Living Voices

Chosen audio-"I don't want to be a millionaire"

Moodboard
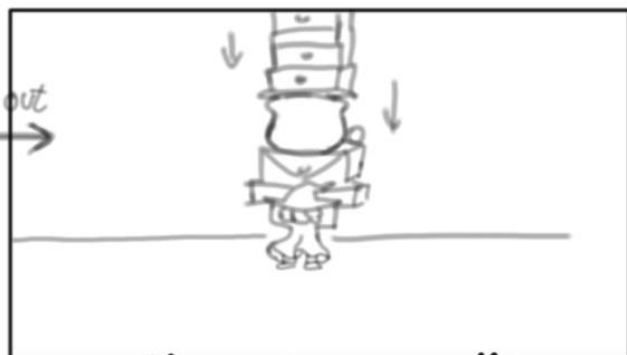
Storyboard
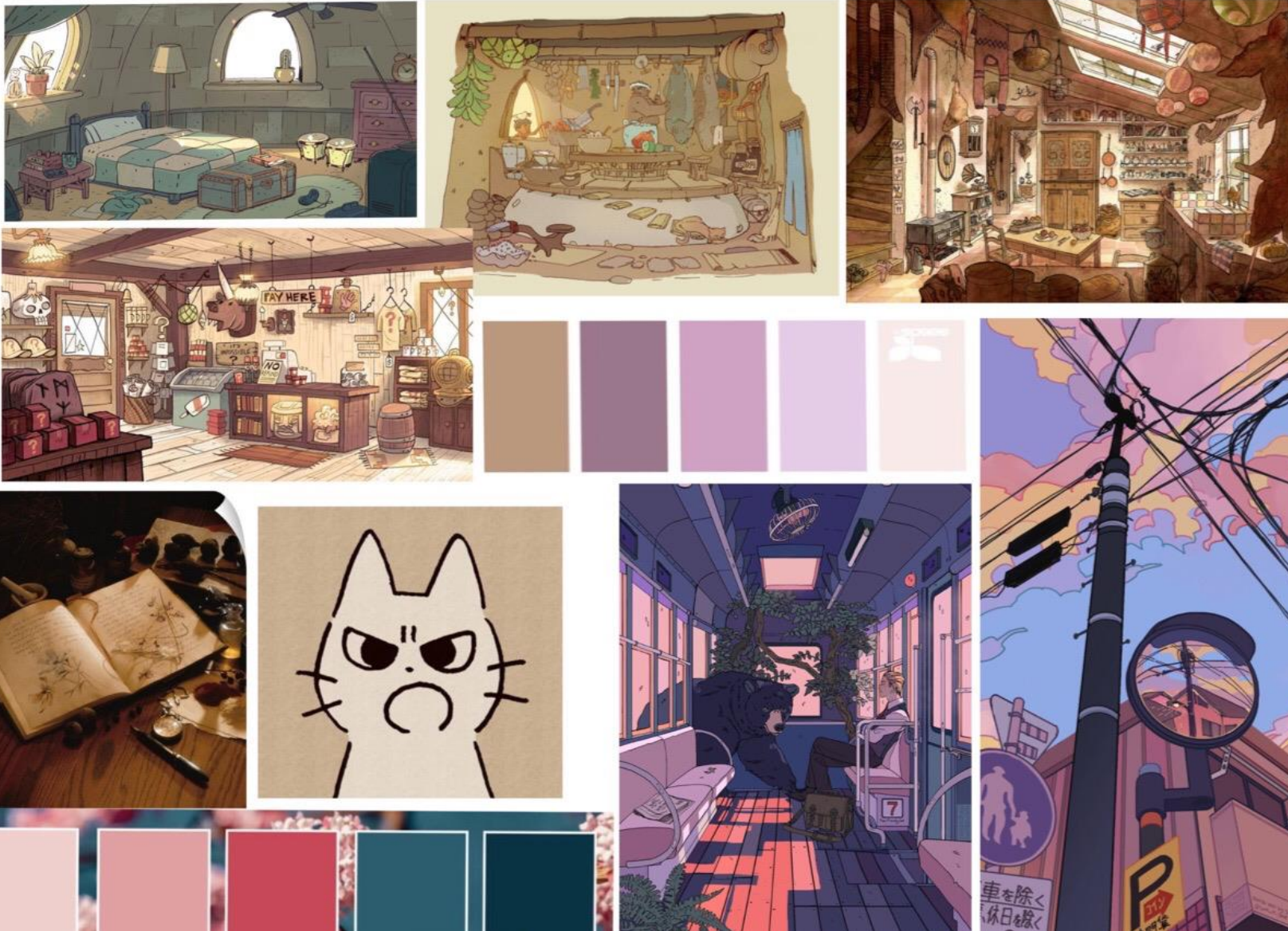
Do u want to be a millionaire

I don't want to be a millionaire

Because...

Have things piling over me

Zoom out

Have too many things...

Having... Well... (transform)

My husband saying... get me... get me that

I really have too much too do

X-Sheet

Character design

Environment Design

At the beginning of the project, by listening to the audios provided, I perceived that by only hearing sounds, I can quickly imagine the scene, facial expression and the personality of the speaker. During the process, the clearest image which stayed in my head and inspired me is the audio in which a kid tells the reason why he/she doesn't want to be a millionaire, so I have chosen it as my audio for this animation.

My initial idea for the character design was simply a child, however, I somehow wanted to bring her a more special identity that would give her reason to reject the willing of being a millionaire. In order to find more inspiration and reference, I dived into LCC library's animation section and looked for character and background design from several art books from Studio Ghibli and Pixar. I was inspired by the sketches from Kiki's Delivery Service art book so I decided to make her a witch. In my first sketches, I made the character with short and straight hair, nevertheless, I wanted to add some visually intriguing shape to her by altering her hair. While navigating through internet I was inspired by Encanto's character and that is why I decided to make her hair curly in the final version. During the primary researches, I experimented colouring the little witch with oil pastel and I noted that the texture was surprisingly good, so I wanted to add it in the final render. However, during the final colouring stage, I forgot to separate and duplicate the line and colour layers of my animation, so I was not able to export them separately to Adobe After Effects in order to add textures. Although the final version still looks complete, I lost the chance to experiment with textures and I will ensure this mistake does not happen again due to my lack of attention. About the choice of colours, I made several different combinations and asked opinion from some friends, the most voted version is dark blue and red, so these stayed as the main component of colour pallet with yellow as secondary component. Meanwhile for the background design, I have chosen to create the living room of the witch's house and painted it with warm pastel colour combining with texture brush in order to bring a vintage feeling and also to ensure the character stands out so the attention of the audience is mainly focused on her.

After completing the character and background design, I had chance to make a mouth shape sheet for the little witch, I found extremely useful to actually perform the audio in the mirror to use the movements and mouth shapes as reference, which I have also done in the storyboard stage. For the storyboard of the animation, I made it as a monologue of the little witch. In the first version of storyboard, the camera stays still all the time, but in the second version I decided to adjust camera angle in some frames, for instance the "husband" scene, the camera is lower than character in order to show that he is a powerful and demanding person. Although there are some subtle adjustments, the movements are mainly from the character rather than camera. Subsequently I started planning the timing using x-sheet to ensure the accuracy of the lip sync, in this stage I had chance to use some of 12 principles such as ease in/out and anticipation which was quite hard because I had not been using them very frequently, nonetheless, with the advices from my tutors, the principles were properly applied to the animation.

Although this is my first time using Toon Boom, I found it very handy. Another beginner mistake I have made during the production stage is forget about numbering the frames, this has made me confused for several times about how to fit the in-between frames, nevertheless I managed to fix all of them by the end. Personally I liked the overall experience with lip sync although I am sure that I still have many things to improve, if possible, I might do some changes before the actual submission.

https://youtu.be/LgNxfXF-sGY   https://dianasongyear1.myblog.arts.ac.uk