INSPIRATION

YouTube Channel - PixlPit
https://www.youtube.com/channel/UCscCSZoK3BknJKSZry17JiQ
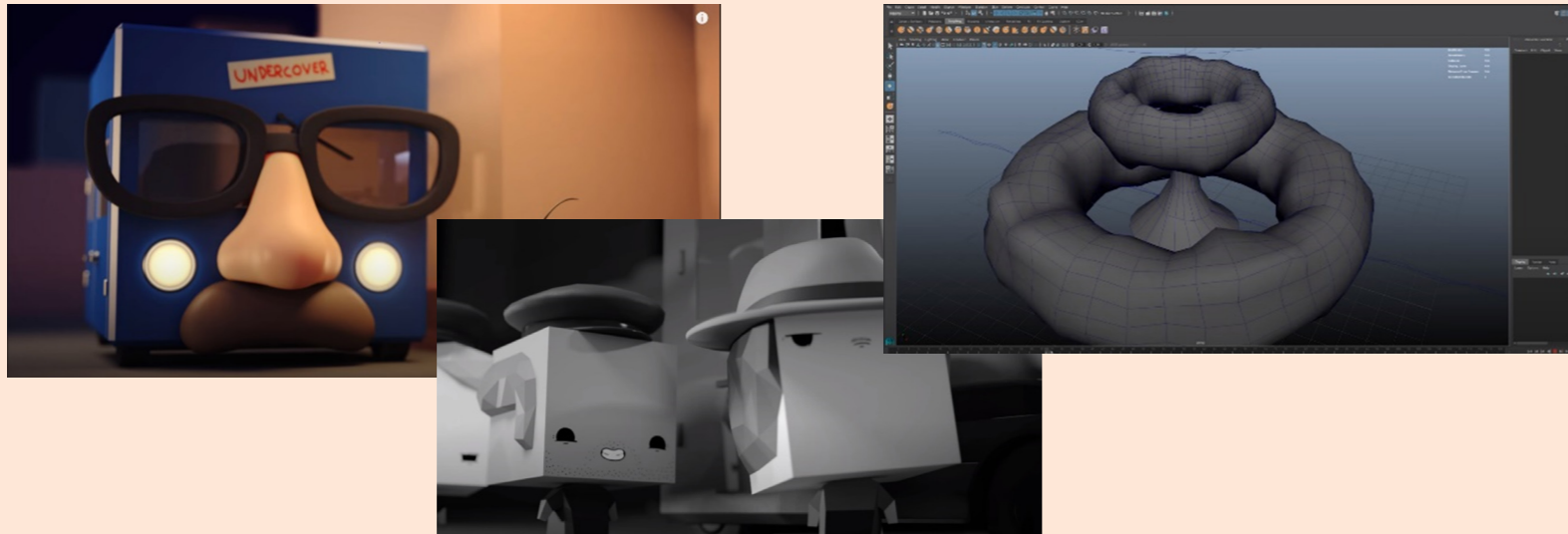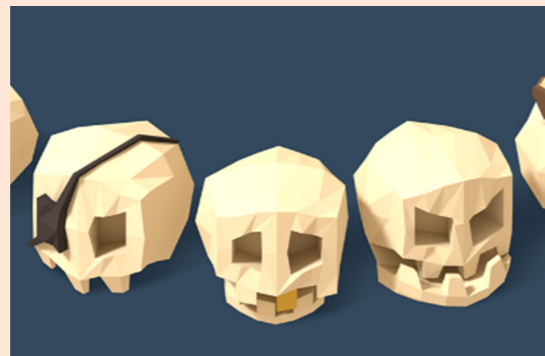

The way this channel animates is really interesting. The characters are modelled with a low poly style in 3D and then their faces are composited on in 2D. I think this creates a really cool effect and allows for more complex characters in animations, while also making it easier with workload. It also uploads tutorials which teach the essentials of maya in a practical way.

Skulls

https://shirtz.cool/collections/cool-printz/products/the-boys-art-print

I really like the cartoon style of this picture and I think it would be cool to emulate it in 3D.

https://www.behance.net/gallery/16462531/Pirates-of-the-polygon-sea

The low poly style of these skulls is very aesthetically pleasing and simple.
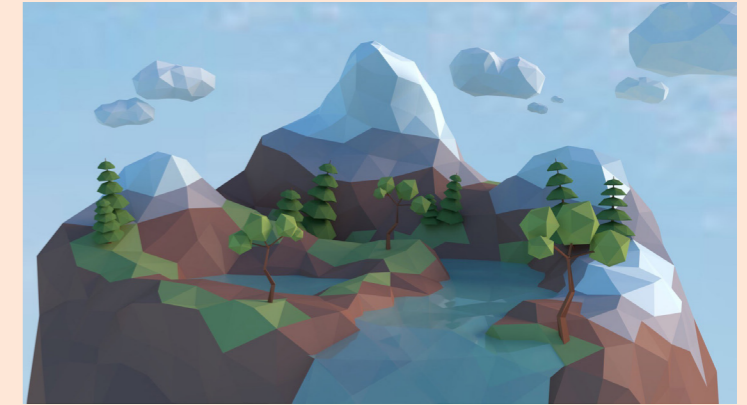

https://www.artstation.com/marketplace/p/0lb3/cartoon-skull-blender-low-poly-3d-model

The glowing eyes add a lot of character to the skull.

Environments

I really like the shading and the look of the mountain in this artwork. Especially how the mountain works in relation to the rest of the landscape

https://www.artstation.com/artwork/e0ma5P

I think that the look of the densely packed forest creates a nice aesthetic.

https://jpxlstudios.artstation.com/projects/8lykXQ

The way the volcano is put in the background and has less detail creates a really cool effect.

https://www.behance.net/gallery/32616941/Low-Poly-Landscapes

SYNOPSIS

Script

  In a mausoleum at the top of a mountain, a skull rests on top of a stone casket. Suddenly a strong gust of wind pushes the skull from its place. It slowly rolls slowly at first as it comes out the mausoleum, however, it starts to pick up speed as it rolls down the mountain. It finally comes to a stop at the base of the mountain. As night comes a faint light can be seen from the skull's eye sockets, all of a sudden the skull comes alive. It is shocked to see that it is no longer where it fell asleep, the normal view it wakes up to is gone, and is instead replaced with a forest. The skull looks around and sees the faint silhouette of the mausoleum. And the mountain it rests upon in the distance. It thinks for a moment before an idea pops into its head, its glowing eyes sharpen and focus on a vine hanging from a tree branch. The skull pulls the vine and launches itself far into the distance. It lands right next to the mausoleum and hops its way over and jumps onto its usual place, just in time for the sun to come up and for it to go to sleep.

Techniques

The animation will have a low poly style and the overall aesthetic will be quite simplistic. As the film is quite goofy and cheerful, I want the colours to reflect that. This is especially hard when set at night, because dark colours can often look gloomy. However, This can be fixed by using less saturated colours and by having a bright moon.

I think that I'll rig the skull to have two bones, the main body of the skull, and the lower jaw. This will make the movement look more natural, as it'll use the lower to propel itself. I will also need to rig the tree branch the skull pulls back, along with the vine it uses to pull the branch. I might add a physics engine to the vine in order to make its movement more natural, though I am not sure about the potential workload that will pose.

This will be a great learning experience as I have no experience in 3D animation and will allow me to judge further projects in the future.

Project Schedule

WEEK 7
- Ideas and Brainstorming
- Watch Tutorials

WEEK 8
- Finalising Ideas
- Exerimenting with Asset Creation
- Accumulating Experience

WEEK 9
- Creating Assets

WEEK 10
- Creating Assets

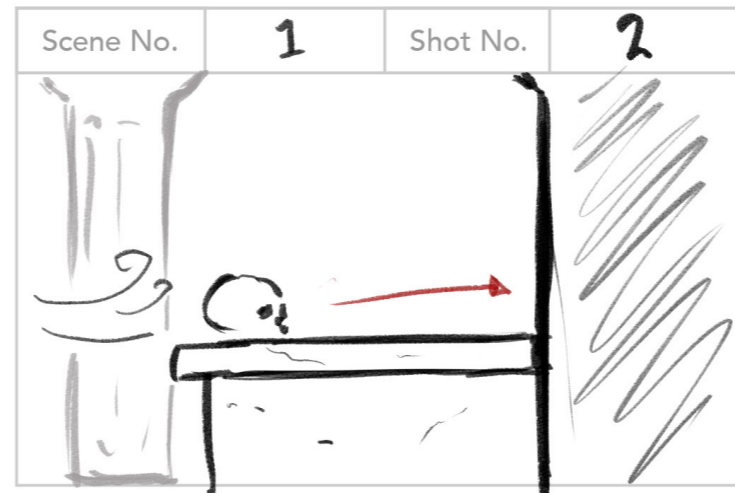### WEEK 11
- Animating

WEEK 12
- Animating

WEEK 13

RENDER!

STORYBOARDS

| Title: A Skulls Adventure | Page: 1 |

Scene No. 1	Shot No. 1

The skull rests in the mausoleum

Scene No. 1	Shot No. 2

wind blows skull off casket

Scene No. 1	Shot No. 3

Skull rolls out the mausoleum

Scene No. 1	Shot No. 4

Skull starts to roll down mountain

Scene No. 1	Shot No. 5

Skull picks up speed

Scene No. 1	Shot No. 6

Skull bounces into the forest

STORYBOARDS

Title: **A Skulls Adventure**   Page: **2**

Scene No.	**1**	Shot No.	**7**

Skull comes to a rest... time passes, at night Skull opens eyes

Scene No.	**1**	Shot No.	**8**

Skull is shocked and looks around

Scene No.	**1**	Shot No.	**9**

The skulls eyes focus

Scene No.	**1**	Shot No.	**10**

Skull looks at tree with vine... fade to black

Scene No.	**2**	Shot No.	**11**

Skull pulls back

Scene No.	**2**	Shot No.	**12**

Skull flies across the sky

STORYBOARDS

Title:	A Skulls Adventure	Page:	3

Scene No.	2	Shot No.	13

Skull lands next to mauso leum

Scene No.	2	Shot No.	14

Skull jumps back to rest point

Scene No.		Shot No.	
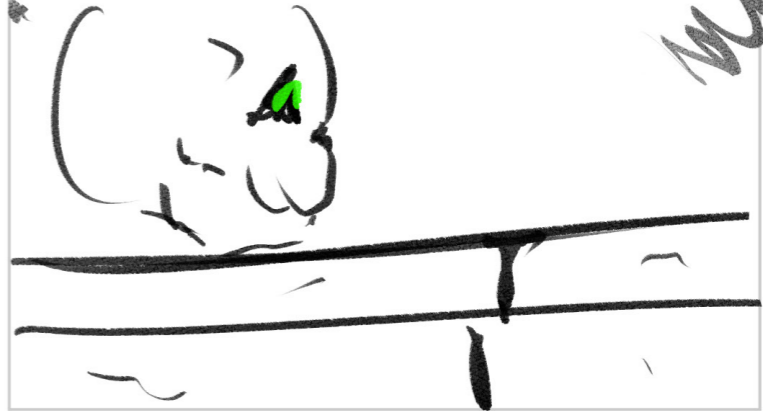
skull look happy

Scene No.		Shot No.	
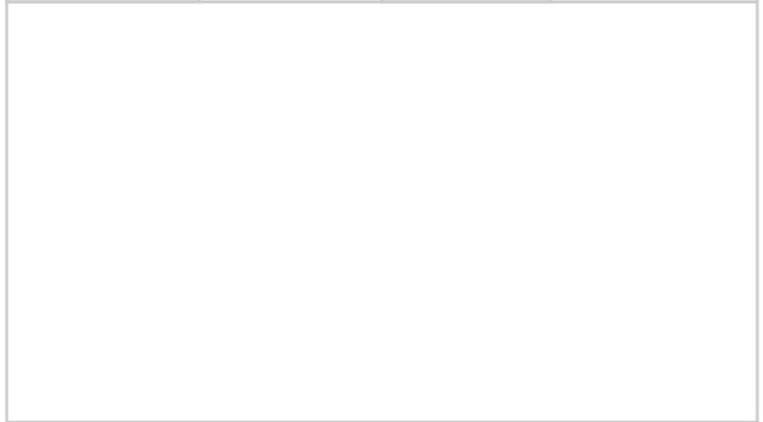
Scene No.		Shot No.	
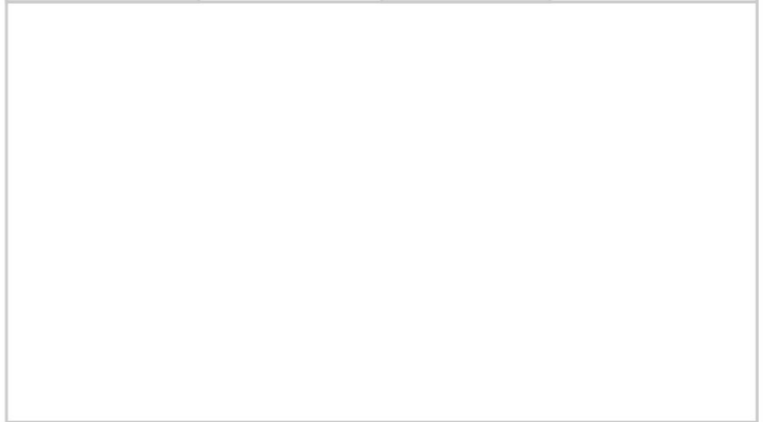
Scene No.		Shot No.	
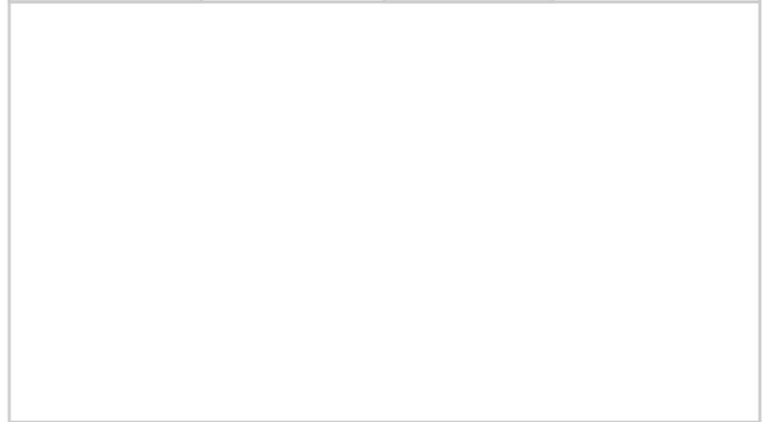
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