

UNIVERSITAT POLITÈCNICA DE VALÈNCIA

ESCOLA POLITECNICA SUPERIOR DE GANDIA

Grado en Comunicación Audiovisual



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“Eye of the Storm”

TRABAJO FINAL DE GRADO

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Resumen:

En este proyecto se ha llevado a cabo la preproducción, producción y postproducción del cortometraje de animación “ Eye of the Storm “.

El desarrollo de este cortometraje se ha producido en Poznan, una ciudad de Polonia, para el Trabajo de fin de grado o diploma en la Uniwersytet Artystyczny w Poznaniu (Universidad de Bellas Artes de Poznan).

En este cortometraje se refleja la lucha entre la naturaleza y el ser humano. Las protagonistas son una mujer y la naturaleza. La mujer aparece huyendo de una tormenta hasta que finalmente se rinde a la naturaleza y es absorbida por la tormenta. Además el cortometraje empieza como acaba, reflejando así cómo la naturaleza se mantiene sana y en calma sin la acción del ser humano.

El cortometraje está realizado en su mayoría con la técnica de animación con arena, de manera que la naturaleza y la tormenta puedan verse también reflejadas visualmente además de otorgarle a la película expresividad y estética. Del mismo modo para conseguir una mayor expresividad y dinamismo también se han utilizado algunas técnicas experimentales.

Palabras clave:

Animación – animación con arena – naturaleza – ser humano

Summary:

In this Project I made the preproduction, production and postproduction of the short film “ Eye of the Storm “.

The development of this short film has been done in Poznan, a city of Poland, for the Final Project or Diploma at the Uniwersytet Artystyczny w Poznaniu (University of Fine Arts of Poznan).

This short film is about the fight between the nature and the human being. The main characters are a woman and the nature. The woman is running away from a storm. Finally she quits running away and surrenders to the storm. Besides this short film begins and ends the same way to reflect how the nature stays healthy and calm without the human being action.

This short film is done mainly with sand animation technique so the nature and the storm can be also reflected visually in addition to give expression and esthetic



to the film. To give more expression and dynamism It has been used experimental techniques as well.

Key words:

Animation – sand animation – nature – human being

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Introduction

This final Project is based on a short film using sand animation.

For the first step It's been required to find a strong idea to develop. Then It's just necessary to follow every step to make a film that will be explained in the method part.

In this short film I am trying to show from my point of view the relationship between nature and the human beings.

As well a briefing of the internacional History of Animation and a quick look to the spanish history of animation.

Goal

The main goal of this Project it's a short film, using fundamentally sand animation mixed with some experimental techniques to give more expression to the animation.

1. Idea

The plot of the film is the human being against the nature.

On this film we can see a calm landscape representing the nature without the human beings action. Then a woman it's used to represent the humanity, as I see the nature also as a female. This woman is being hunted by a storm, representing the nature fighting back. That's how the nature reveals against the human damage.

Even though in the beginning the woman is running away from the storm, at the end of the short film she's giving up and letting the storm catch her. This is the way to represent that the harm the humanity does to the nature is not only affecting the nature, of course it's also harming humanity and becoming to an end of it.

That is why at the end of the film the storm becomes again to the calm landscape because, from my point of view without human beings the nature gets healthy (calm) again.

2. Side goals

This Project It isn't only about producing a short film, It is also about learn animation techniques as the sand animation.

And on the other hand explore the experimental techniques and learn how to provide expression to the animation.

Method

1. Equipment

Canon EOS 6D.

Canon EOS 700D.

Lightbox.

Tripod.

Mac computer.

Dragon Frame controller.

2. Techniques

History of Animation technique.

Meaning **the history of animation** we could date back the beginning to the cave painting. However the most similar to the animation as we know it nowadays is the **magic lantern**, by Kircher, which works based on the camera obscura design but inverted, projecting the images.

After that George Horner invented the **zoetrope** in 1834. This object is a cylinder which spins over a vertical axis, and the drawings are visible through thin holes on its surface. This technique is based on the afterimage printed on the retina.

Then with the appearance of the **cinematograph**, invented by Lumière brothers, the animation could evolve. The cinematograph is an object capable to film and project images.

Some of the most important **animation films** and important **advances in the animation technique**:

Le Voyage dans la lune (1902) by Georges Méliès, who used many animation techniques to create this 'magic tricks and this well-known moon.

Humorous phases of funny faces (1906) by Stuart Blackton, is the first cartoon film with around 3000 drawings.

El Hotel eléctrico (1908) by Segundo de Chomón, this film means the beginning of the stop motion.

Fantasmagorie (1908) by Emile Cohl, its character is the first one being arranged in series. The way to plan and animate of Cohl is the most similar to the one it's used nowadays.

Gertie the dinosaur (1914) by Winsor McCay, with this short film McCay changes the world of the animation appearing himself in the movie interacting with the dinosaur.

Felix the Cat (1917) by Pat Sullivan, means a revolution because of its success and most of the studios copy it. The character has its own movements and attitude that is why it meant a huge success

Koko (1919) by the Fleischer brothers, It's done by using the rotoscopia, invented by them. This technique consist in first filming the real movement and then copy them with drawings.

Bill Nolan is the first animator who start to develop and use **the principles of animation**, meaning:

1. Squash and stretch. This action gives the illusion of weight and volume to a character as it moves.
2. Anticipation. This movement prepares the audience for a major action the character is about to perform, such as, starting to run, jump or change expression
3. Staging. Influenced by theatrical principles, staging helps establish mood, create focus and clarify what is happening in the scene.
4. Straight ahead and pose to pose animation. Straight ahead refers to the technique of drawing each pose, one right after another. Pose to pose refers to the animation technique in which key frames are planned ahead of each other and then connected to afterward. Pose to pose usually leads to a more proportional animation that is convincing to the eye.
5. Follow through and overlapping action.
6. Slow-in and slow-out.
7. Arcs.
8. Secondary action. Smaller actions help support primary movements, such as blinking.
9. Timing. Also helps in establishing personality of characters and the emotions they express.
10. Exaggeration.
11. Solid drawing. Takes an enhanced level of realism to the skill of drawing, adding good form and a three-dimensional feel to an animated work.
12. Appeal. Appeal can be established before anything moves by choosing an interesting typeface, creating a visual translation, or juxtaposing images.

This basic principles of animation were developed and stablished by 'the old men' of Walt Disney Studios.

Alice(1924-1927) by Walt Disney Studios. The origins of Walt Disney aren't original, they copy characters and gags. They use real picture and animation.

Oswald the lucky Rabbit (1927) also from Walt Disney Studios. This series was suspended because of right issues. But this cartoon settle the basics of Mickey Mouse.

Steamboat Willie (1928) by Walt Disney Studios. This shortfilm is the first appearance of Mickey Mouse and It is the first one including sound, the main reason of its success. This film means the rising of Walt Disney Studios.

Silly Symphony (1929-1937) this is a series of short films made by Walt Disney. In this case the music is composed before making the short film. They start to make many advances in animation.

The Skeleton Dance (1929) is the first shorfilm of the Silly Symphony and is the first appearance of the compositor.

Flowers and Trees (1931) is the first shorfilm in color and the firs shorfilm of Walt Disney winning an Oscar Award.

Three Little Pigs (1933) first short film using a storyboard.

The old Mill (1937) this film means a huge advance in the animation with the creation of the multiplane camera.

Brief introduction to Spanis History of Animation.

The history of animation in Spain is extense but It is possible to make a briefing of it.

The first animation film is El apache de Londres (1915), now lost but before that Segundo de Chomón was the pioneer of animation who it is mention before for the first stop mption film El Hotel eléctrico, even though he develop most of his work in France.

La bronca (1917) and Cambó i l'autonomia (1918) are politic satires films.

Serra i Massana (ages '30) and Escobar (ages '40) are great humoristic illustrators for comics who also worked in animation creating the film La rateta que escombraba l'escaleta (1933). Josep Escobar also develop a projector for kids, called Cine Skob for the kids to watch films of well known characters such as Zipi y Zape or Carpanta originally from the comics, also created by Escobar.

Historias de amor y masacre (1979) by Jordi Amorós is the first animation movie for adults. It is a very important film for the transition between the dictatorship and the democracy in Spain and it suffered the censor of the dictatorship.

Profesor Nefario (2001) by Fran Bravo is a short film of puppet animation which character, the profesor Nefario Will apear years later in the film Despicable Me (2010).

Sand animation.

Creating an animation with sand consist in the manipulation of the sand with the hands, brushes or different tools to create images and animate them.

The main way to animate with this technique is using a lightbox and an overhead camera to take the pictures frame by frame.

Sand animation It has been chosen for this project because of the symbolic dimation. Meaning It is possible to represent reality from a different point of view, not just representing the nature in a realistic way, giving more expression to something. The choice was made also to reflect visually the nature and the storm using the sand. As well to give more expression and dynamism it's been used some experimental techniques.

3. Process

To create a shortfilm It is important to follow some basic steps.

Preproduction

First of all find the main **idea** and develop it.

The next step after finding the idea is to write a **literary script**, if It is necessary in case of having dialogue.

LITERARY SCRIPT

1. FOREST - EXT/DAY

We see on the screen several shots of the forest on calm at the beginning and then we realize something it's happening because it's starting to be foggy.

2. HILL - EXT/DAY

In this scene we see a woman running away down the hill from a storm.

3. HILL - EXT/DAY

Closer shot of the woman running away where we see the hair that starts to become the storm itself and after the storm into an eye.

4. INSIDE THE EYE - EXT/NIGHT

It is seen again landscapes of the forest but this time the storm is hitting.

5. FOREST - EXT/NIGHT

We see the woman running away again but now in a certain point she stops and turns round to confront the storm. Finally she lets the storm catch her.

6. FOREST - EXT/NIGHT/DAY

At this point we see again how the storm turns into the landscapes of the forest calm we saw at the beginning of the film.

Then based (or not) on the literary script it is important to write down a **technical script** which is a document with all the necessary information about the sequences, scenes and shots.

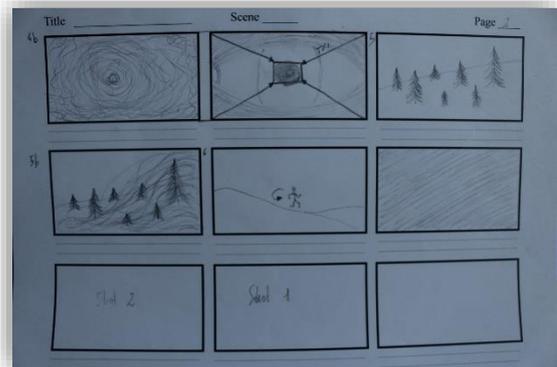
TECHNICAL SCRIPT				
SCENE	SHOT	FRAME	MOVEMENT/ DIRECTION	ACTION
1	1	Long-shot	-	Landscape in calm.
1	2	Long-shot	Tilt-up	Calm landscape turning into a storm.
2	1	Long-shot	-	A woman running down a hill running away from a storm.
2	2	Close-shot	-	Same woman running away.
2	2b	Close-shot	PAN Zoom-in	The hair of the woman begins to turn into the storm and then into an eye.

				After we enter the eye. Change the color to black and white to symbolize the night and also the death of the woman and the nature coming.
3	1	Close-shot	-	Forest in the storm. In this shot the animation technique changes to give another impression of the forest as this is happening "inside" the eye, like in an unreal space.
4	1	Long-shot	-	The woman is running away, stops running and lets the storm get her.
5	1	Long-shot	Tilt-down	The storm let pass to the calm forest again.
6	1	Long shot	-	Calm landscape.

Also the information about in which order It is going to be shoot and the equipment necessary for the shooting.

Meanwhile It is necessary to create the **storyboard**, one of the most important steps.

The storyboard is a document full of illustrations telling the story that is going to be shot. It includes one or more illustration for each scene of the animation so It is the first approach to the result of the shortfilm.



4. Shooting

Production

Once you have finished the storyboard the followed step is the shooting of the scenes.

The procediment for the shooting It has been at the animation studio, from the Uniwersytet Artystyczny w Poznaniu, using a Canon EOS 6D connected to the computer.

The software used to develop the animation is Dragon Frame, which is a software used to create basic stop motion animations, and allows the user to manipulate the camera and the shooting and then combines the frames into a sequence o fan animated frames. It also aloows the user to review all the frames and compare them.

To work with sand animation the main thing necessary is the lightbox, a box which sizes are around 50cm x 50cm, with a light inside and a translucent Surface where create the drawings with the sand, getting a contrast picture.

To some up to go ahead with this stage of producing a shortfilm it's only necessary to follow the previous steps.

5. Editing

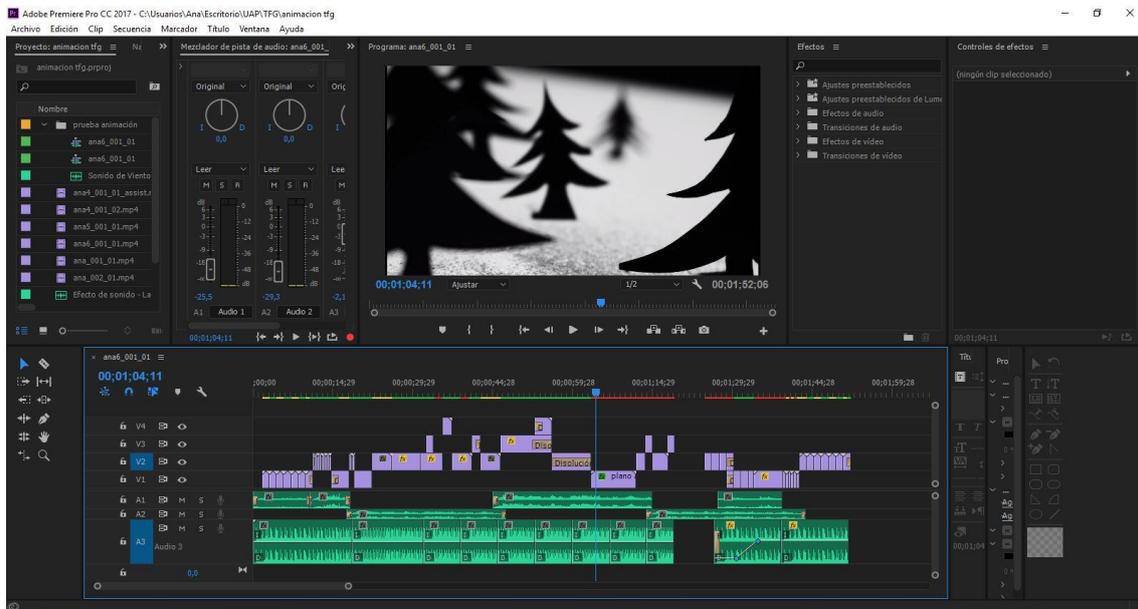
Postproduction

This is one of the last stages of producing a movie, after the shooting.

It is when you put all the scenes together, one after another using an editing software. Adobe Premiere in this case.

In this stage after putting all the scenes together is the moment to add the music and polish the cuts between the scenes.

The final step here is adding the title of the film and the credits. Then export the movie with the best resolution to have the final result.



Results

Finally in this film is emphasise the volatility of change, nothing is constant as the girl is turning into the storm and the storm into an eye. On the other hand this change is used also as a symbolism of the union between the nature and the human being even though I'm treating the opposition between those too. Meaning does not matter the conflict because nature and human being are mainly the same.

Conclusion

As a conclusion for this project I am happy with the result even though it might not look as professional as it could be I got my goals producing a short film, reflecting the main idea and I got the opportunity to learn different animation techniques and improve them during the process.

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