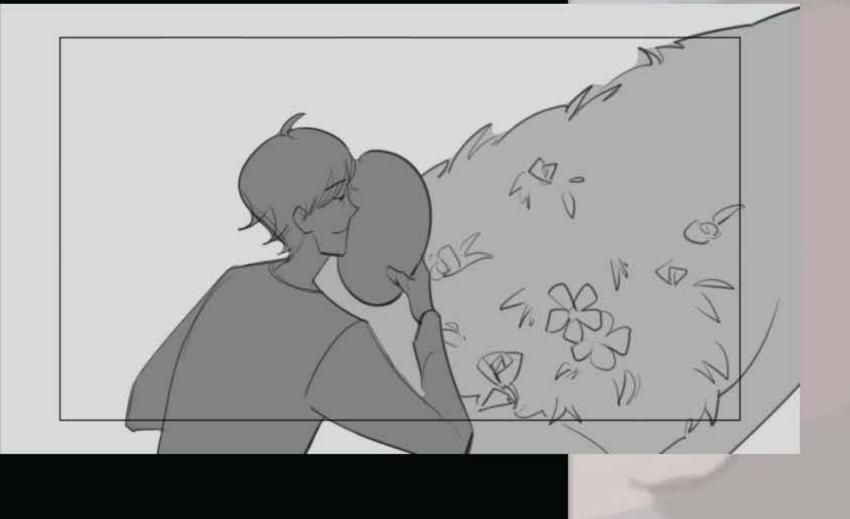


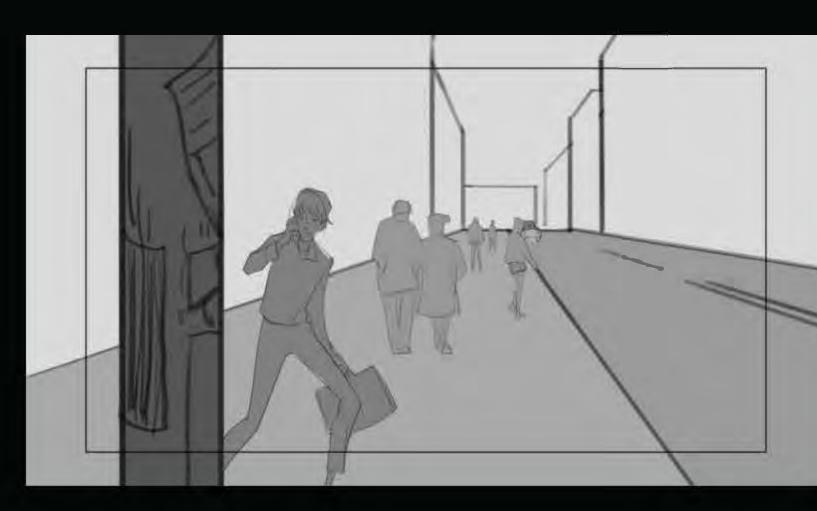


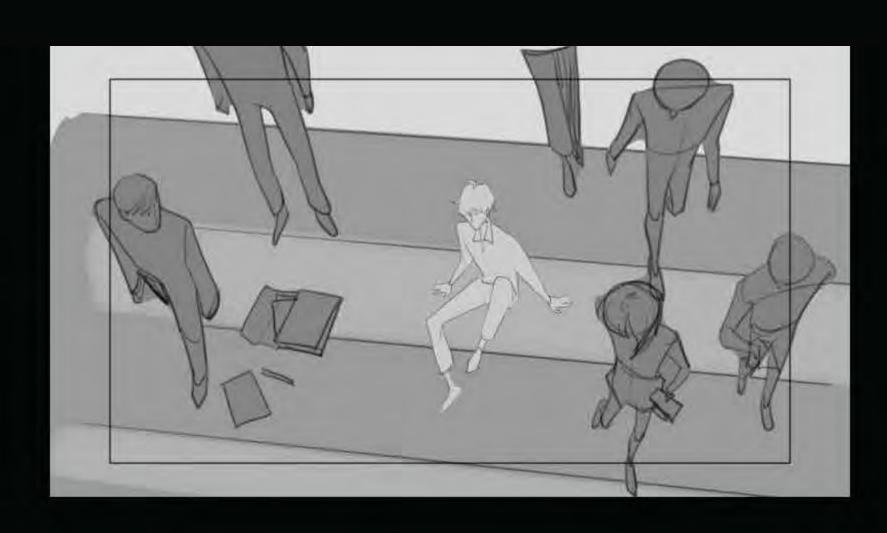








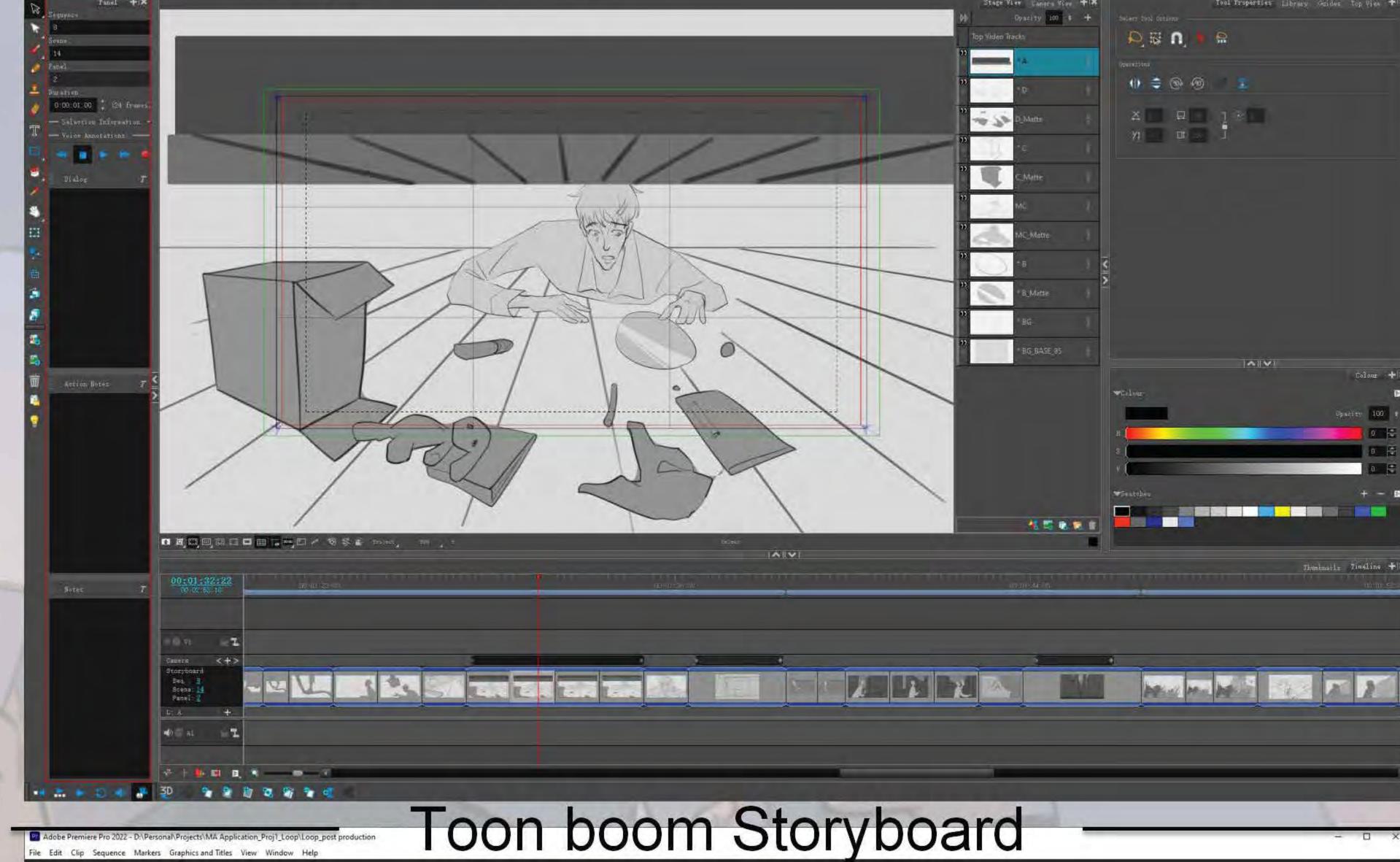


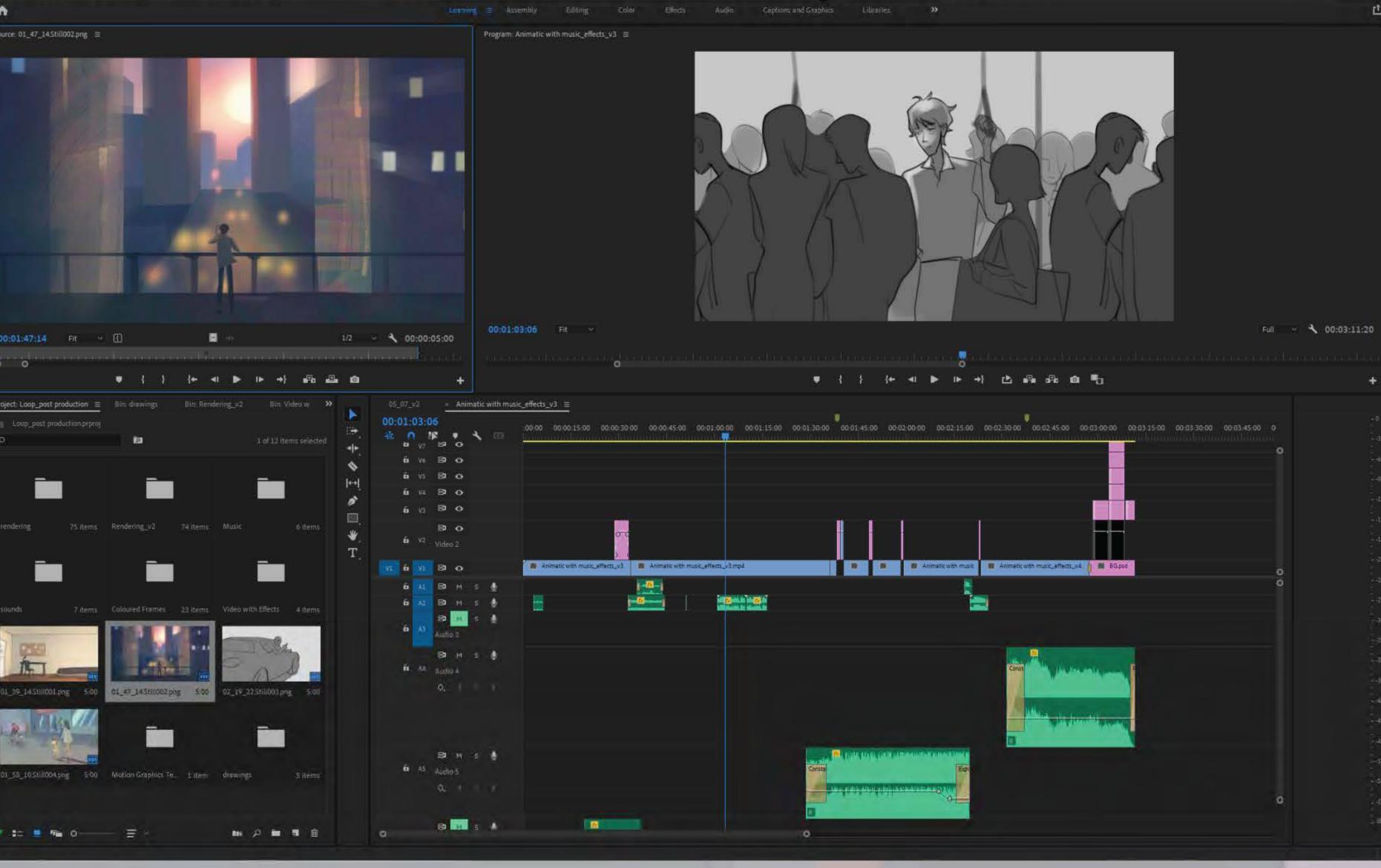








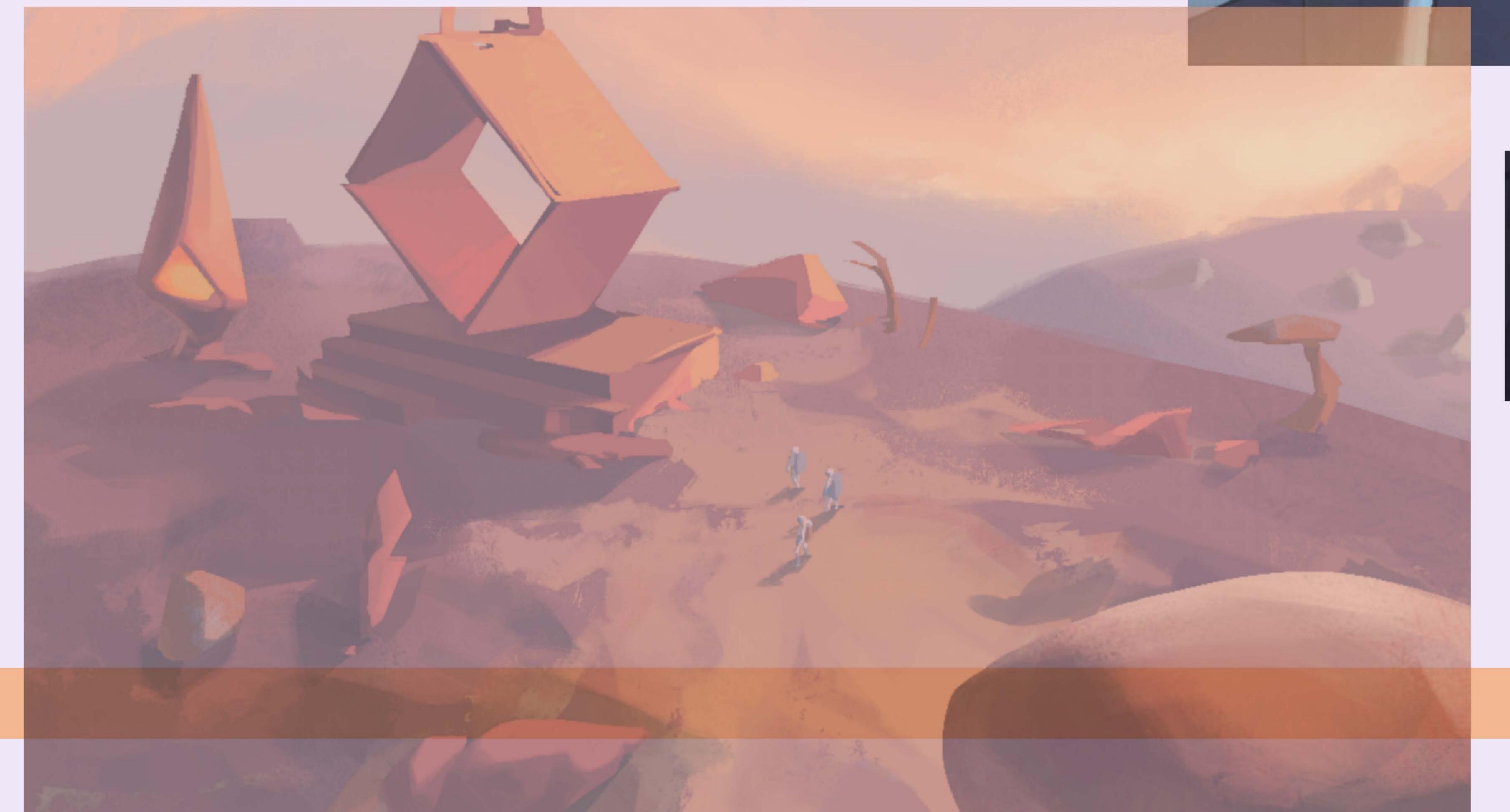




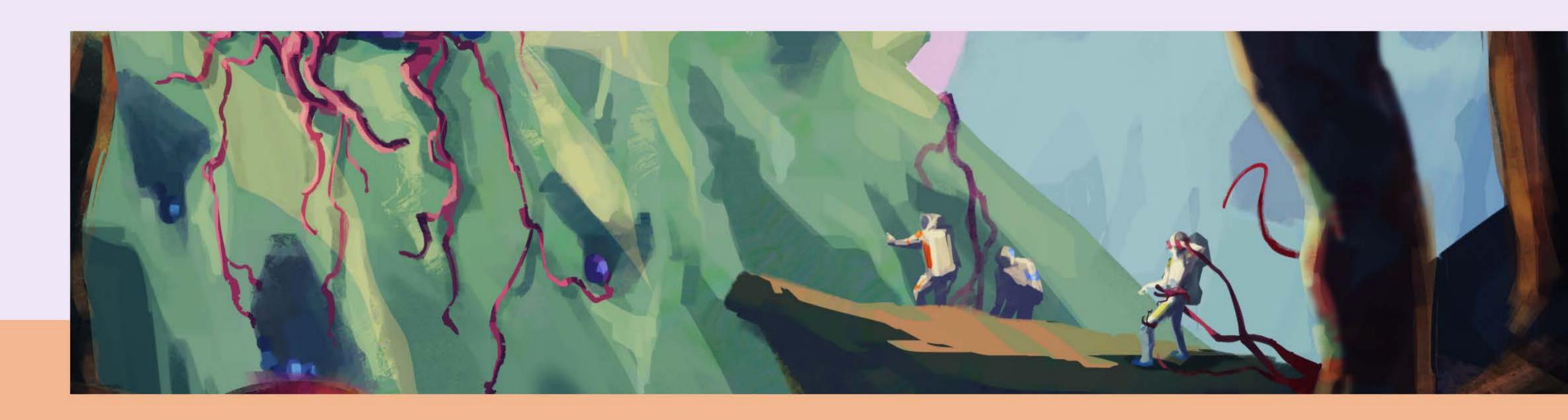
Adobe Premiere

# THE GREATEST JOURNEY

One day the United Nations space station monitored anomalous data from a planet several light-years away, and technicians speculated that new material might have appeared. In order to investigate this unexplained situation, a group of well-equipped scientific investigation team is ordered to depart for reconnaissance.







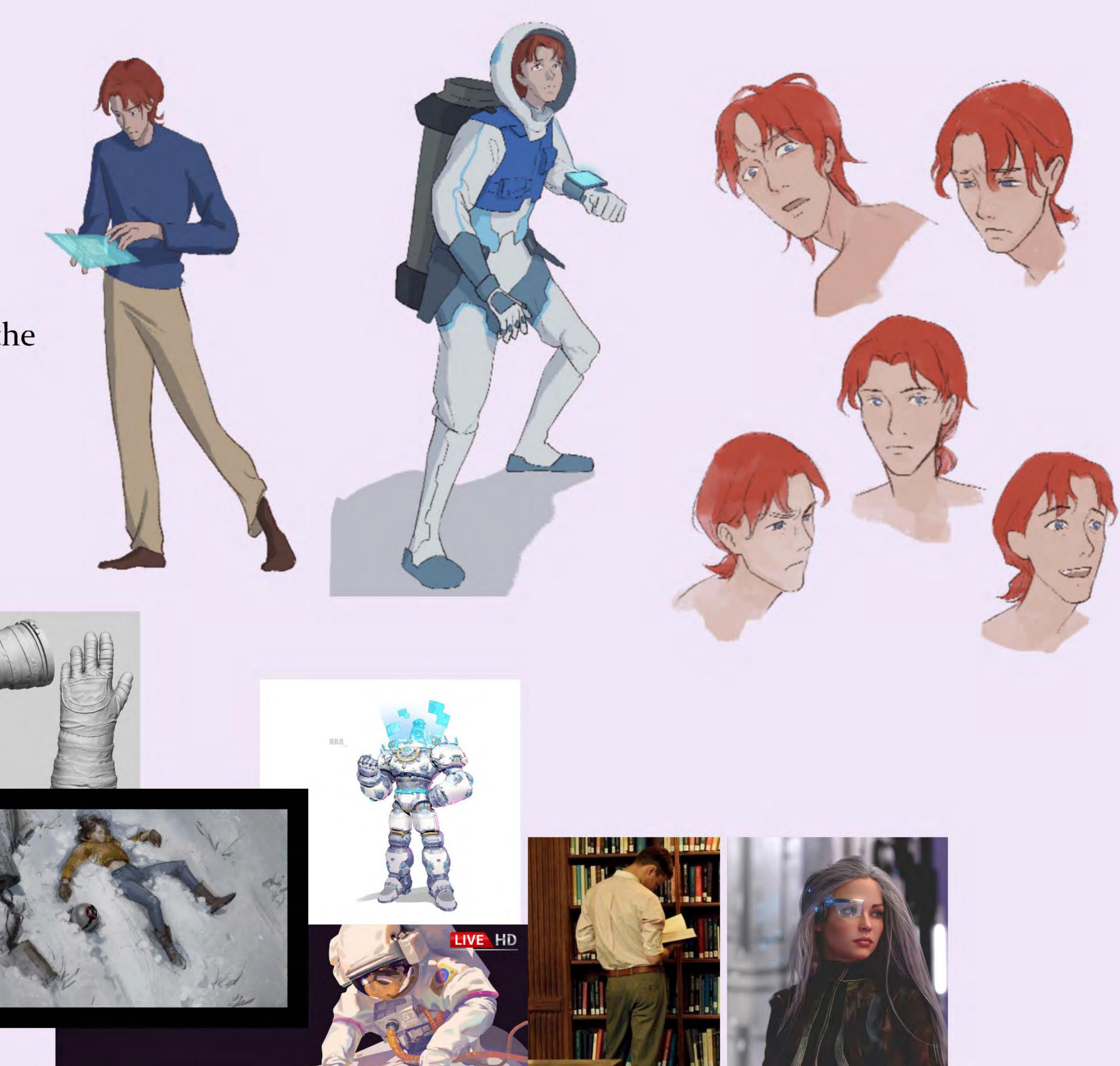
# Alan

Male

Personality: gentle, cautious

Alan is a scientist working on astronomy. He uses his professional knowledge to help the team to make decisions. He doesn't enjoy being with people most of time but he is willing to cooperate when needed because that's part of his job.







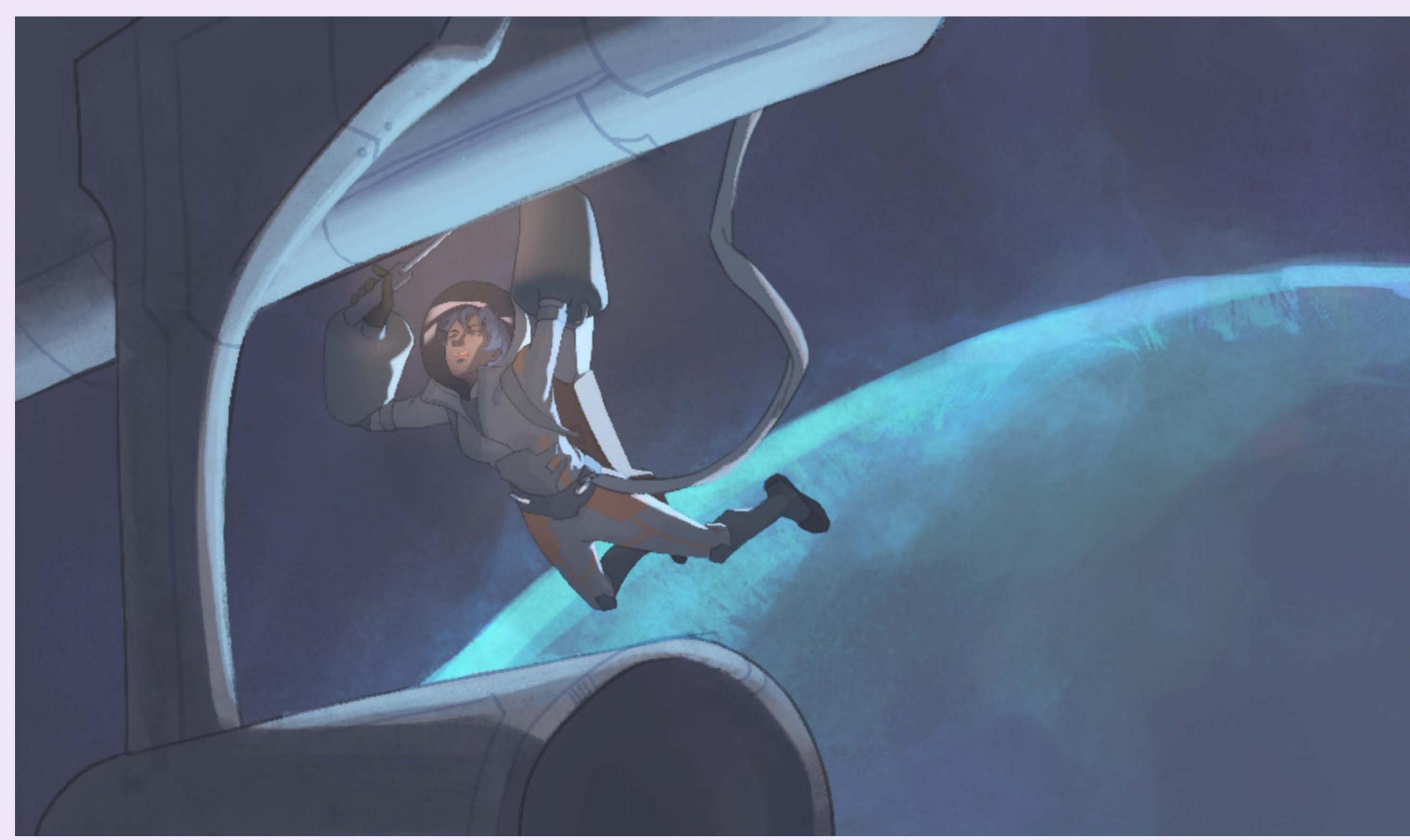


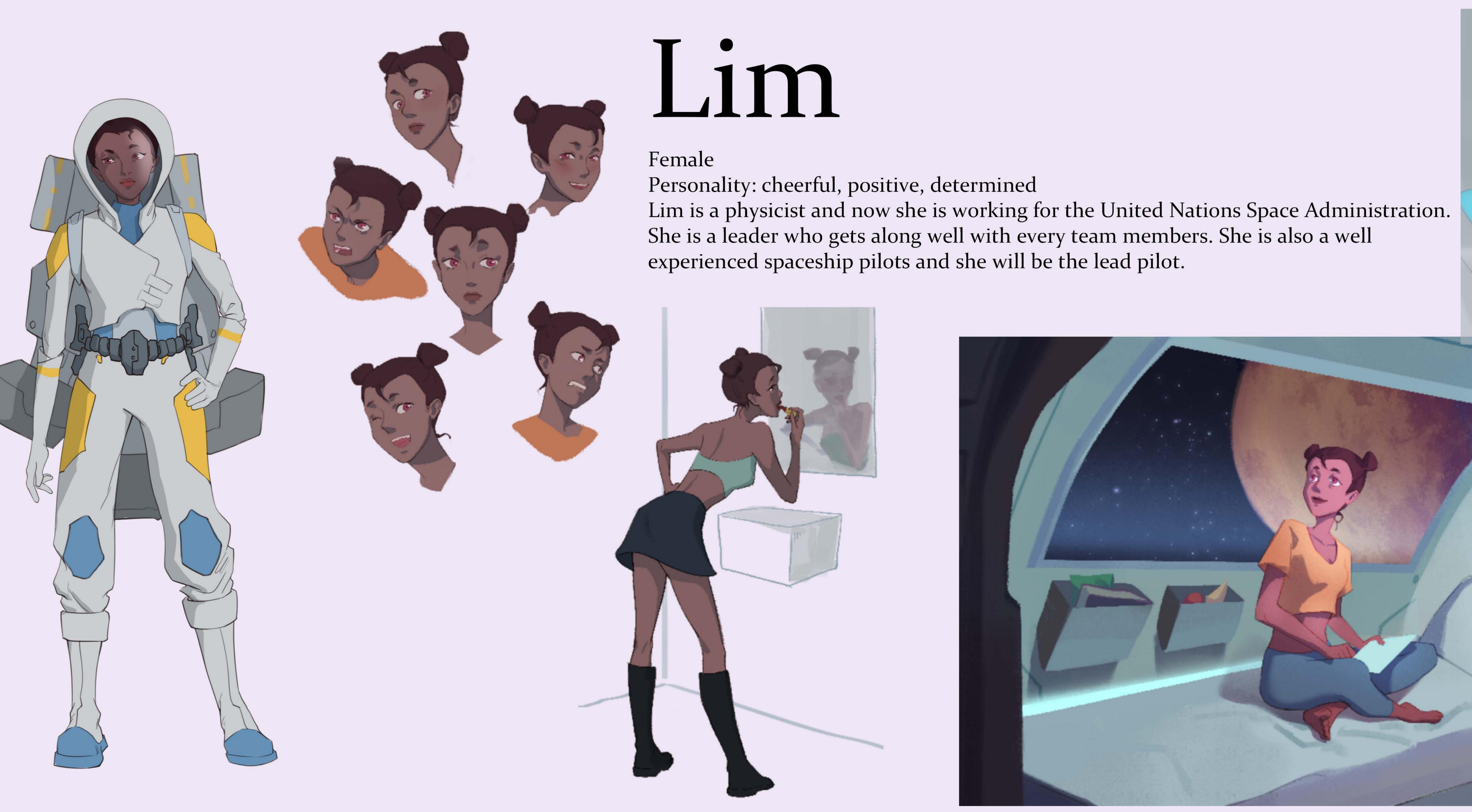
# Jodie

Female

Personality: bright, humble

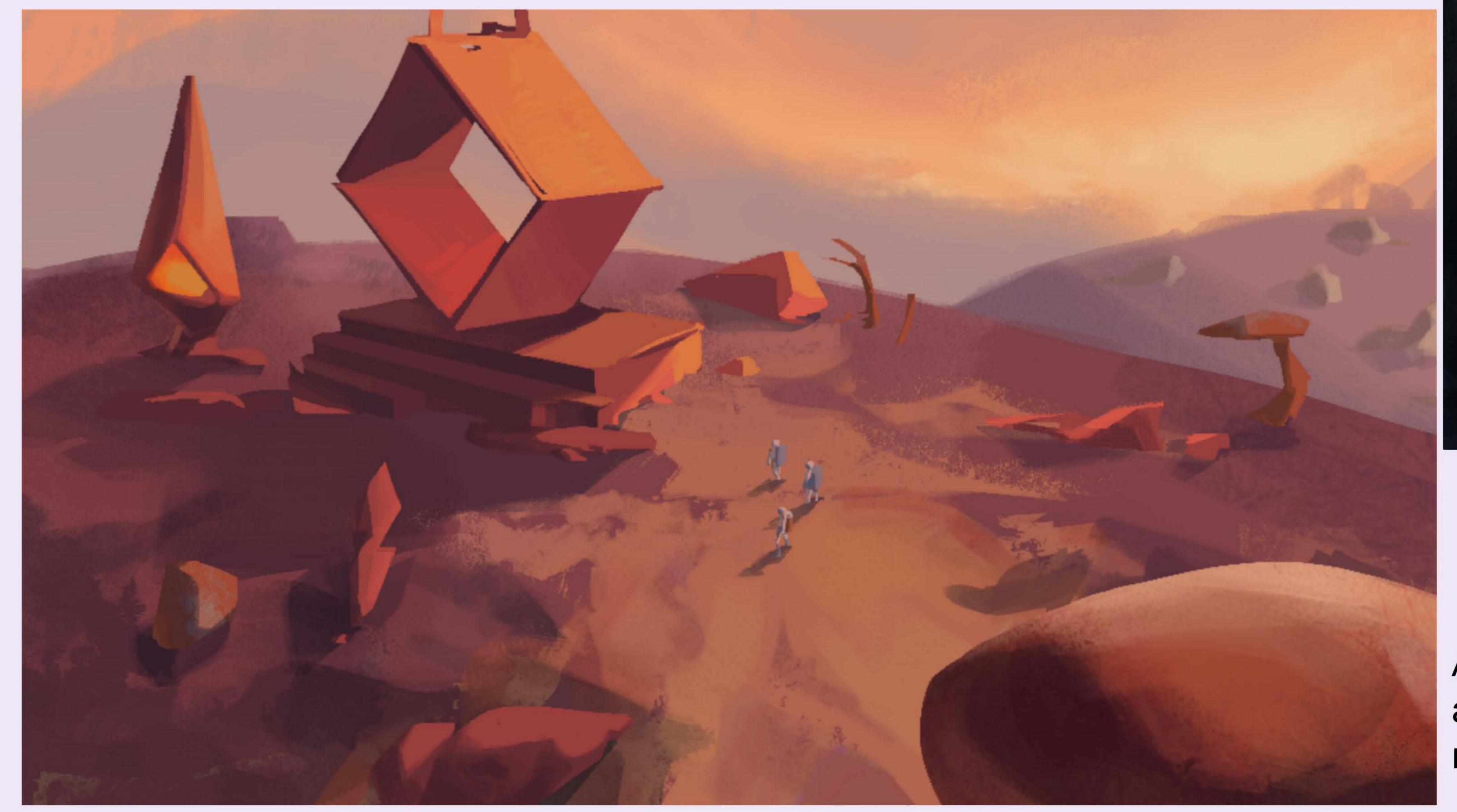
Jodie knows well about the spaceship as a spaceship architect. She has designed many spaceship for Russia and the United Nations. Jodie provides technical support for the spaceship maintenance.

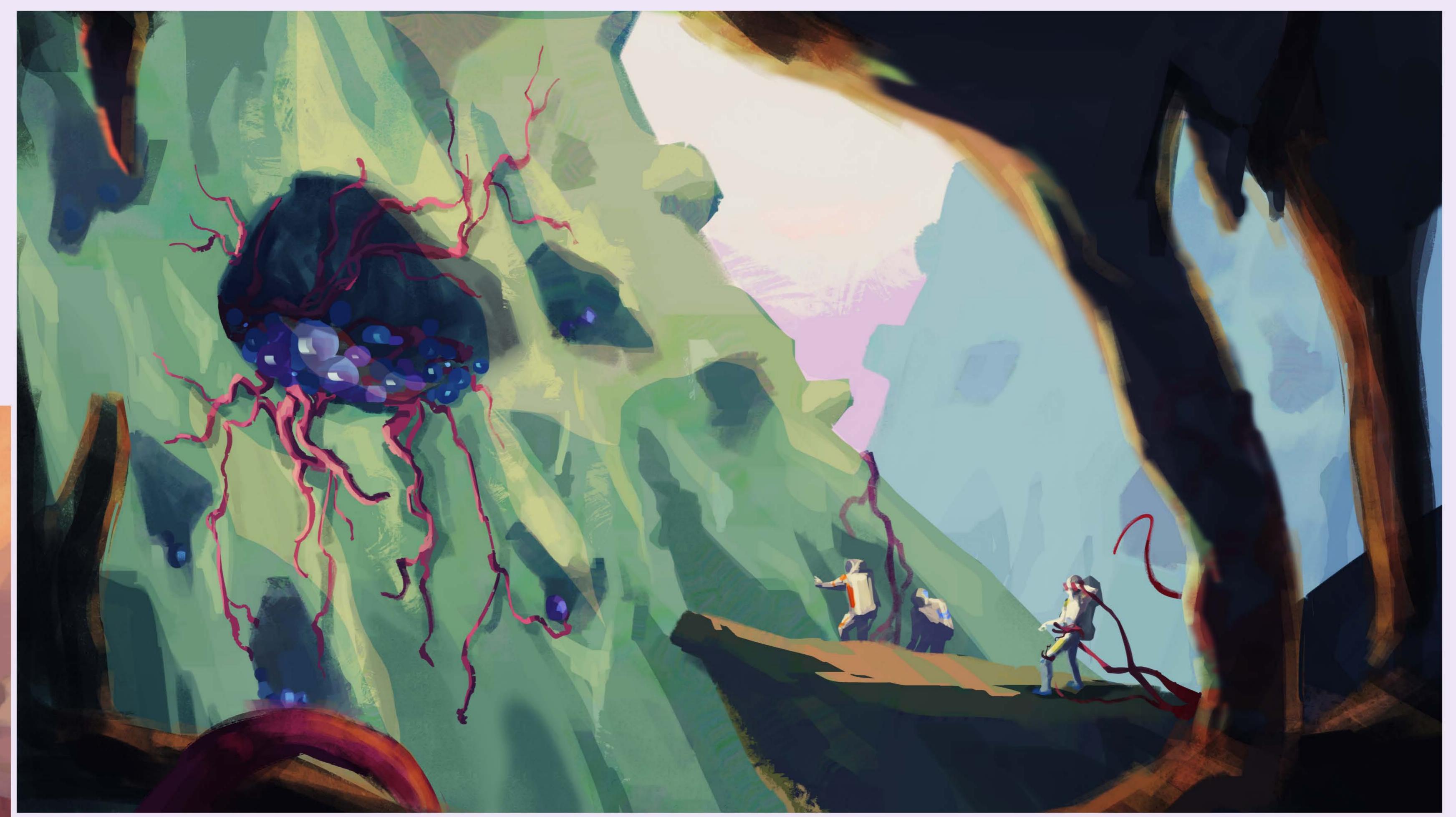






The squad are temporarily parked on a planet full of wrecked architecture until the ship is repaired due to a malfunction. It is clear that there was a civilisation on this planet, but the creatures have now disappeared, leaving only these oddly shaped ruins.





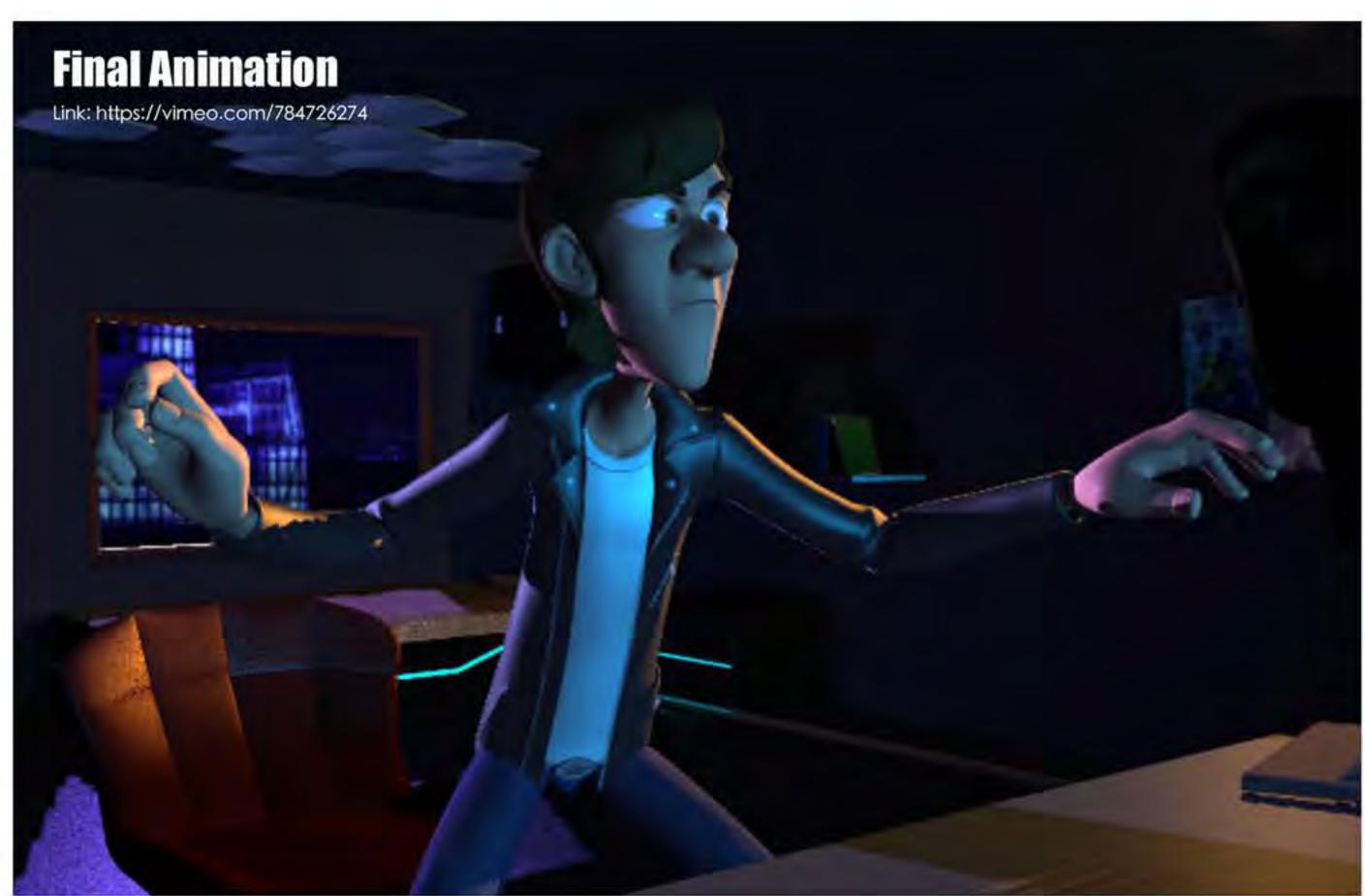
At the end of their journey, they arrive on a new and unfamiliar planet, where the land appears green with a very different chemical composition from the Earth. The mountains here are filled with caves that life seems to be incubating in them.



#### 3D Environment Design









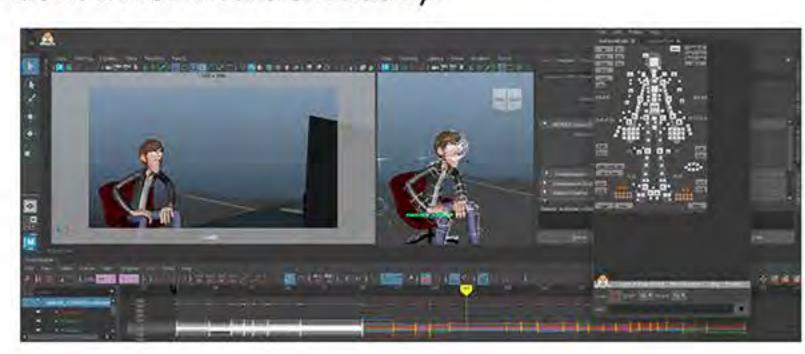


#### \* Blocking

I completed the key poses in the first step of blocking to get their timings to match the video reference I had prepared and the poses I had overdone. I have toggled the step tangents option in the graphic editor, in order to be focused on the poses and timing in the key actions.

It was a difficulty for me because it was my first time animating a character using the FK method, but following this stage, the precise blocking went much more smoothly.

#### \* Detailed Blocking



At this point, I concentrated on the timing of each particular motion, making sure that each action happened independently rather than all at once, and adding detailed animation like follow-through, anticipation, squash, and stretch.

To enhance the main character's actions, I added object animations such as a poster falling and screen and bottle vibrations at the end of the production.

At this point, a warm yellow light source was added to the scene to improve the overall tone and highlight the character.

## Other Work

