

DART9001-Animation Studio
Assessment 1 – Animation Pre-production

Research

A Fistful of Dollars, 1964



The Good, the Bad and the Ugly, 1966



This is also a classic work in the Daredevil trilogy. It pioneered triangular counterpoint and has many reference points for the design of character movement.

Red Dead Redemption 2, 2018



The pinnacle work of video games, with many thought-provoking plots and designs, is a perfect choice for reference scenes, characters, and costumes.

3:10 to Yuma, 2007



This is a Western film made in the 21st century. The film eliminates the Superman-like protagonist of previous Western films. It inspired me from another perspective. The plot of the film is also quite different from previous Western films. This is The movie has a very charismatic villain. The villainous boss, played by Russell Crowe, was also the inspiration for my character design.

The dialogue or monologue context

Good Guy
 ← You wanna kill,
 You better hit the heart.

(Calm tone)
 To express characters hatred.

You are lucky.
 Do you know about that? → villain

(Surprise turned to flatness
 and then said the line with a
 venom face.)
 Expressing the escalation of the situation.

Good Guy ← You missed

(casual tone)
 Explain why he still alive
 and lead to the next line

← You claim to hit bullseye
 every time. But missed

(Sneer and ridicule)
 Arouse the anger of the opponent.

NOT this time → villain.

(A vicious tone).

Reach for the gun.

↓
 Battle Begin.



I set up a scenario inspired by "A Fistful of Dollars" and "3:10 to Yuma". The plot is that the "villain" is a sharpshooter who does all kinds of evil with his shooting skills. After that, the protagonist passes by this place. When he fought against him, he failed, and then the protagonist returned to take revenge. After the villain learned the news in advance, he sent many men to ambush him. When the two met, the war was about to break out.

character rigs

GOOD GUY



VILLAIN

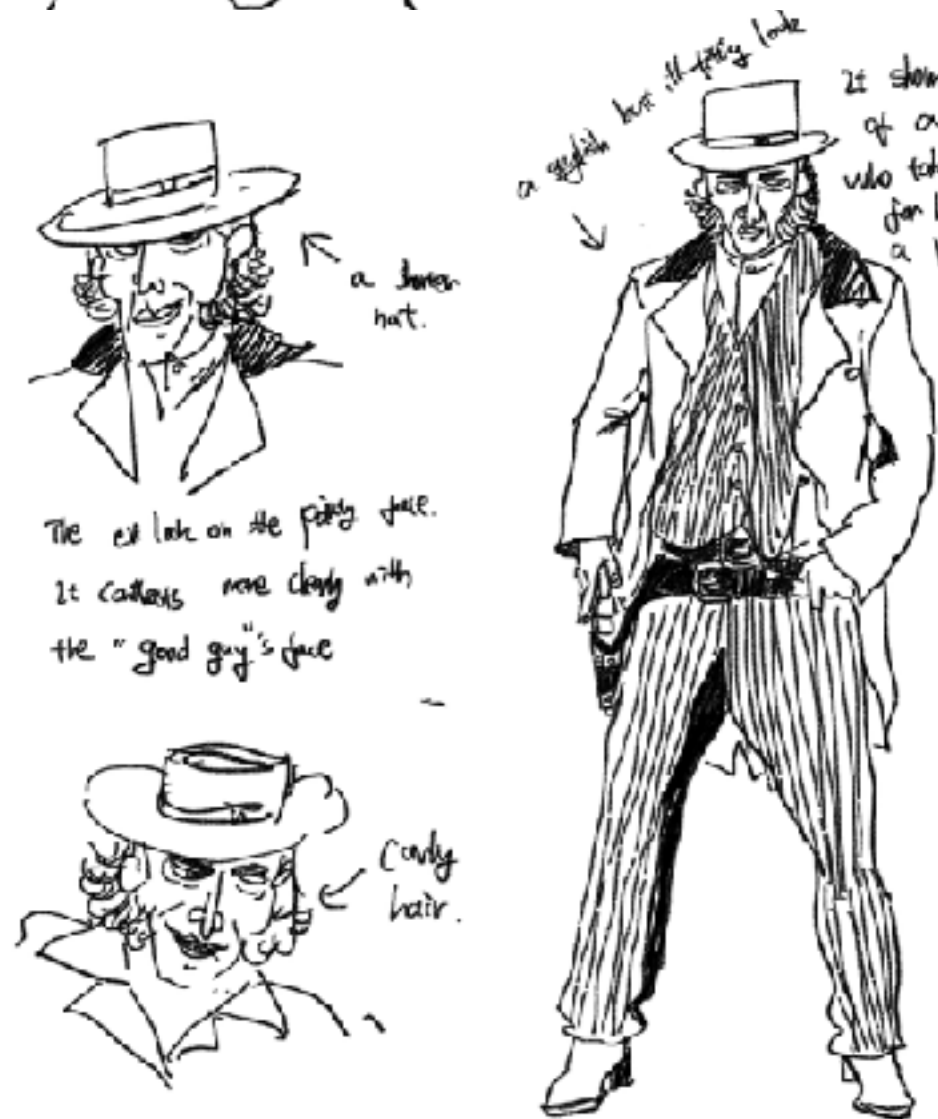


In terms of rig selection, I found this rig on the agora website, but I couldn't find two cowboy skeletons. I didn't want to make too dramatic a paragraph in assignment 2, so I changed the characteristics of this skeleton. Created two characters "good guy" and "villain"



This model is able to create a very vivid expression, which is very consistent with my expectations, and is developed based on cowboys.

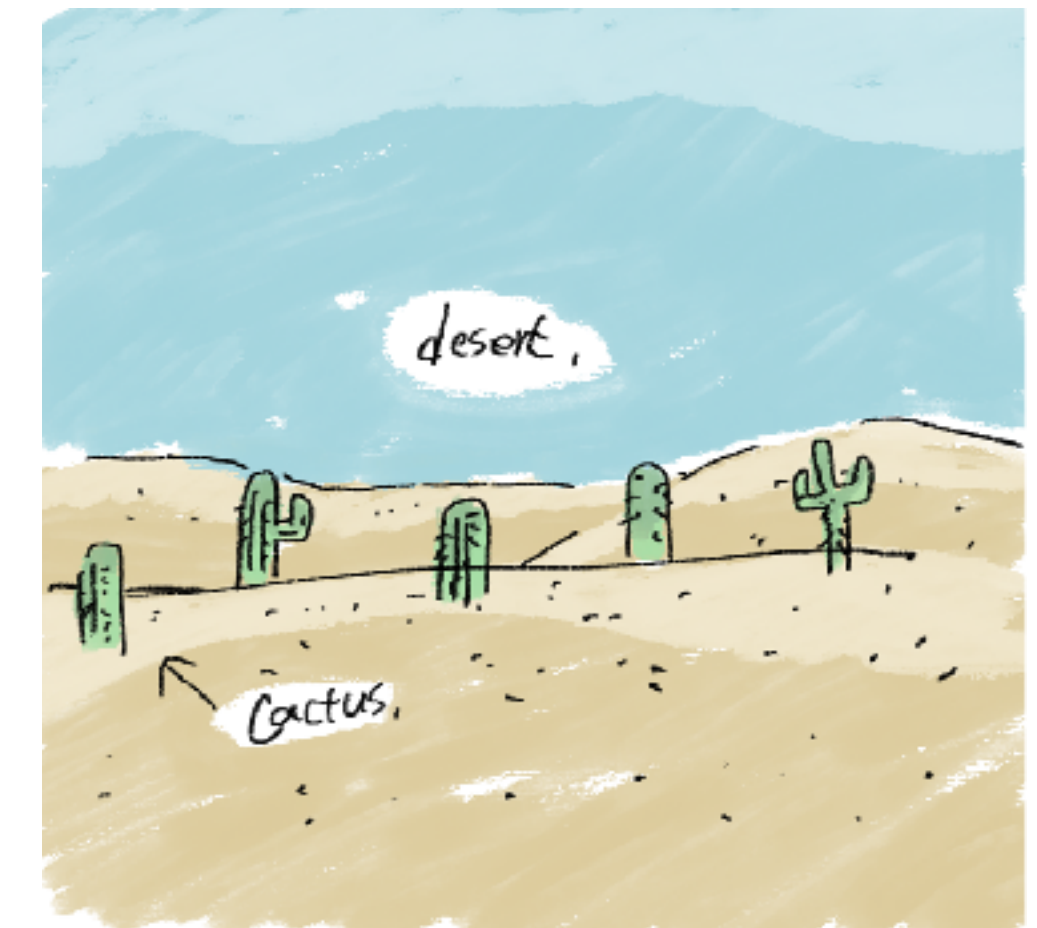
Character analysis



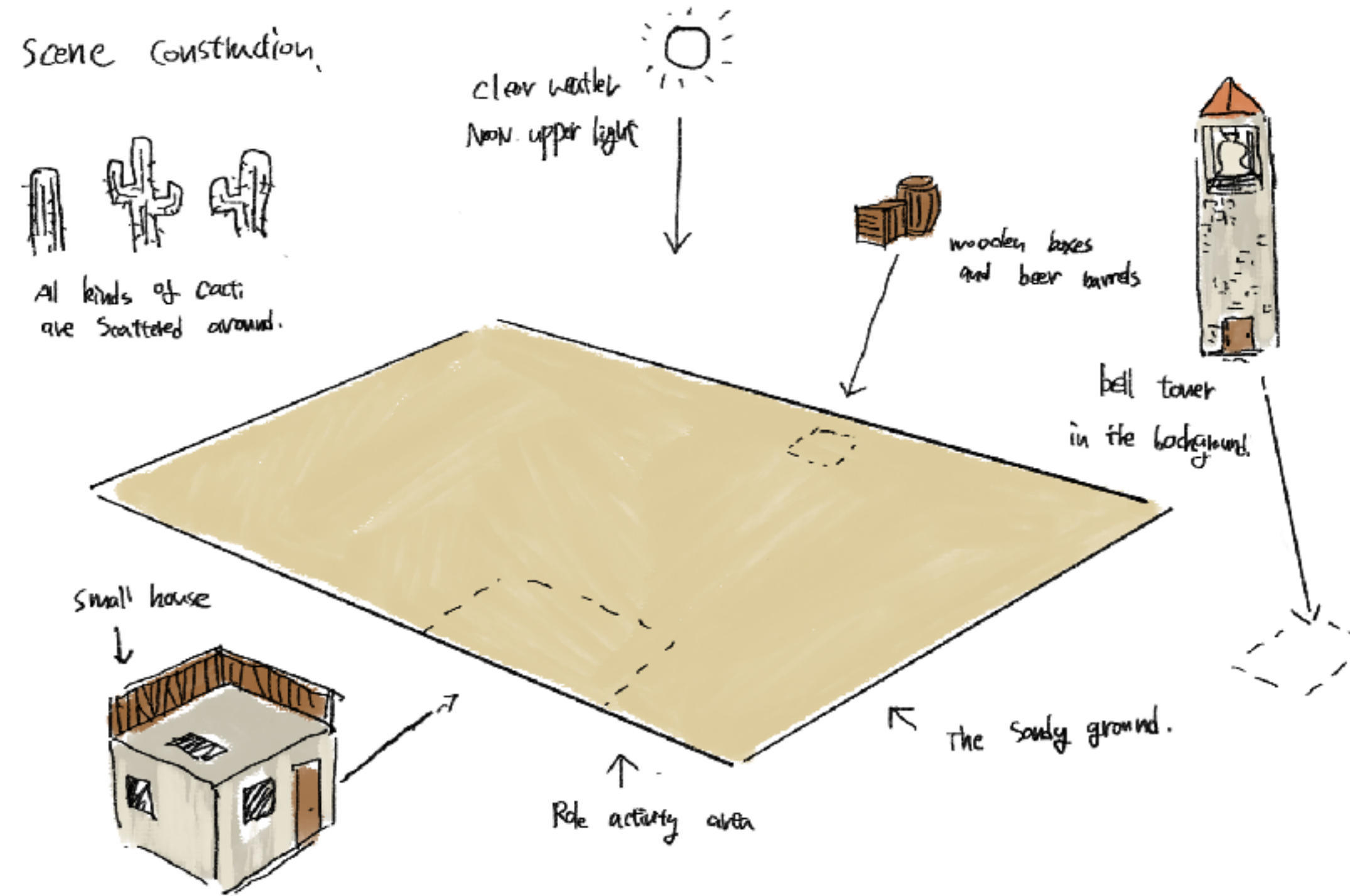
In assignment 1, I hope to use my own character as the character in the scene. My character "good guy"

The second character I created, "villain", corresponds to the square face of the protagonist. He is a character with a sharp face and looks ruthless. He relied on his genius-like marksmanship to rob everything he could. He looks confident, but deep down he has an inferiority complex, which also contributes to his irritable character.

Visual research moodboard



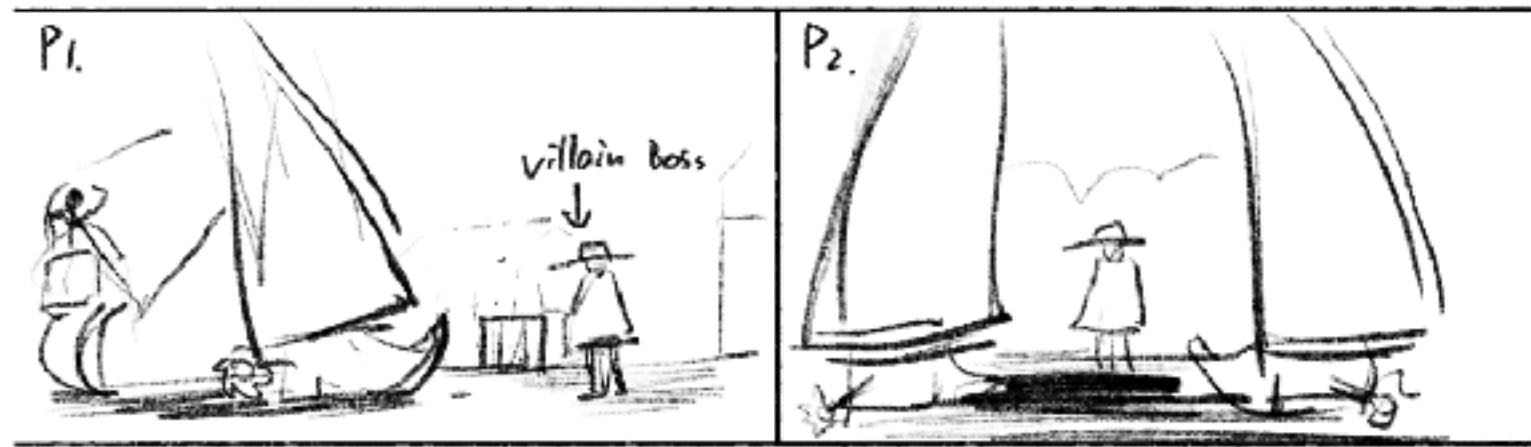
Scene Construction



I made some western scenes, including deserts, towns, trains, clock towers, etc., and then I extracted some key elements and made them into my scene pictures. This scene is the scene where my story takes place. It is used to show the changes in character positions in the story board. At the same time, in the process of making the moodboard, I also got inspiration for what sound elements should be added.

The characters' movements and dialogues were basically finished at the end of the first story board. However, there were a lot of scenes of characters' movements in the first story board, so I made this movement map for later use. References and explanations of work

Story board



walk slowly. show up in the frame.

Stop.

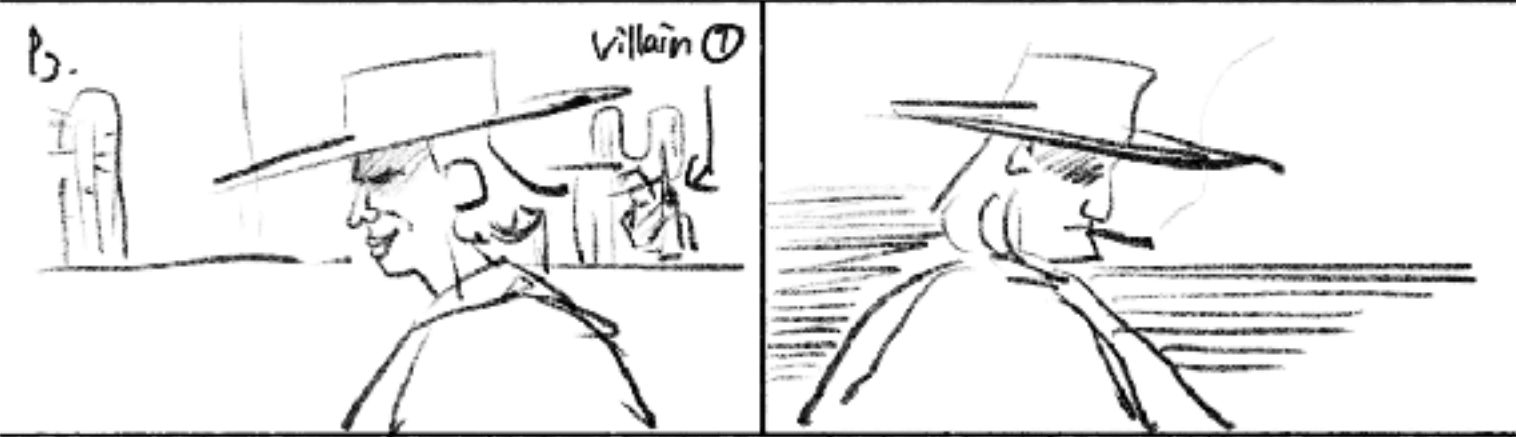


'Not this time'

spit out a cigarette.



Panic.



villain show up.

the corresponding Angle of view given "good guy"



cigarette rotate



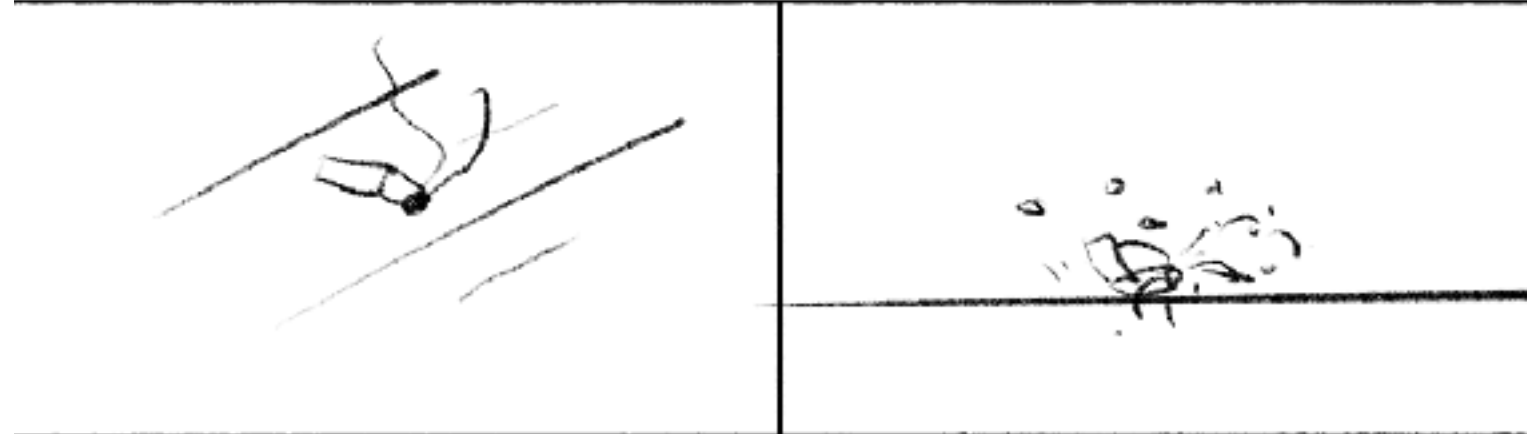
rotate.

Panic

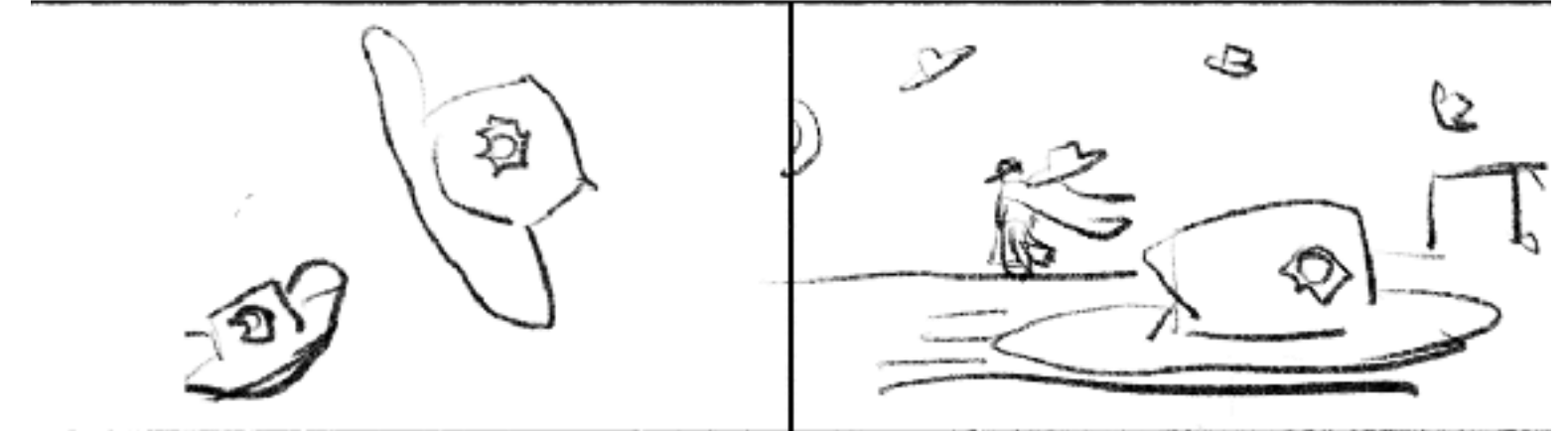


show the condition of the scene.

Lives: you wanna kill. you better hit the head"

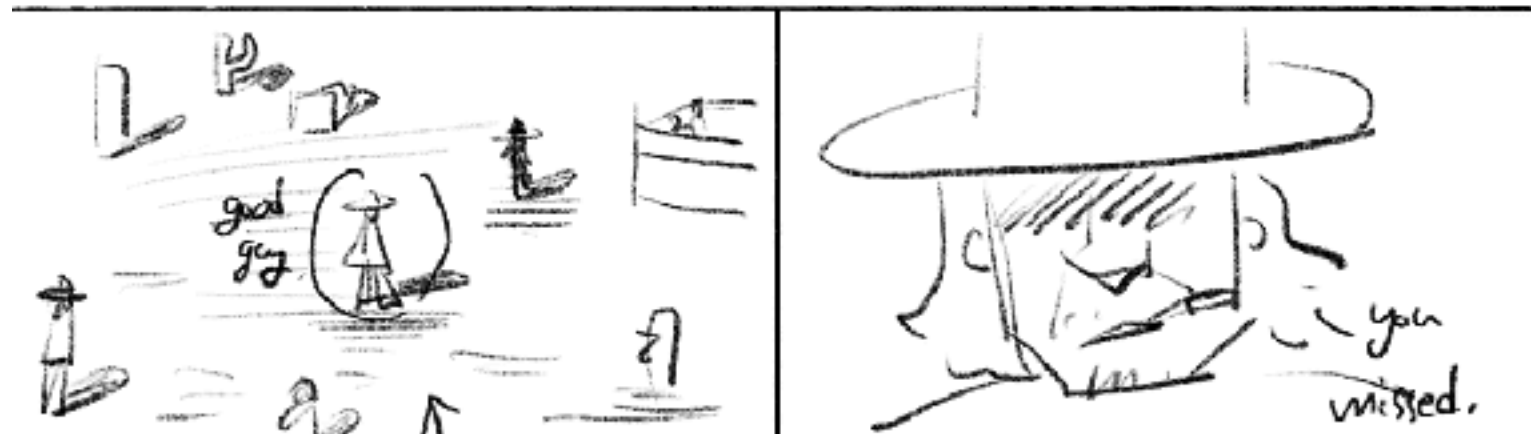


Fall to the ground.

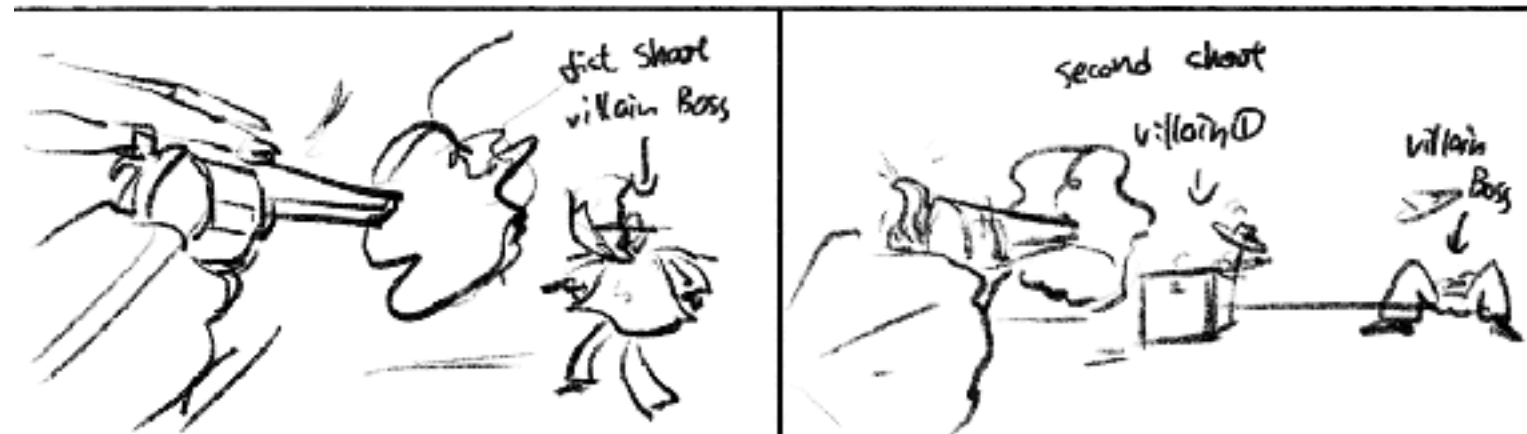


hat fly.

only left the hat, not body

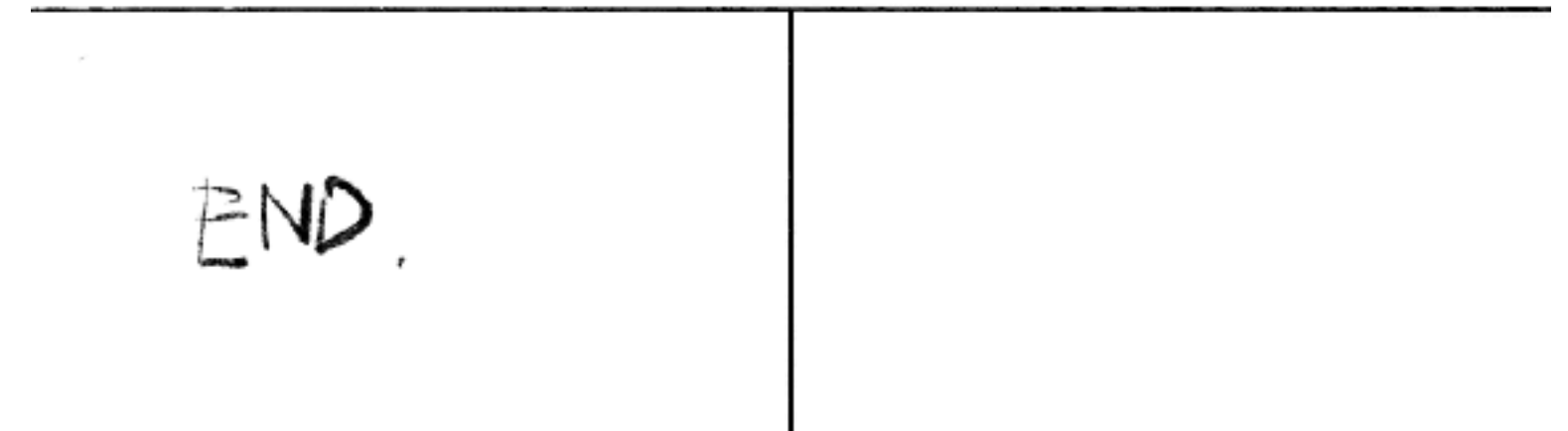


Lives: you are lucky - you know about that?



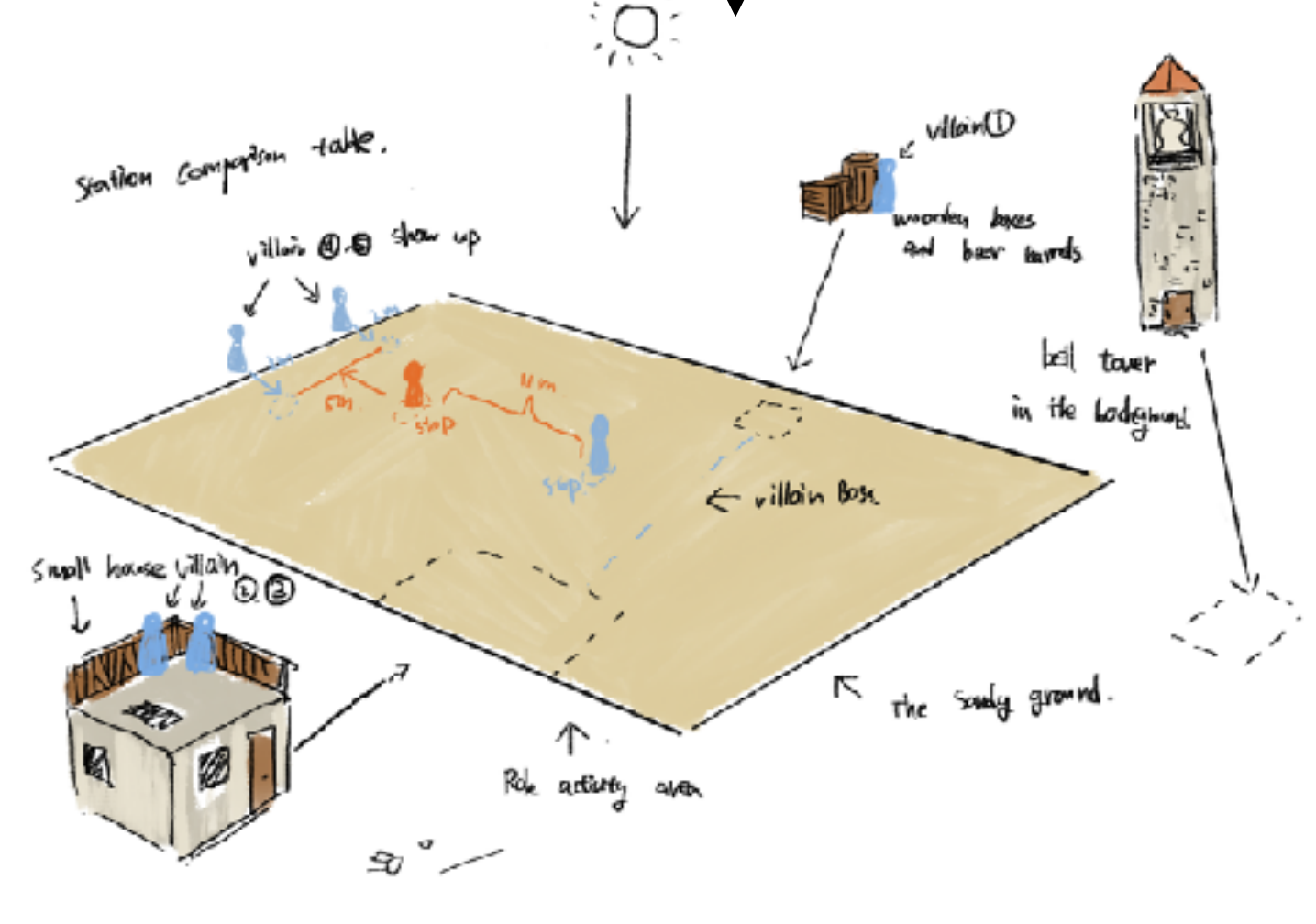
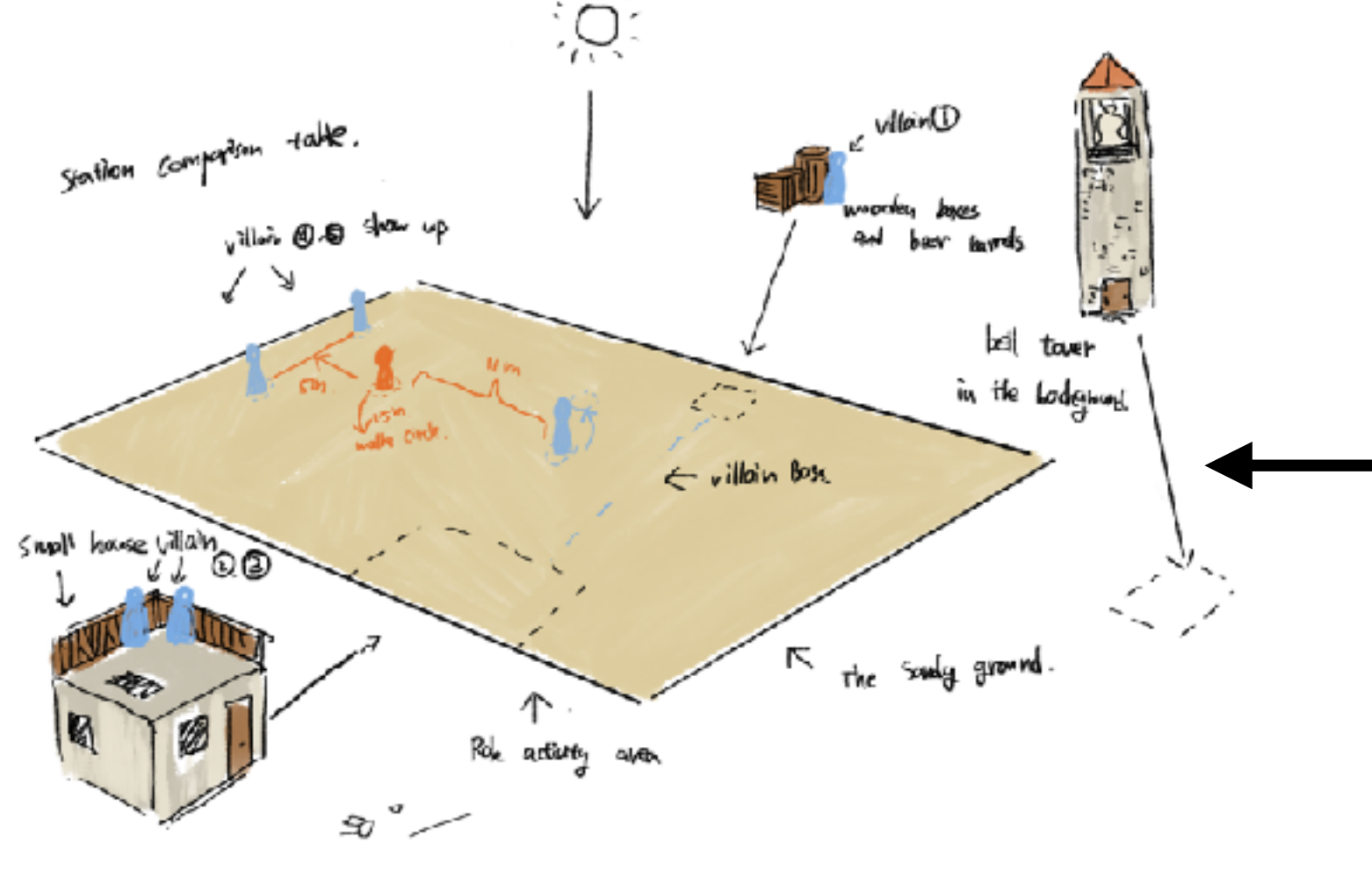
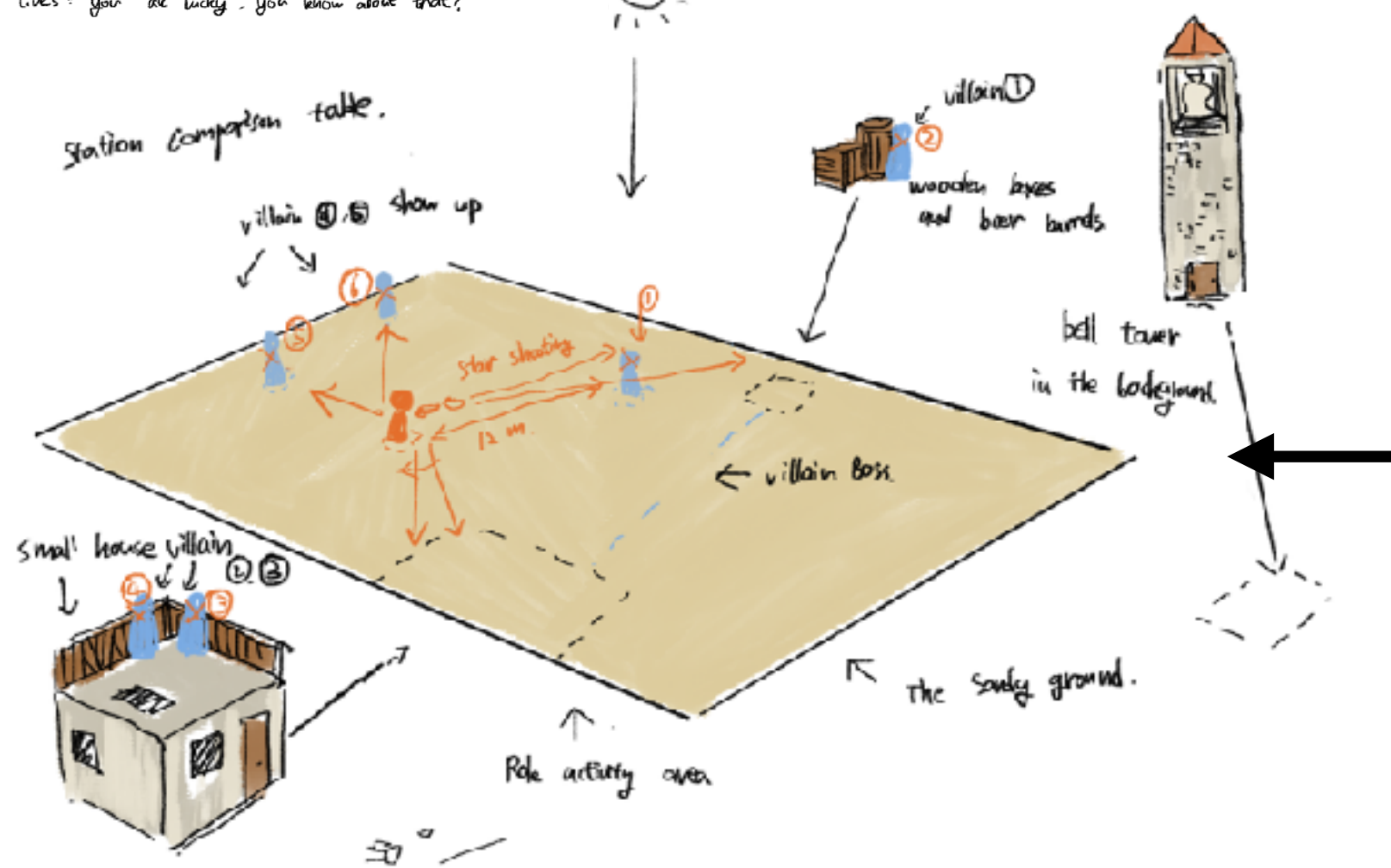
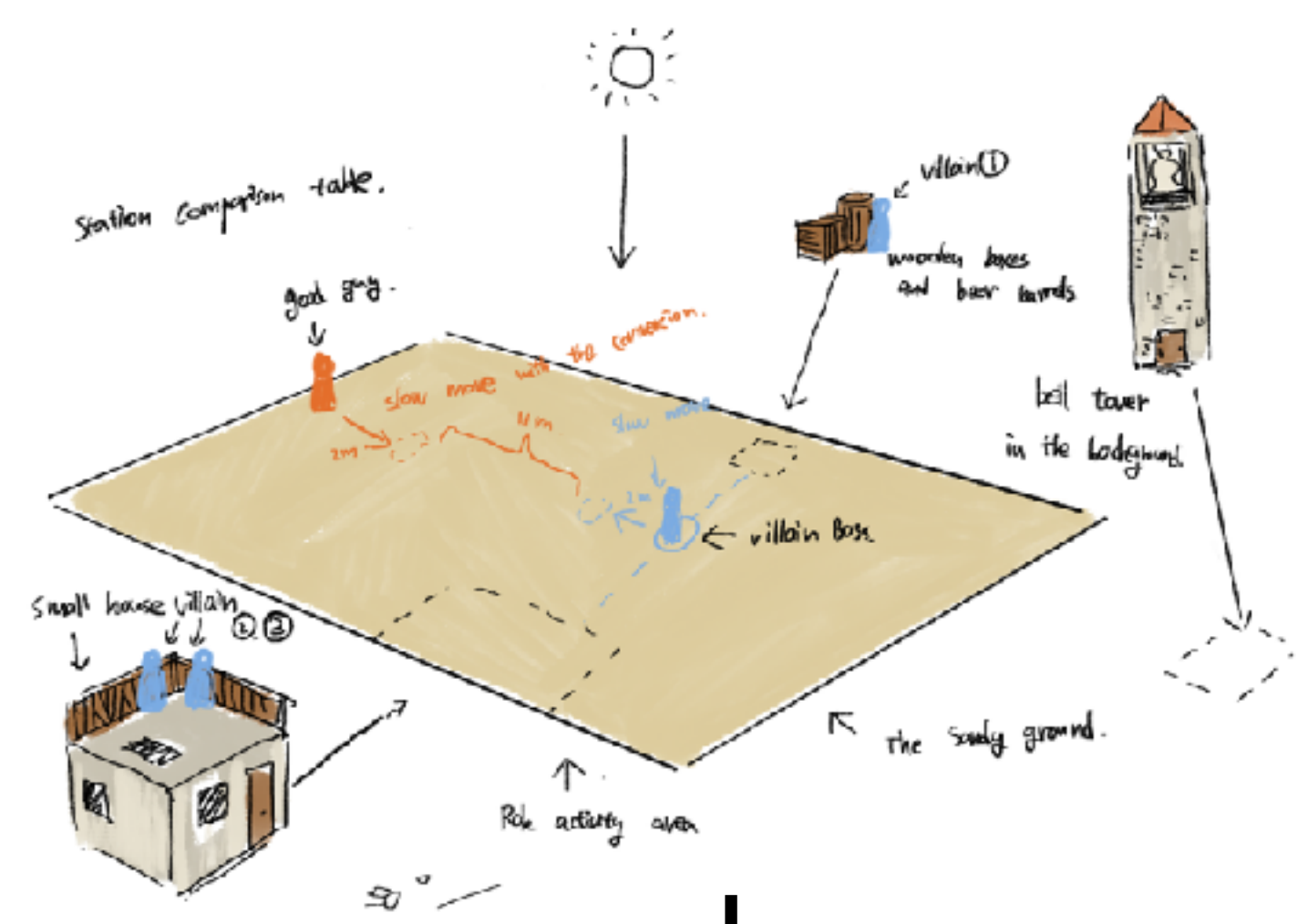
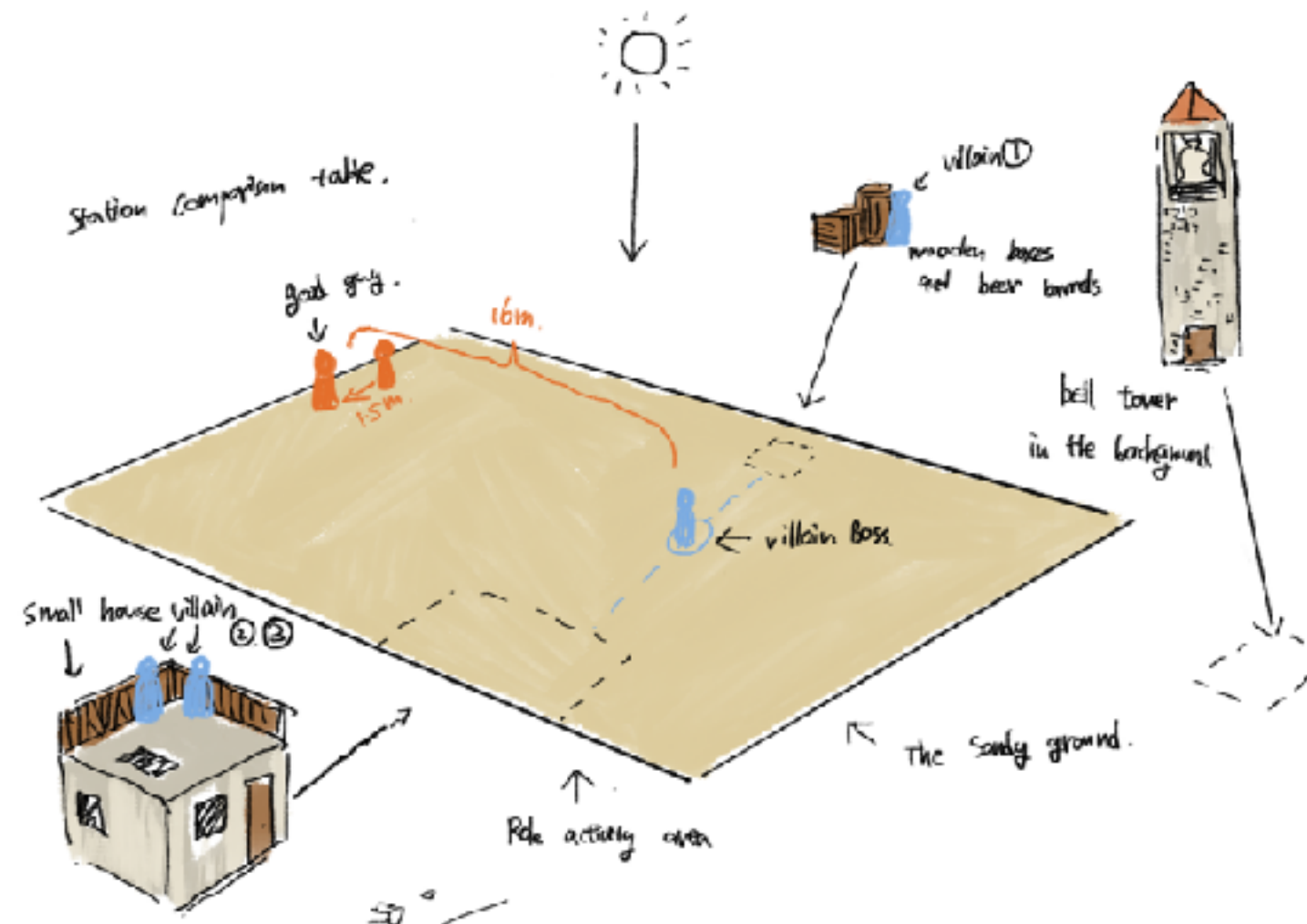
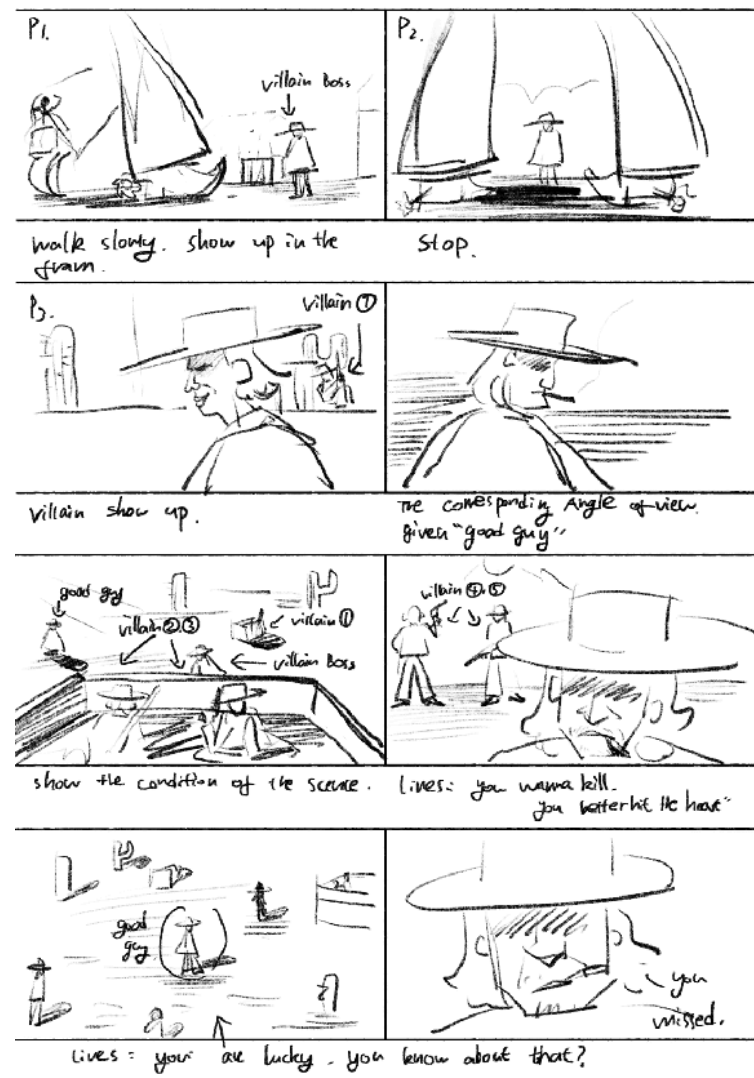
Burst into action !!!

Boom!!!

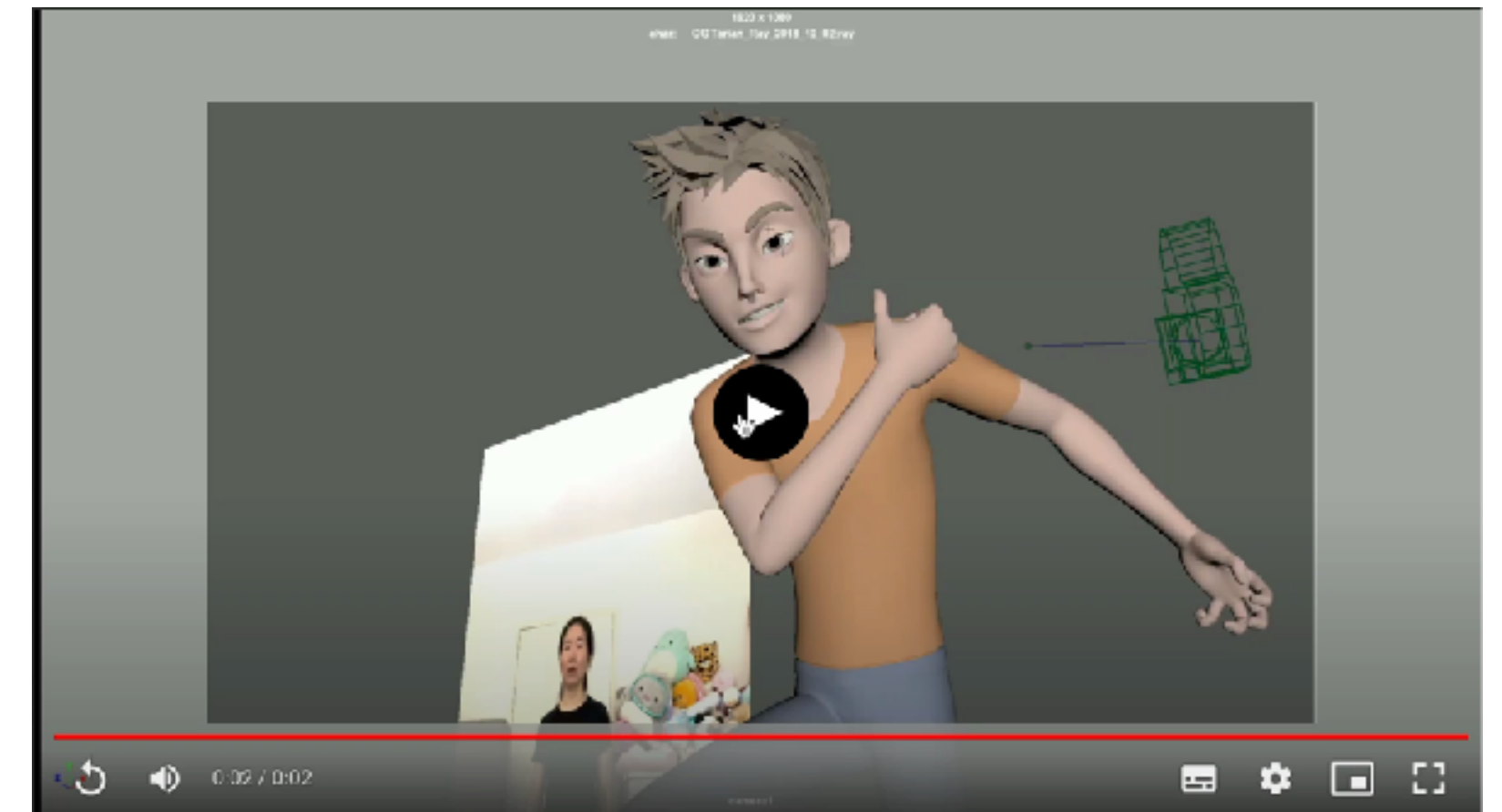


END.

Scene routing map



Key poses sketches



I tried to use Maya to complete some exaggerated movements and expression transformations.

Key poses sketches



I tried different styles, tried more angles in sketch, and did some beauty treatments.

Key poses sketches



I think that when making animation, you don't just have to draw the details. You also need to draw the key expressions and simplify, extend and exaggerate them. So I designed actions for the lines of the animation to restore the animation. That exaggerated effect

Reference List

A Fistful of Dollars, 1964, film, Jolly Film, distributed by Constantin Film, Spain.

A Fistful of Dollars, 1964, CD, Jolly Film, Italy.

Jackie, J, 2024, *sketch*, Sydney.

Jackie, J, 2024, *Animatic*, Sydney.

Jackie, J, 2024, *Performance reference footage*, Sydney.

Red Dead Redemption, 2010, video game, Rockstar San Diego.

Red Dead Redemption 2, 2018, video game, Rockstar games.

The Good, the Bad and the Ugly, 1966, film, Produzioni Europee Associate, distributed by Produzioni Europee Associate, Spain.

3:10 to Yuma, 2007, Relativity Media, distributed by Lionsgate, United States