



3D Animation Capstone Project


"Creating a 3D Journey"


"Greed's Tempest"

By Trace Thompson



Project description

- ▶ For my capstone, I wanted to challenge myself to create an animation that was different than what I have created before.
 - ▶ Most of my animations have been more of a showcase, short 10 second demonstrations
 - ▶ I want to create something different and follow along a story/route and create a feeling of immersion
 - ▶ This is just one part of the story.
- 



Why?

- ▶ One of the hardest things for me as an artist is creating a story. I can take as much inspiration as I want but I need to be able to produce something that is completely my own and unique to me.
 - This is especially true with my 3D animations. I had got through most of my designs/creations by creating showcases or highlighting the work I did.
 - Going this route and creating a full-fledged story allows me challenge the way I approach animation and modeling.
- ▶ By researching storytelling tropes and what makes a good story, I think I can succeed and achieve my own individual story.



Goals



- ▶ Create 3D models and animate in Maya.
- ▶ Work in Substance Painter to get realistic texturing.
- ▶ Create a story that feels like me!
- ▶ Create realistic water and storm.
- ▶ Successfully storyboard.
- ▶ Create a compelling story that people can experience.
- ▶ Immersion.



The idea

- ▶ The idea was inspired a lot by my peers and professors.
- ▶ I wasn't sure what I wanted to do at first and I wanted to recreate things from some of my favorite pieces of media.
- ▶ However, I was enlightened and inspired to create something of my own original ideas.
- ▶ This led to me researching and learning and I decided to focus on realism and an interesting way for me to showcase that was water simulation.
- ▶ Thus, the idea was born of this story of sailor/pirate battling greed and ultimately failing.



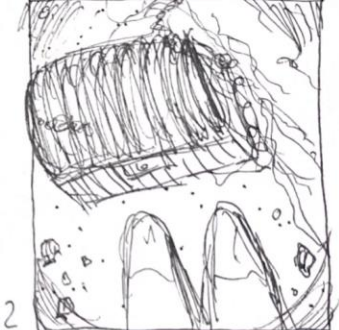
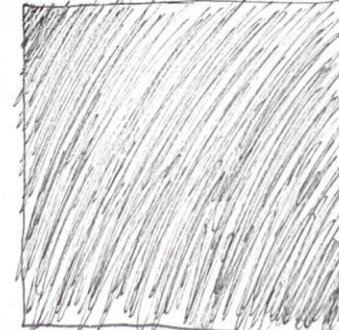
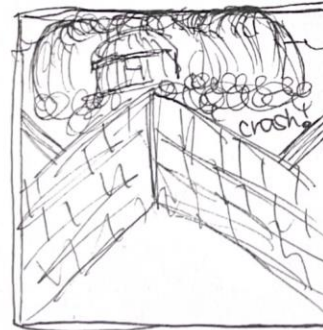
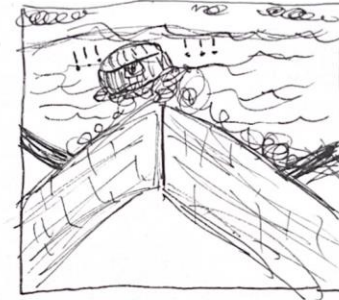
Realism



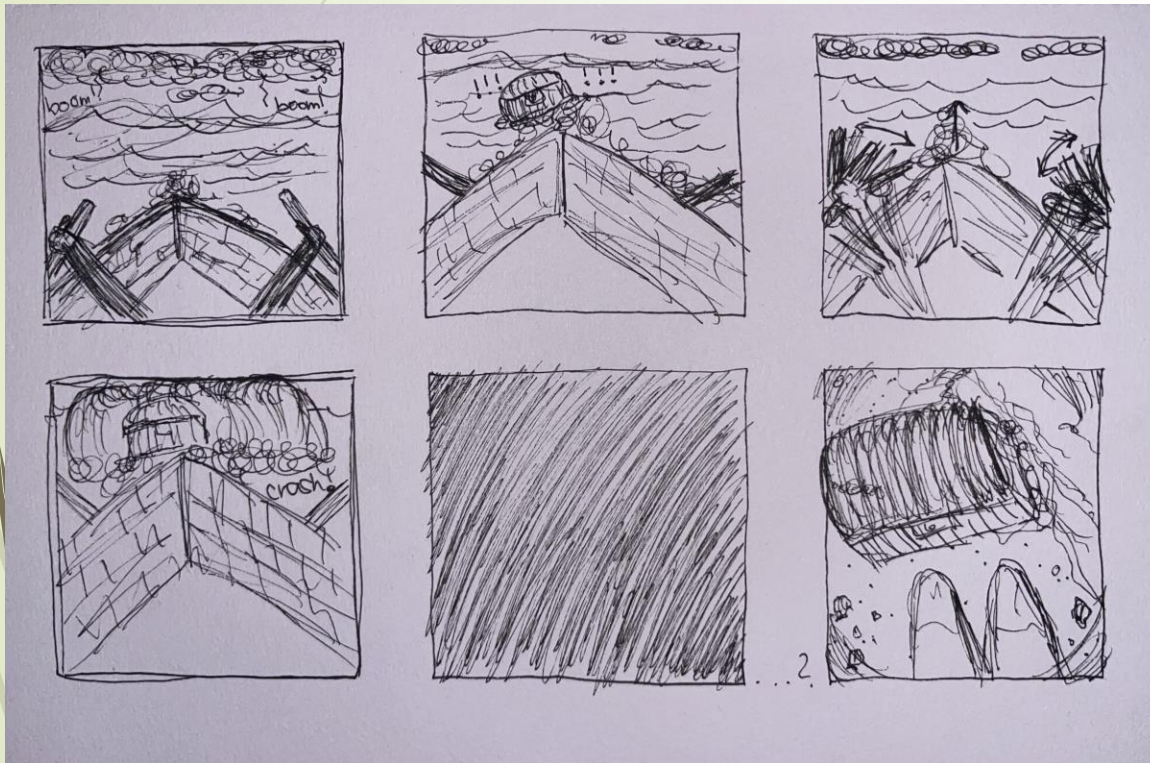
- ▶ I want to delve deep into either the BIFROST system in Maya to create realistic water or the water system in Blender.
 - I ended up using the water system in Blender and animated in Blender.
- ▶ For my realistic textures, I plan on using substance painter and the node shading system in Blender.
- ▶ Camera effects were done in After Effects.
 - For example, the rain on screen and blinking.

Storyboard

- Something I am not strong in is narratives. I want to storyboard to help improve my skills in telling a story.
- I want to create a storyboard to communicate my vision and narrative.
- Rough storyboard:



Storyboard Prototype



- ▶ Panel 1: Rowing a boat in a stormy sea
- ▶ Panel 2: Look over your shoulder and see a chest in the water
- ▶ Panel 3: Turn back to row faster
- ▶ Panel 4: Look back over again to see a wave coming
- ▶ Panel 5: Wave crash, scene goes black
- ▶ Panel 6: Wake up on beach next to chest
- ▶ Next panel would be to open it but I know I want to get these six first



Research



- These are my sources:
- [The Hero with a Thousand Faces by Joseph Campbell](#)
- [Fiction and Justice by Winfried Fluck](#)
- [A Concept of Human Destiny in Western Literature by Hans Egon Holthusen](#)
- [The art of storytelling – Pixar in a Box](#)
- [What makes a great animation](#)



Inspiration



- ▶ “The sea does not reward those who are too anxious, too greedy, or too impatient. To dig for treasures shows not only impatience and greed, but lack of faith. Patience, patience, patience, is what the sea teaches. Patience and faith. One should lie empty, open, choiceless as a beach—waiting for a gift from the sea.”
- ▶ - Anne Morrow Lindbergh, *Gift from the Sea*



Inspiration



- ▶ An artist that I have found a lot of inspiration from, especially when creating things from media is Stylized Station. He does a lot of work in Unreal which is a program I am not very familiar with, but he creates things from anime in 3D and it's very inspiring.
- ▶ <https://www.youtube.com/watch?v=5Z1MvyExZuY>
- ▶ <https://www.youtube.com/watch?v=eAX1kcys1PQ>
- ▶ <https://www.youtube.com/watch?v=j09KdmxKBA0>

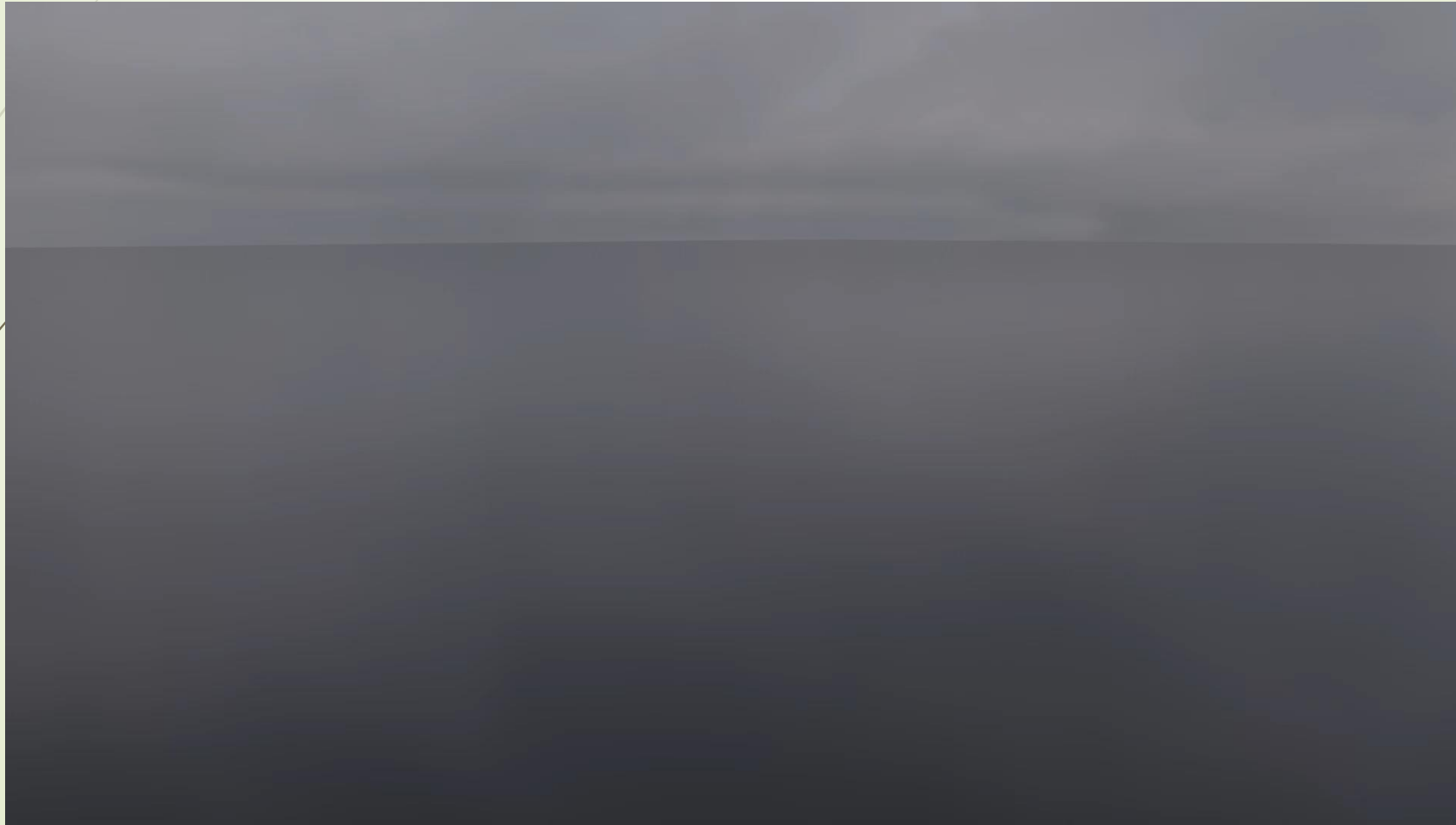


1st Rough progress shot

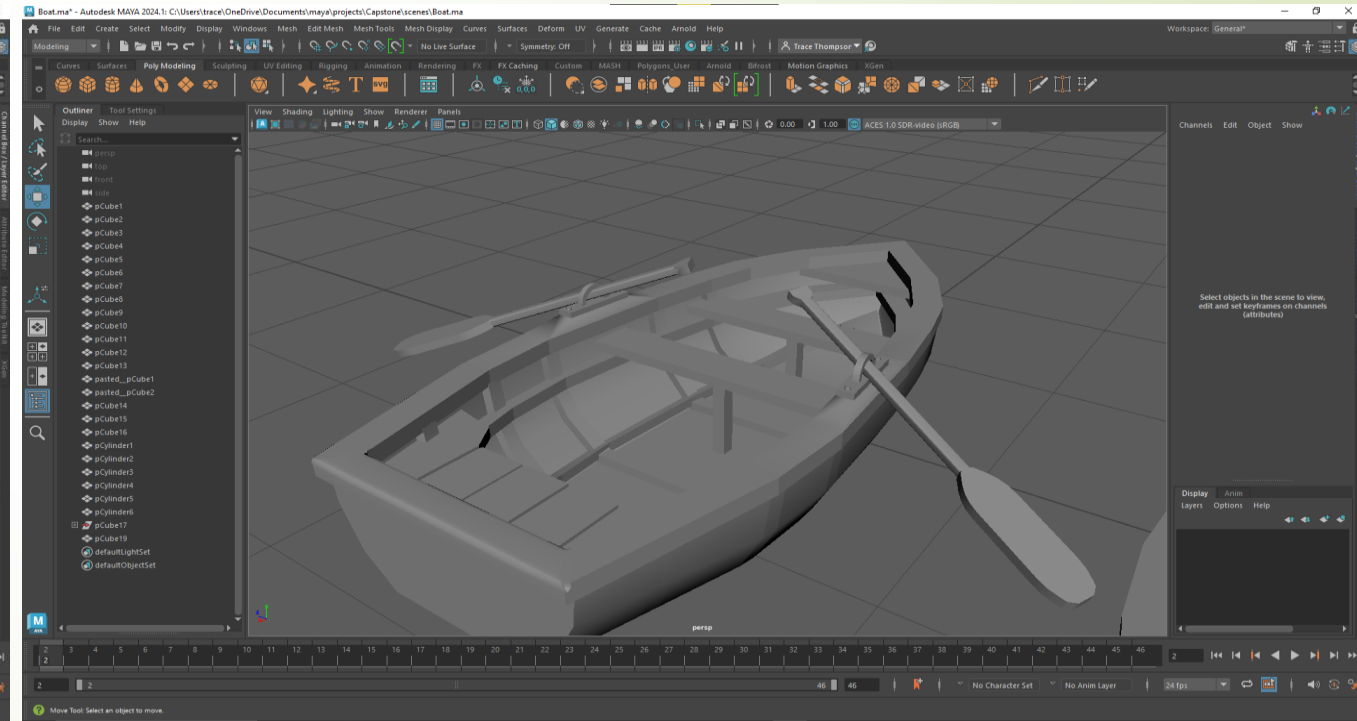
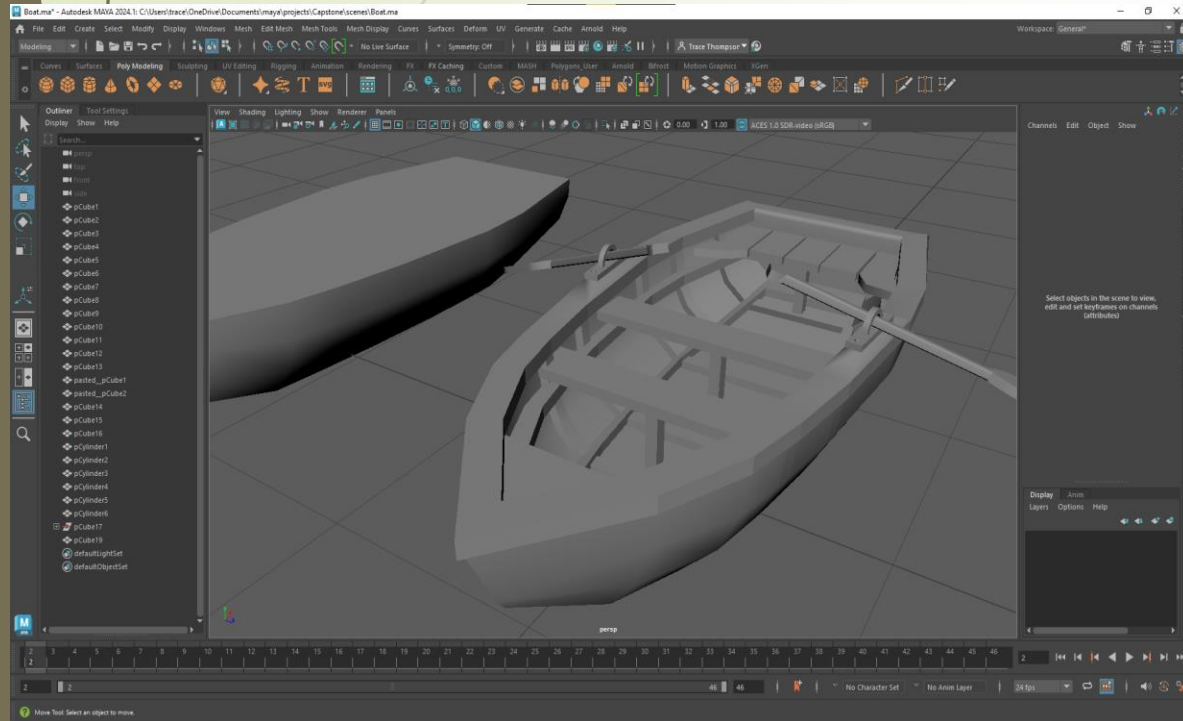




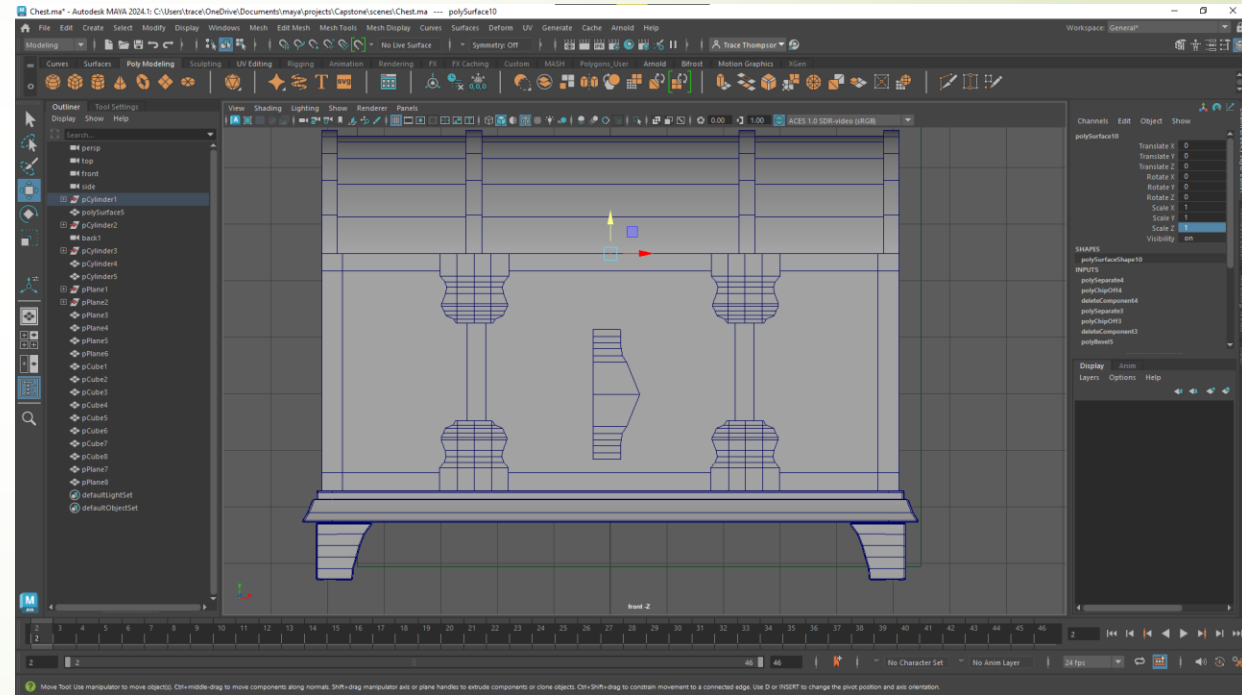
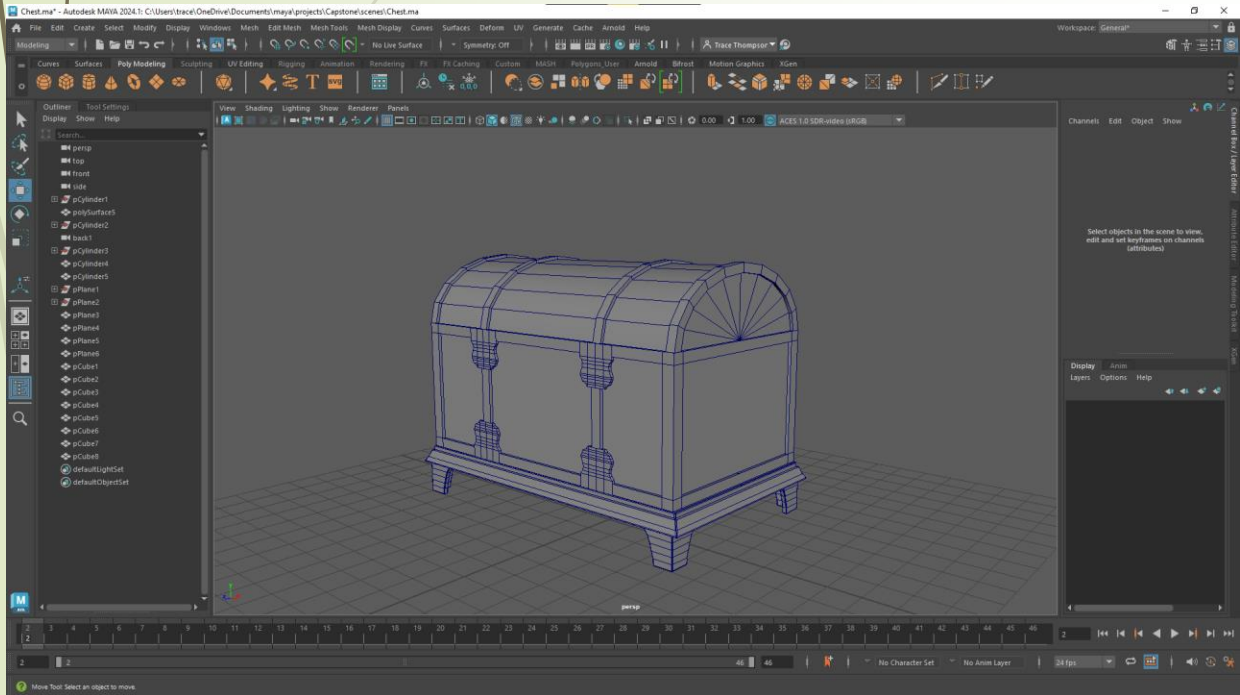
Prototype Render



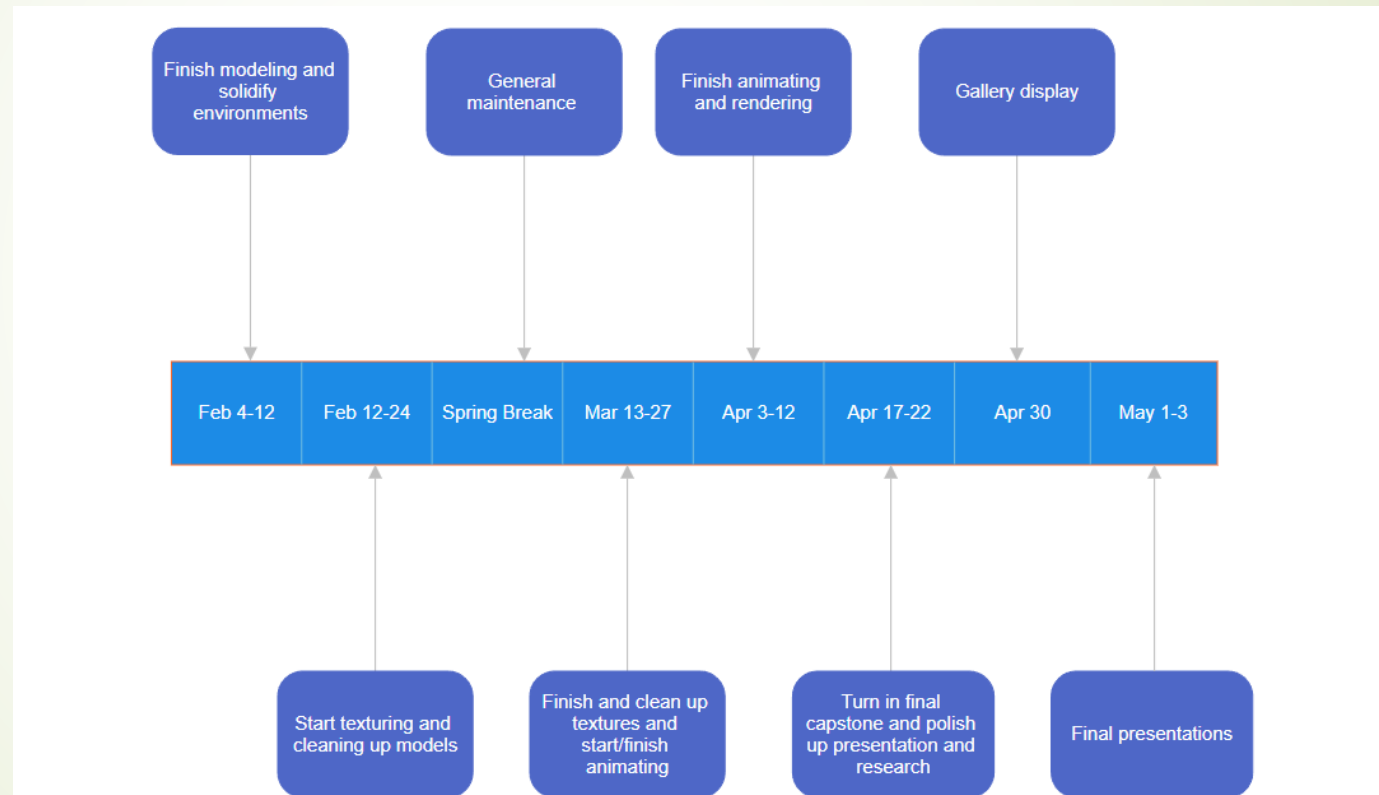
Prototype Assets



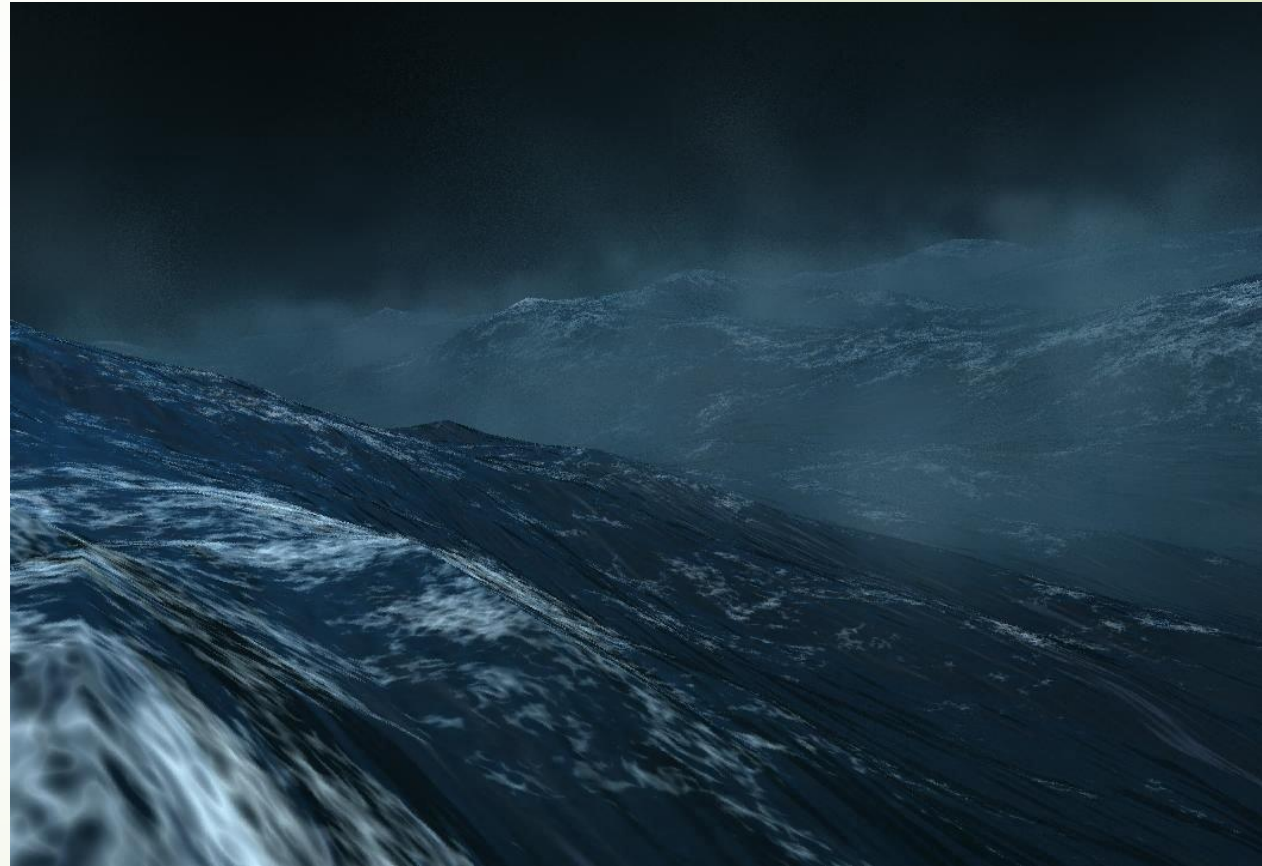
Prototype Assets



Timeline



MOODBOARD

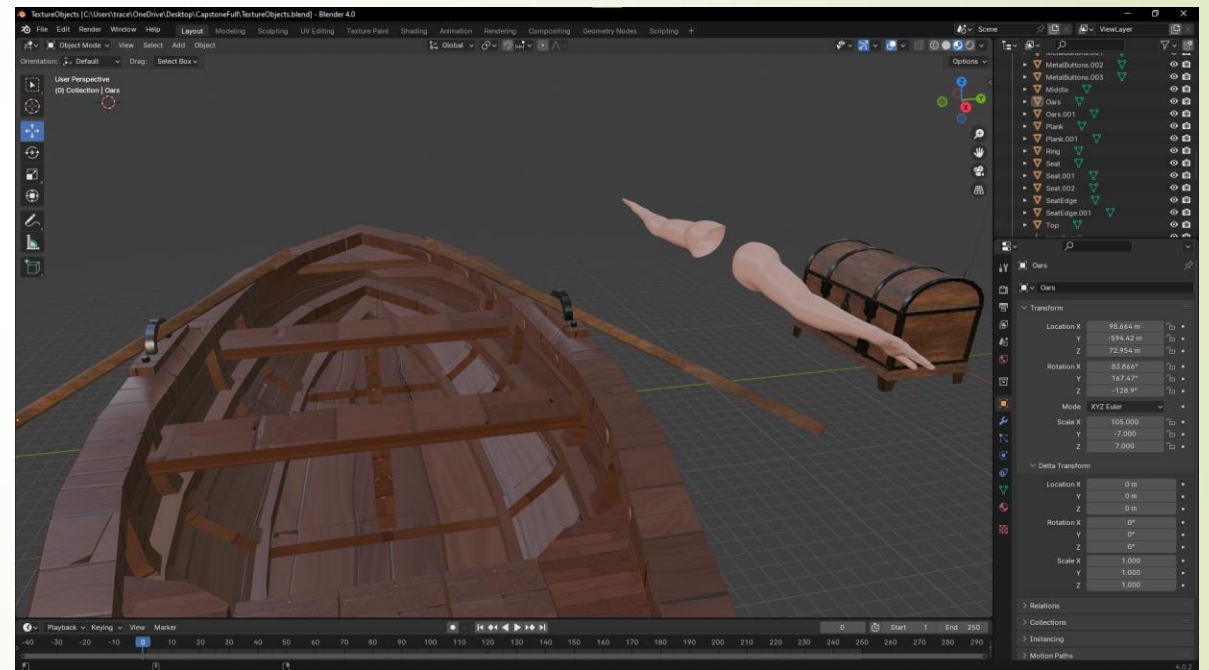
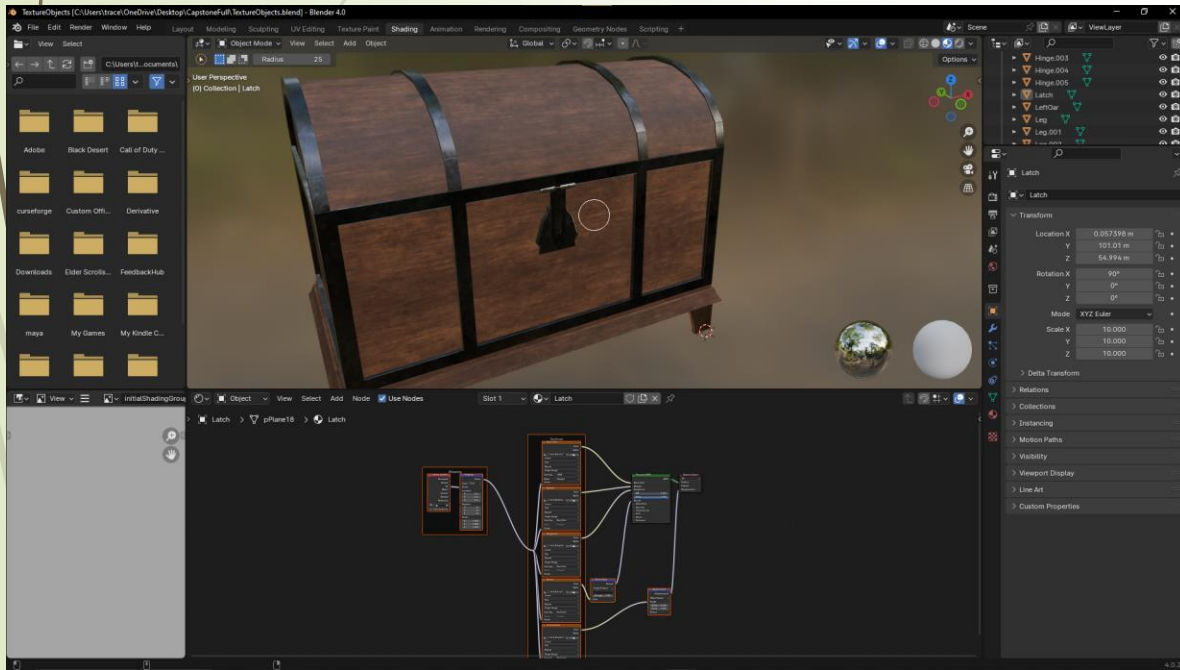




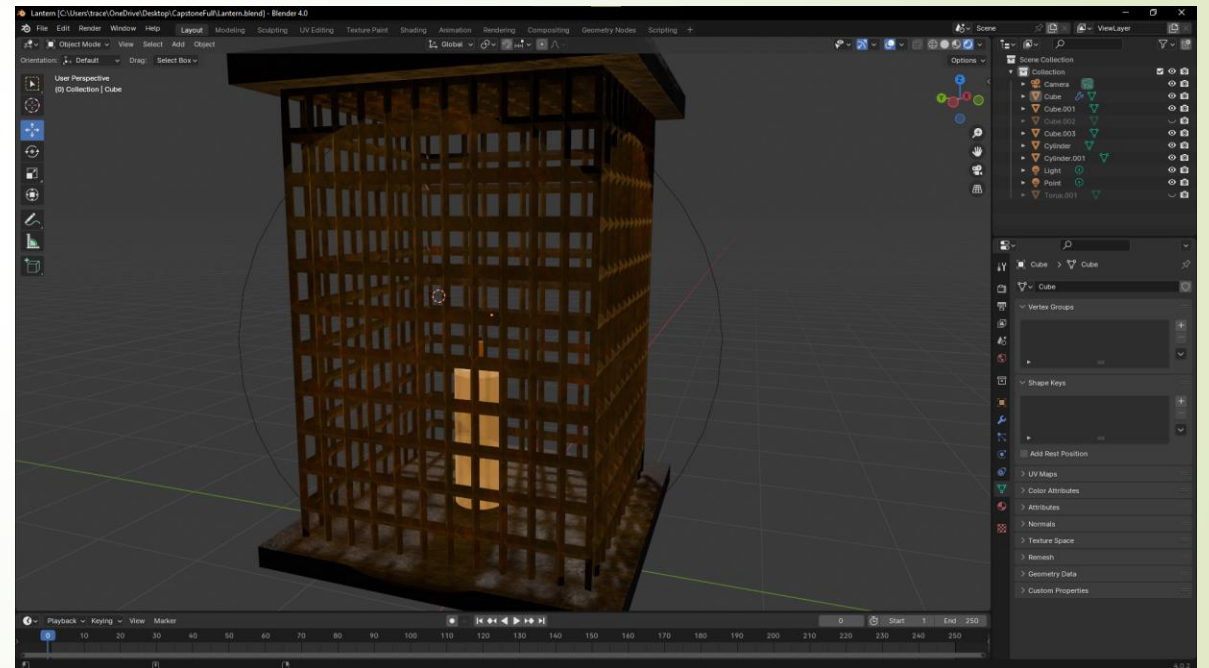
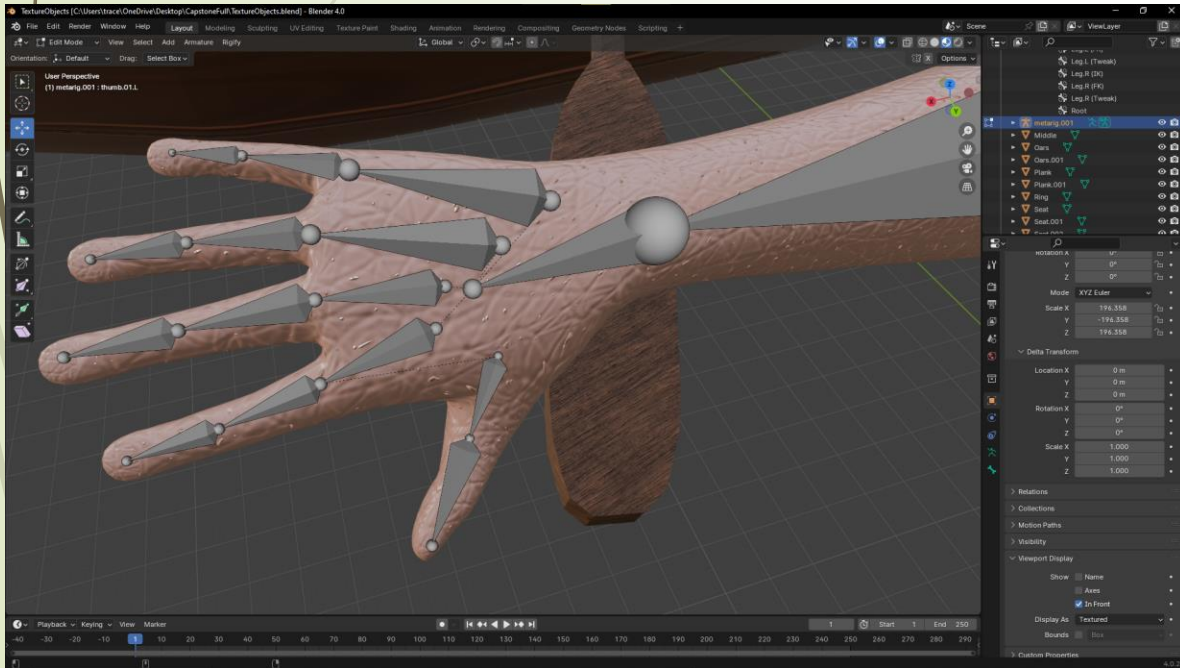
Prototype #2

- ▶ For this prototype my focus was on texturing, rigging, and setting up my animation.
- ▶ I worked in Maya, Blender, and Substance Painter to get everything done.
- ▶ A lot of my time was spent in learning Blender and Substance Painter to get all the desired designs that I wanted to achieve.

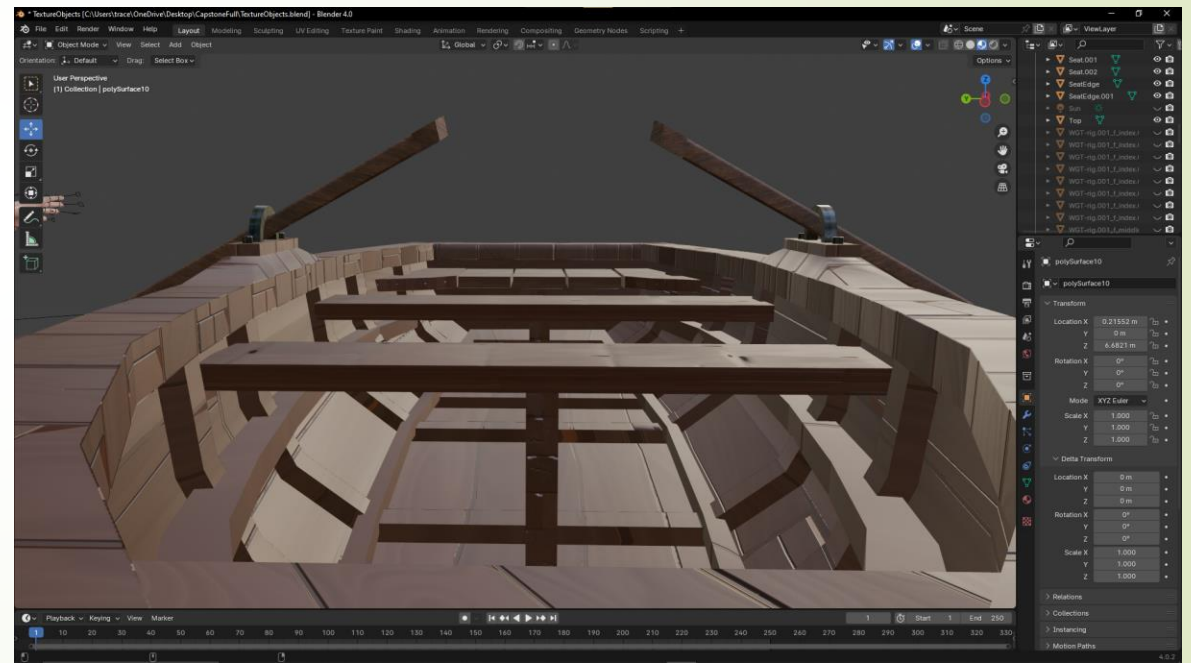
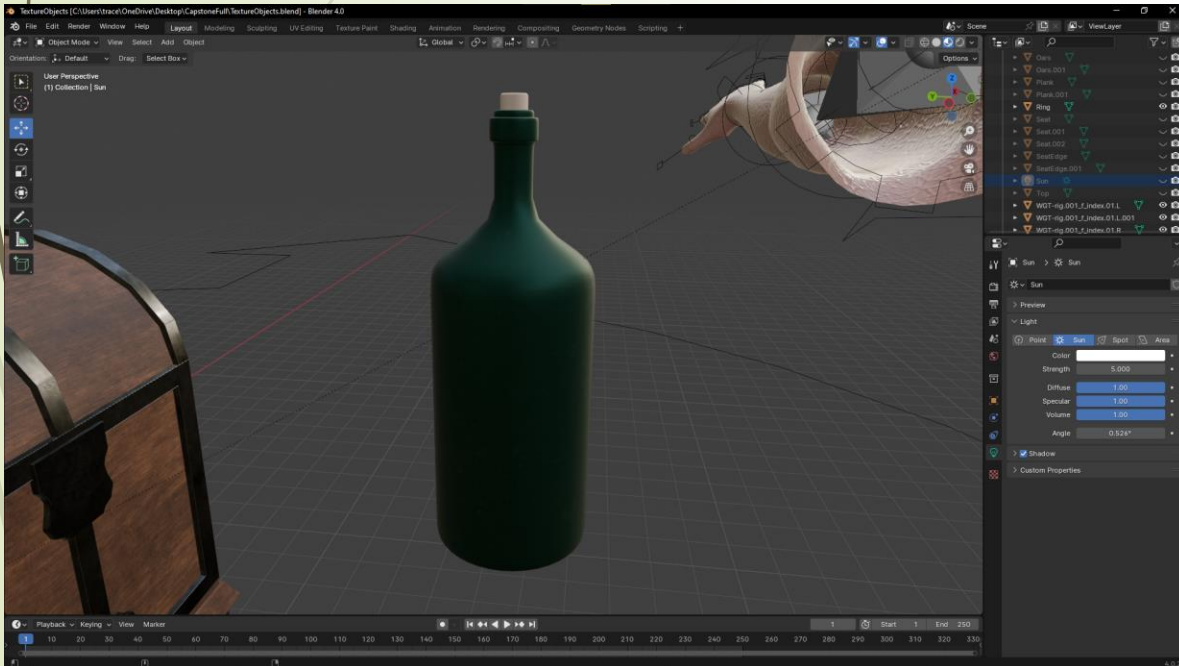
Progress Shots



Progress Shots Cont.



Cont.



Rigging



- I learned how to rig in Blender and this video is a demo of the arms and hands that I rigged. It still needs cleaning up but for a first-time rig I think it came out decent.

Animatic



Panel 1:

Start off on the boat and light the lantern

When the hand reaches the lantern do a fade to black and cut back with the lantern lit

Fire lit sound cue

3-5 seconds

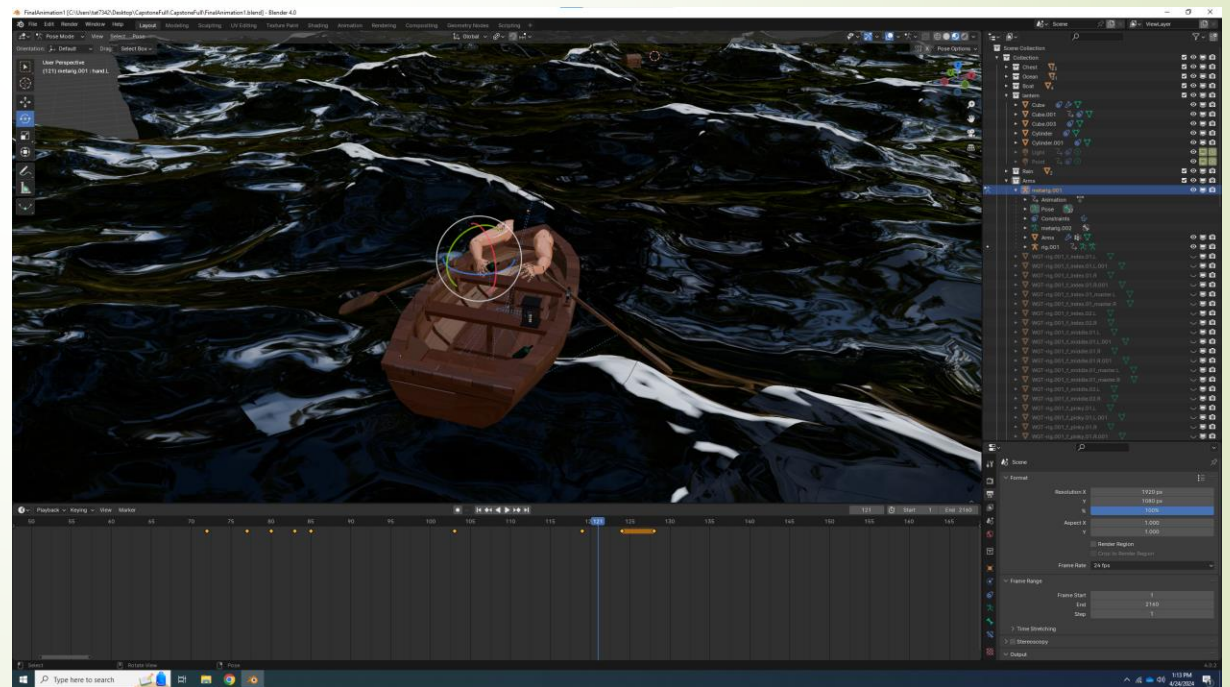
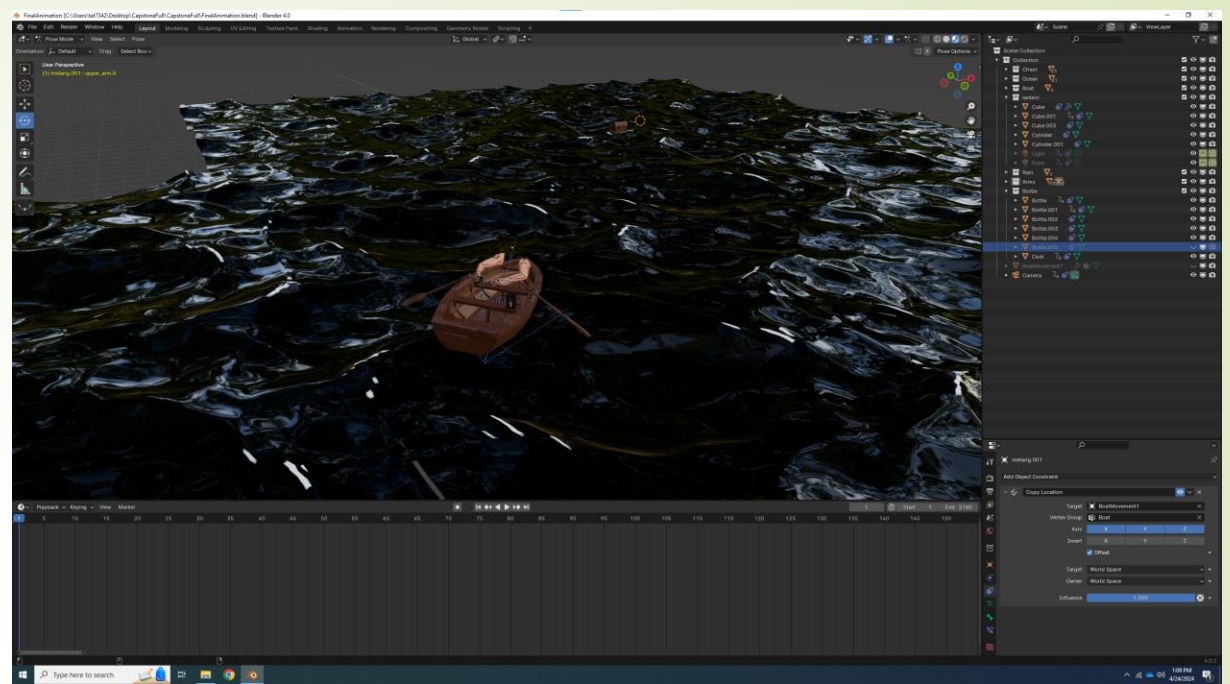


Research Cont.

- ▶ [The Effect of 3D Realism and Meaning Making: A Conceptual Model](#)
- ▶ [3D animation interview: in the mind of Hjalti Hjálmarsson](#)
- ▶ [The Making of Toy Story](#)
- ▶ [The Technical and Psychological Dimensions of Storytelling in Animation](#)
- ▶ [Visual Narratives: Storytelling in the Digital Age](#)
- ▶ [Interview with Jeremiah Roberts about immersion and animation techniques](#)

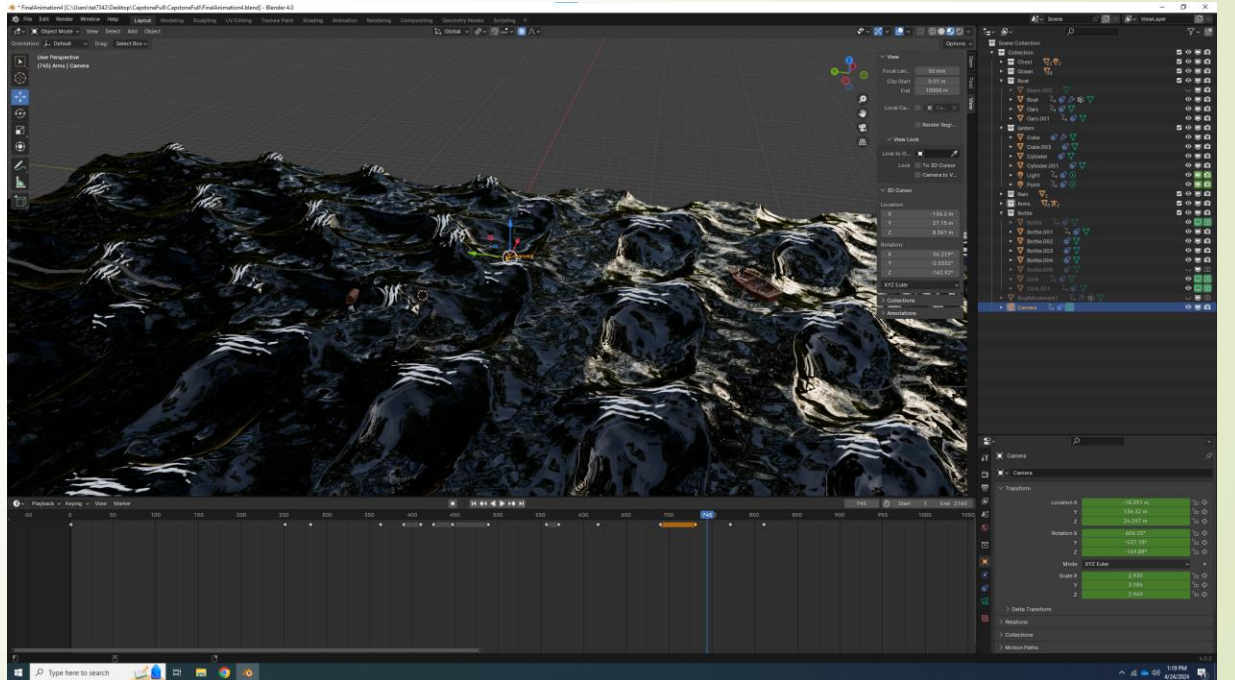
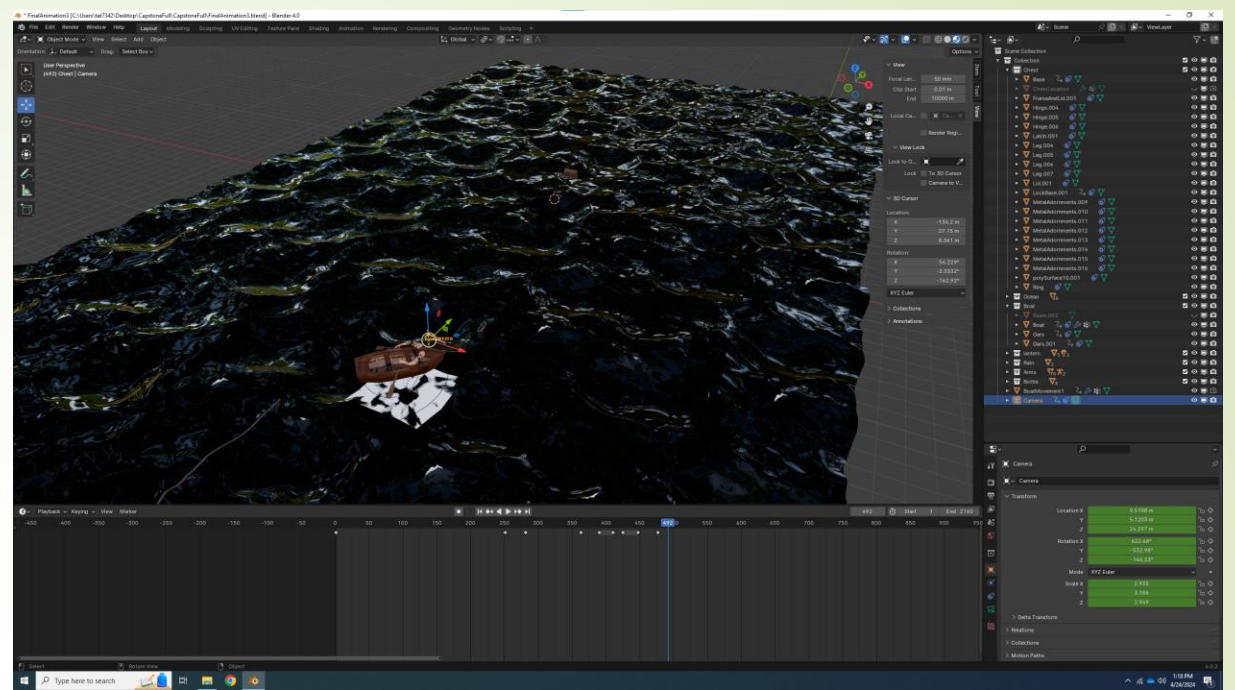
Animation Progression #1

- In the top image is where I did a lot of the initial scene setup.
 - The water, object placement, movement, and constrains
- The second image is where I started animation.
 - I began by moving the arms to light the lantern and drinking out of the bottle



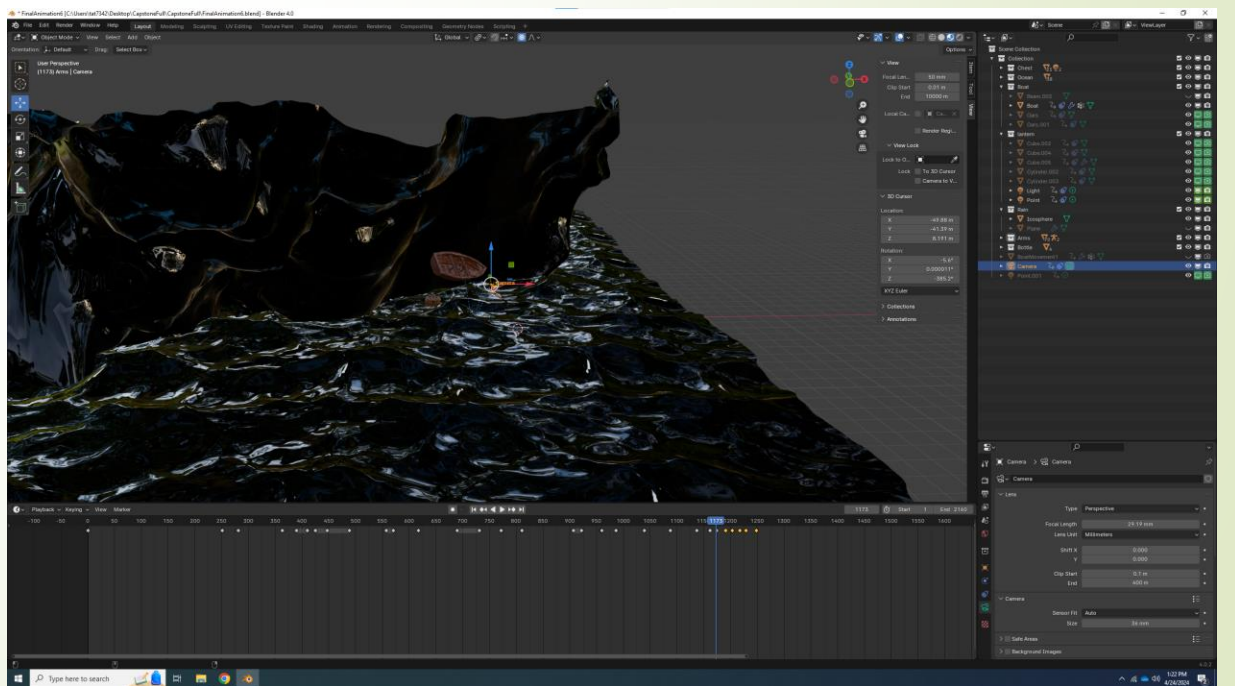
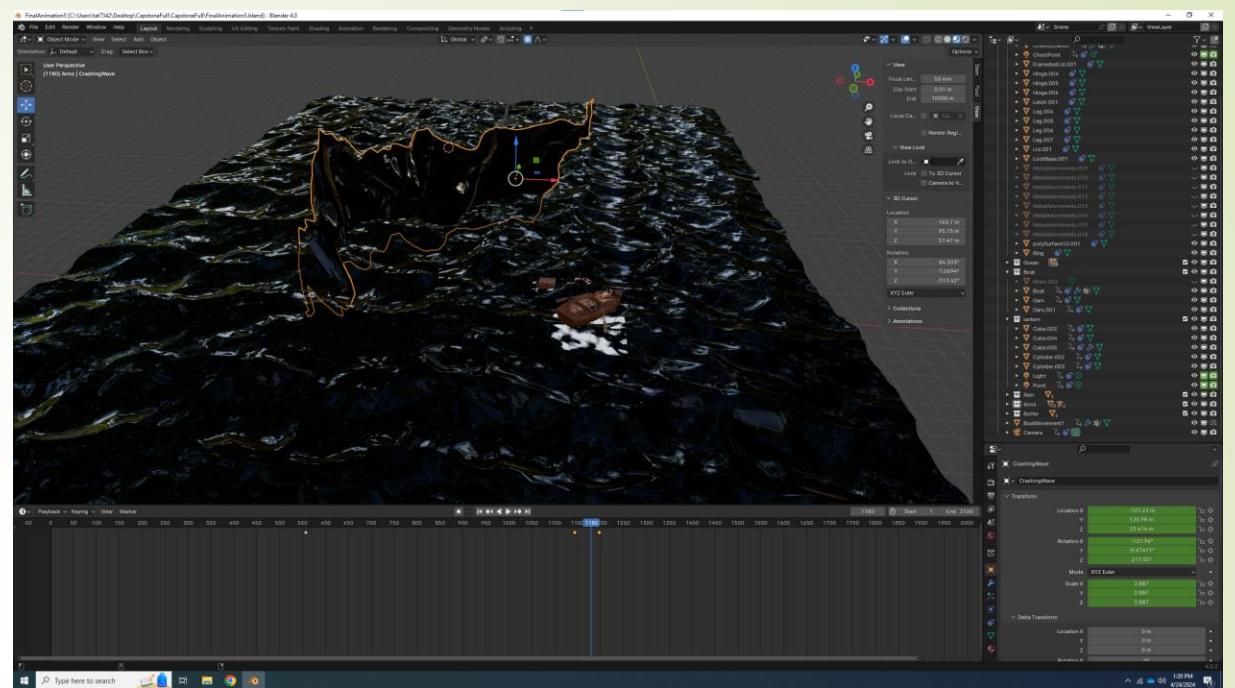
Animation Progression #2

- ▶ In the top image, I began to do a lot of the movement of the boat and hands.
 - The first rowing animation was done at this stage
- ▶ The second image highlights the spotting of the chest.
 - I wanted to get a nice zoom in on the camera that felt very cinematic.



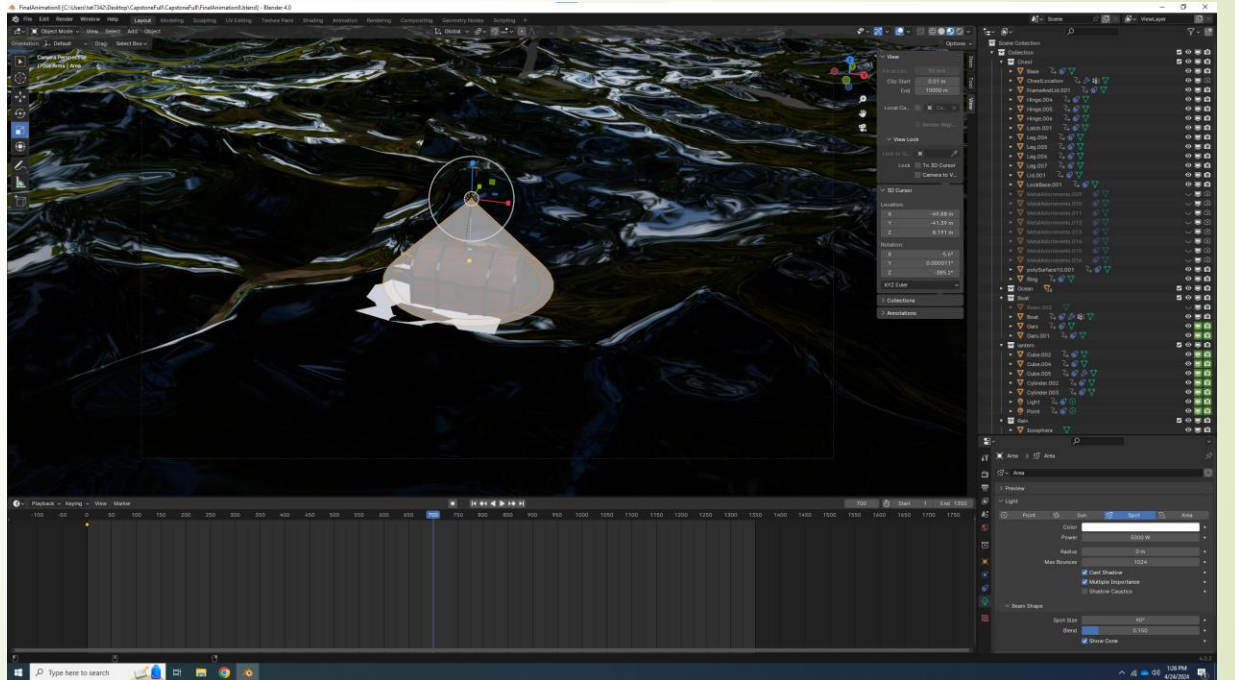
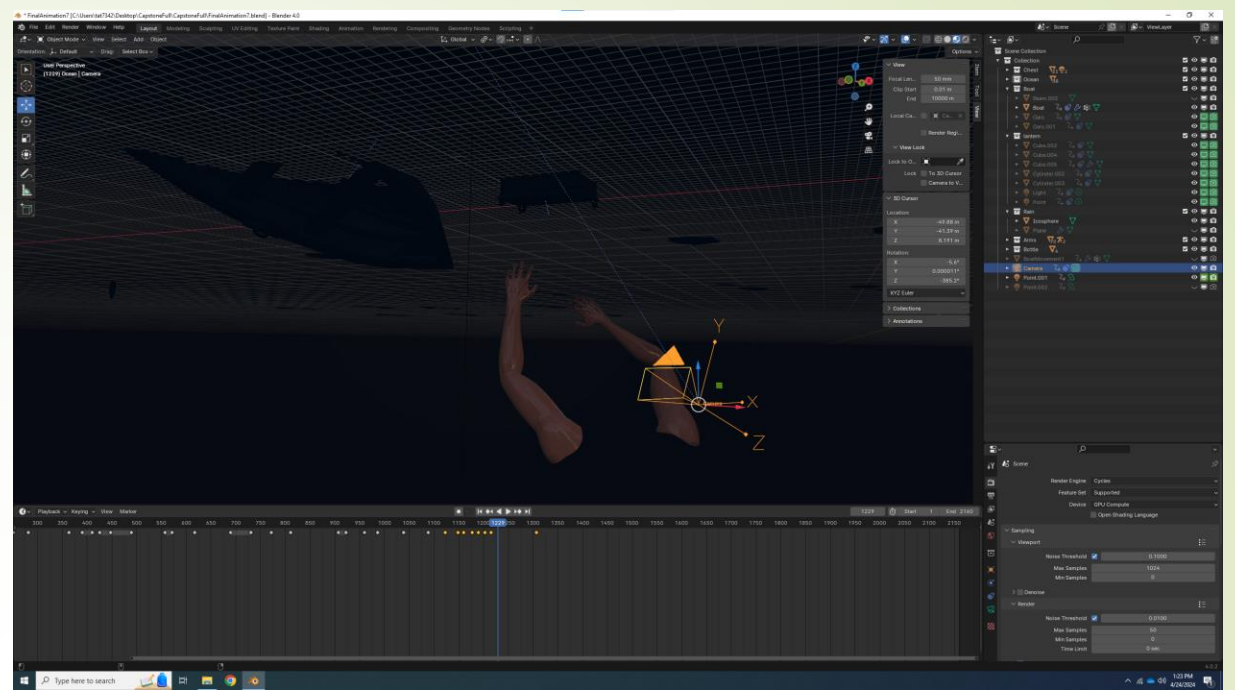
Animation Progression #3

- ▶ In the top image, the wave animation was done.
 - I duplicated one of the waves that you see on the bottom and applied a twist modifier to give it more of a wave feeling
- ▶ The second image showcases the flip during the animation when the wave crashes.
 - This was a lot of camera work and making sure nothing was in frame but still close by. I wanted to get a realistic flipping motion and I think I achieved that.



Animation Progression #4

- ▶ In the top image, this is where the sailor is submerged and is slowly going deeper.
 - This is probably my favorite scene. I wanted to show everything slowly going deeper and deeper underwater.
- ▶ The second image is how I created a spotlight effect on the chest.
 - In my initial renders I had a point light around the chest because I wanted to have a sparkle coming off a metal piece to catch the sailor's attention. I changed this because I wanted the viewer to be able to see the entire chest and the details on it.



Animation Progression #5

- This final image is where I wanted to showcase the camera and how it appeared when looking through it in Blender.
- In this progress shot, I was fixing some of the hand and arm motion at the end of the animation.

