

Animation Project Proposal & Pre-Production

“CELLs”

Course Code & Name	SM2288 Independent Animation Project (16-17, Semester A)	
Project Nature	Animation Development	
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Version & Date of Creation:	Draft Version : 1	September 10, 2016

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1. Production Title in both English and Chinese

CELLs

2. Director's Statement of Intention

Cells is a potential project which is about creating an animation video base on the visual of different cell structures. This idea is inspired by a course I have a year ago -Intro to the Sci for Artists - JC 2001. In one of the class, we did some experiment on how different cells will looks like under microscope. I was fascinated by how beautiful and unique different cells looks, so i come up with an idea on creating an animation video base on the visual of cell structures. I am going to use maya, houdini, adobe after effect to create this animation. At first , i will collect different cells through different things and by using those date to create non-identical pattern as the main visual. The animation of the cell structures will be base on the movement of the cells and other element that affect the cells.

3. Animation Type, Creative/Artistic and Technical Elements of the Proposed Project

Animation Type:

animation loop

Creative/Artistic Elements:

Use different cell structures as the main visual element to create animation

Technical Elements:

3D and 2D animation video(maya, after effects...etc)

4. Concept/Premise

The idea of CELLs is to create an extraordinary visual journey for the audience.

5. Synopsis

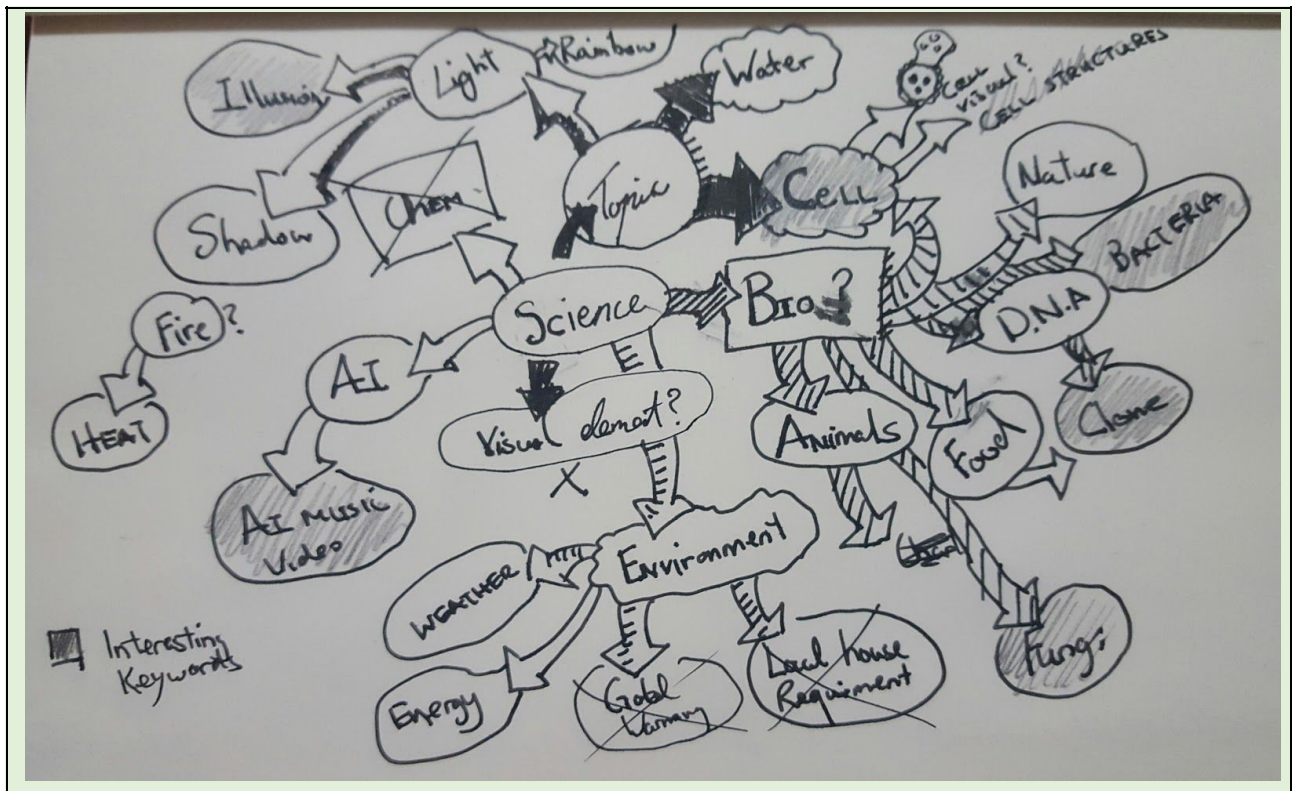
CELLs is an animation loop with different cell structures element which inspired by the the visual of cells in a microscope. Seeing how different fascinate visual are created by nature and how different element can affect those visual, therefore i come up with this idea to recreate those visual from my perspective. CELLs will be created using maya, aftereffects, houdini....etc

6. Running Length


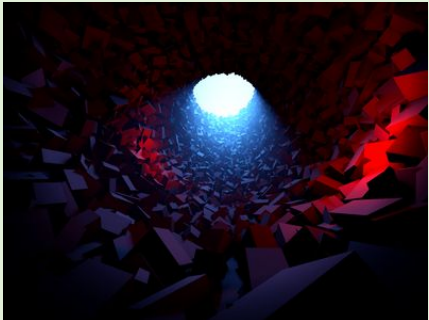
2-3 Minutes

7. Mind Map (Concept Map)

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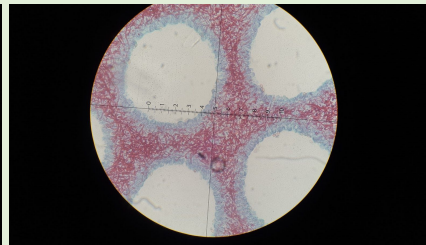
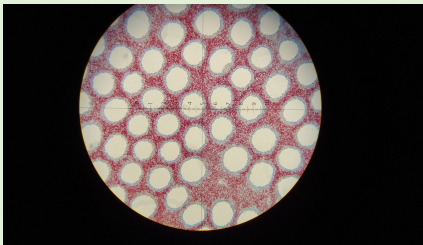
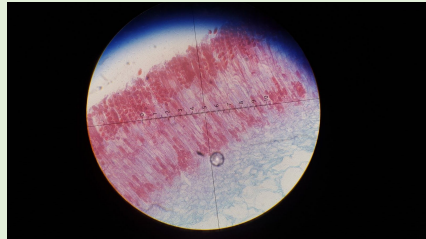
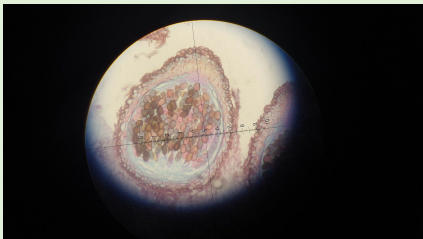
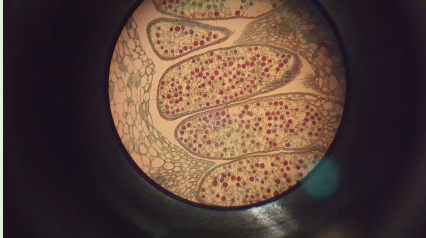
8. Visual Theme & Visualization

List of interesting Keywords from the Mind Map	Fungi, cell, cell structures, cloning, bacteria, ai music,illusion
Visual Theme	cells ,science, mystery
Visualization of the Visual Theme and Keywords	 <p>Layers,</p>  <p>tunnel</p>

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cell structures(3D)



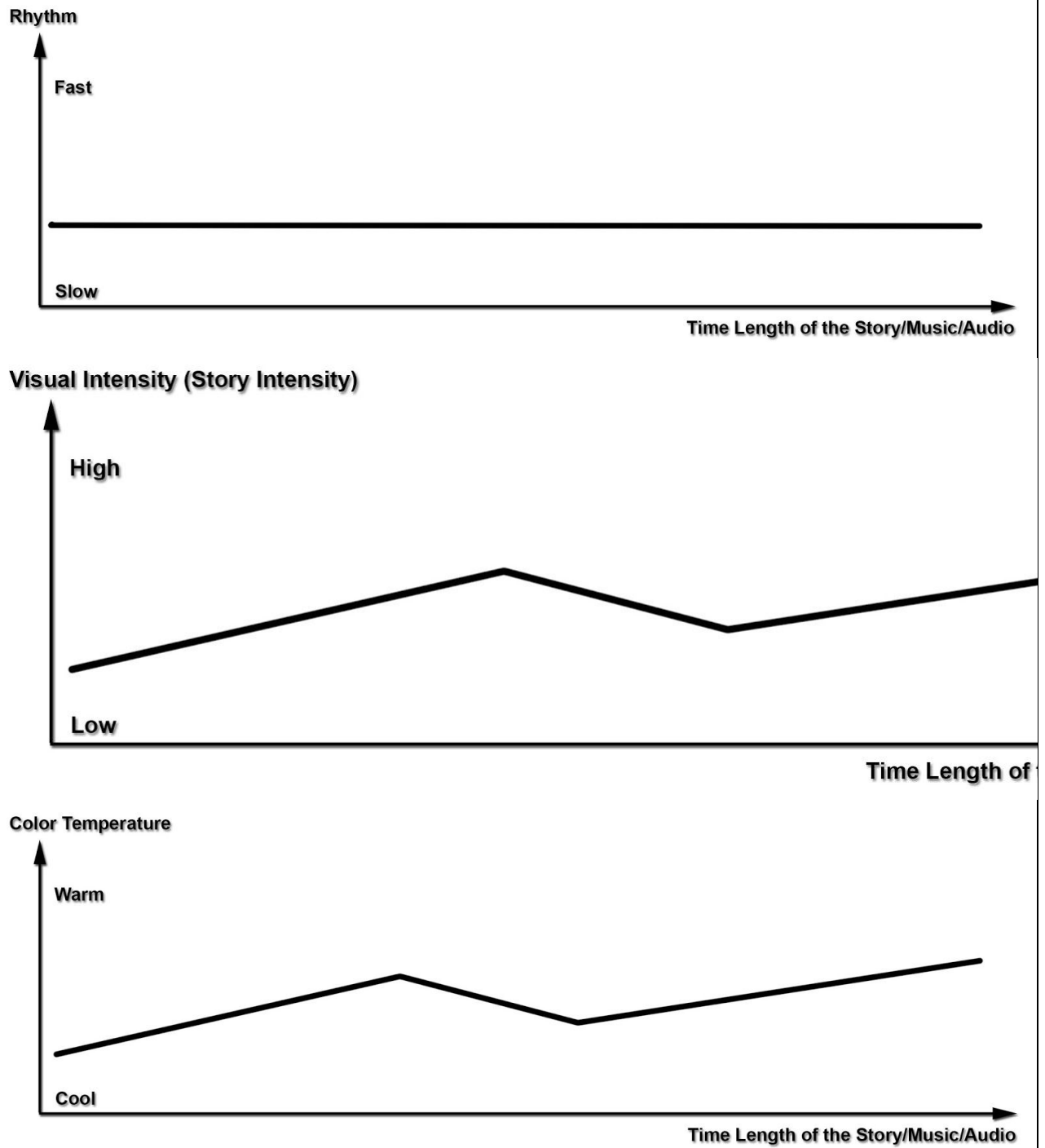
visual of real cell

structures

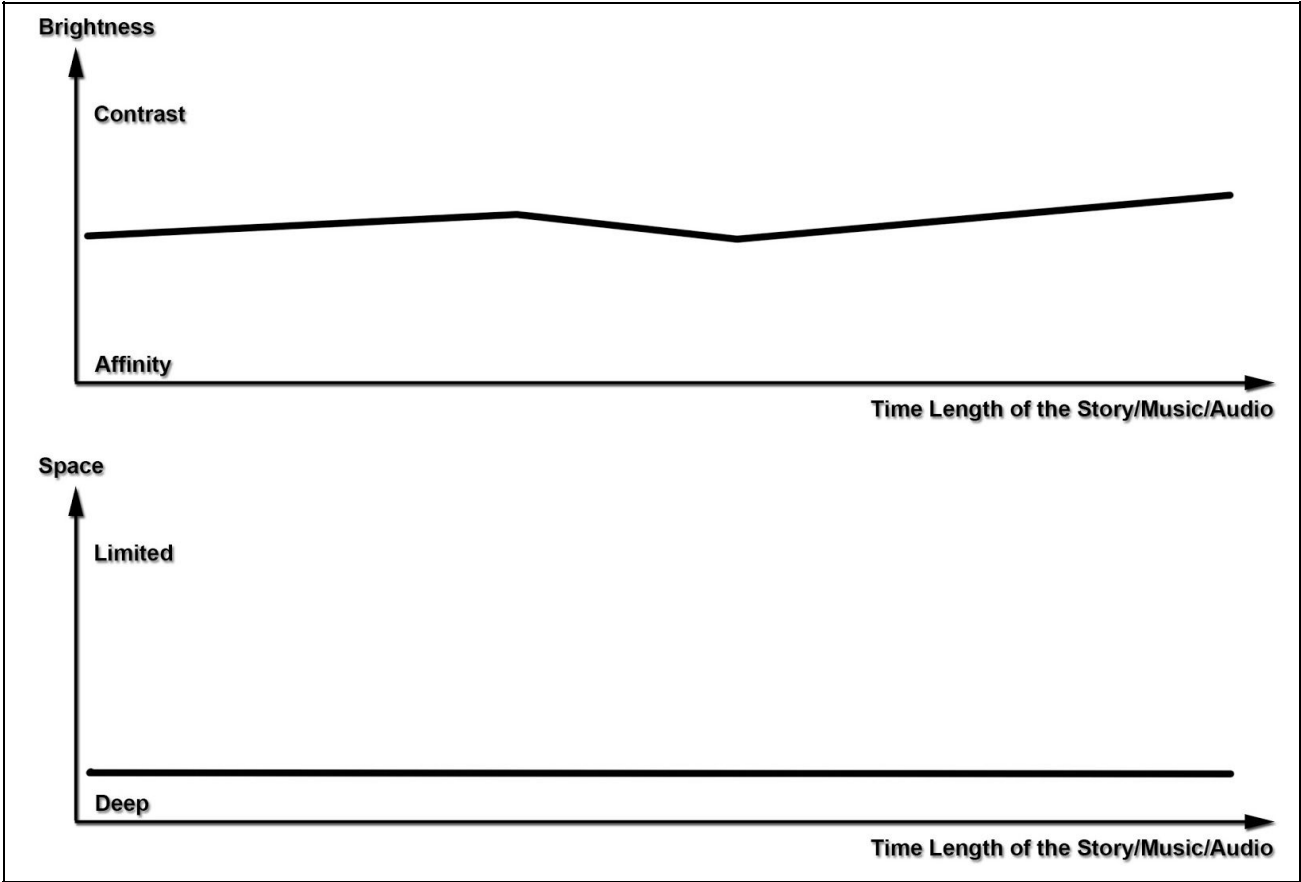
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9. Screenplay (for storytelling animation) / Visual Structure Map (non-storytelling animation)

Visual Structure Mapping (Note: Please check the given example files)



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Please add page as need...

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10. Mood Board (Emotional Feeling with Tone, Manner and Look) per Drama Block/Scene/Shot/Event			
Block 1			feeling
Block 2			layers(zoom in)
Block 3			Color visual

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11. Concept Art Design



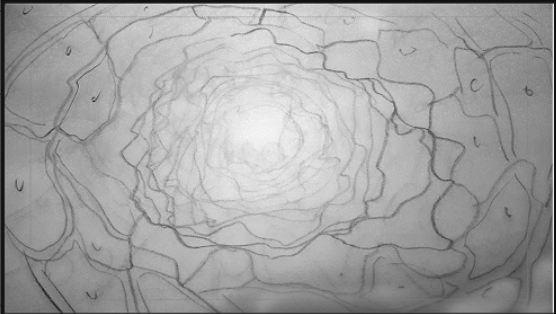
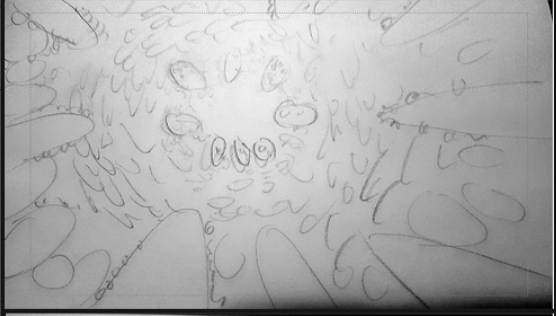
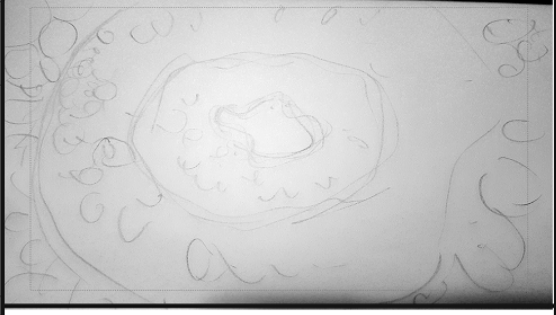
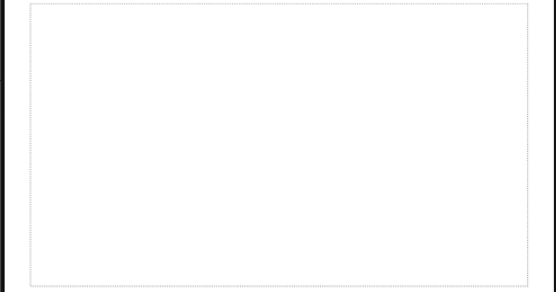

12. Storyboard

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PRODUCTION:		LOCATION: INT / EXT / DAY / NIGHT / GREEN SCREEN		PAGE 1
SCENE# 1	SCENE DESCRIPTION: travel forward (different visual element)	DRAWN BY:	DATE: / /	
SHOT # 1		ACTION / NOTES: Acid causing visual and color change		SEC. 30
CAMERA		DIALOGUE:		
SHOT # 2		ACTION / NOTES: /		SEC. 30
CAMERA		DIALOGUE:		
SHOT # 3		ACTION / NOTES: /		SEC. 30
CAMERA		DIALOGUE:		
SHOT # 4		ACTION / NOTES: /		SEC. 30
CAMERA		DIALOGUE:		
SHOT # 5		ACTION / NOTES: /		SEC. 30
CAMERA		DIALOGUE:		

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PRODUCTION:		LOCATION: INT / EXT / DAY / NIGHT / GREEN SCREEN		PAGE 2
SCENE# 1	SCENE DESCRIPTION: travel forward (different visual element)		DRAWN BY:	DATE: / /
SHOT # 6		ACTION / NOTES:		SEC. 30
CAMERA		DIALOGUE:		
SHOT # 7		ACTION / NOTES: /		SEC. 30
CAMERA		DIALOGUE:		
SHOT # 8		ACTION / NOTES: /		SEC. 30
CAMERA		DIALOGUE:		
SHOT #		ACTION / NOTES:		SEC.
CAMERA		DIALOGUE:		
SHOT #		ACTION / NOTES:		SEC.
CAMERA		DIALOGUE:		

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13. Production Workflow, Feasibility Study & Test Items

Production Workflow:

At first, i will have to find a microscope and with different test subject. Moreover, i will try to affect the result with different element. Result of the test will be recoded and photographed. After collected the date of those cells in between week 3 and 6, i will analyze the data to create the visual for the animation(my perspective). After week 6, i will try to do some different testing with maya, after effects and houdini. At around week 10, all testing should be finished and are ready to create an animatic. The animatic will be animated between week 11 and 12. The render will start at week 12 and finish at the first few days in week 13. All fine tune of the animatic will be finished in the middle of week 13. After semester A, all visual element of the video should be confirmed within week 1-6 of semester B. The background music should have confirmed at the beginning of semester B. The animation testing should have started in week 3. Rendering and the animation testing should started parallely. In general, semester A is a period of time for testing the possibility of the video, while semester B will be the production period for the final animation.

Software Tools:

maya, aftereffects, houdini

Feasibility Study & Test Items:

different cells under microscope

visual testing

14. Pre-Production Schedule

Sept. – Nov. 2016	Wk 1	Wk 2	Wk 3	Wk 4	Wk 5	Wk 6	Wk 7	Wk 8	Wk 9	Wk 10	Wk 11	Wk 12	Wk 13
research													
Visual testing													
collect data													
animation testing													
animatic													

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14. Production Schedule/Timetable													
Jan. – April 2017	Wk 1	Wk 2	Wk 3	Wk 4	Wk 5	Wk 6	Wk 7	Wk 8	Wk 9	Wk 10	Wk 11	Wk 12	Wk 13
Visual testing													
animation testing													
rendering													
fine tune													
background music													