

Wiktoria Kopeć

UP919096

CT4APP

In this “Escape” project I wanted to make a short movie of a character trying to escape a maze while being chased by an unknown creature. To create this I used many different tools and techniques. I created animation cycles for some of the scenes that could have been used more than once which made the production of my film a lot faster. One of the cycles I made was a run cycle which I adjusted depending on what was happening in the scene at the time. For some of the scenes where the character was running, when I used the run cycle the character was “running on the spot” so instead of rearranging the key frames and moving them to a different area in the scene, I moved the entire environment and not the character himself. This made the running scenes a lot easier and still gave the same effect and made it look as if the character was actually running through an environment. I also rendered my film to make it look more professional and polished, I used different textures to create different effects on the walls and ground. For the walls I have used the “mountain” texture which is in Maya and for the ground I used the “noise” texture which is also in Maya. I really like how the walls in the maze turned out because they look very realistic and match the scene well. I think you can clearly see that it is a maze with that texture. The ground texture I wasn’t so sure about because although it gave an interesting and mysterious effect, it didn’t always fit in the scenes. Also when I needed shadows to be visible, they didn’t show up on the textures so I had to use a normal lambert for those scenes which unfortunately made it a little inconsistent.

I decided to make my storyboard fairly simple but still something I can follow when creating my film. I created it in Photoshop with a simple layout and brushes. For my animatic I used the shots from my storyboard and put them together in Premiere Pro. The timing is off compared to the final film because I thought each scene is going to take slightly longer than it really did, however I still feel like the final film is very close to what is shown in the animatic because the angles and shots in the scene stayed the same.

I created some rough paintings and sketches for my concept art to have a visual representation of what my film is going to be in the early stages of production. I really enjoyed making these as that is what I want to specialise in, in the future.

Overall I think the project and film were somewhat successful as I think you can clearly see what is happening in the film. However I wish the final outcome was of better quality and that the environment looked better. 3D is not my strong side and I find it very hard to get my head around it but I feel like I still gave it a good go. I think the last shot could’ve looked a lot better but I didn’t know how to make the hole in the ground appear properly so I’ve done what I could.