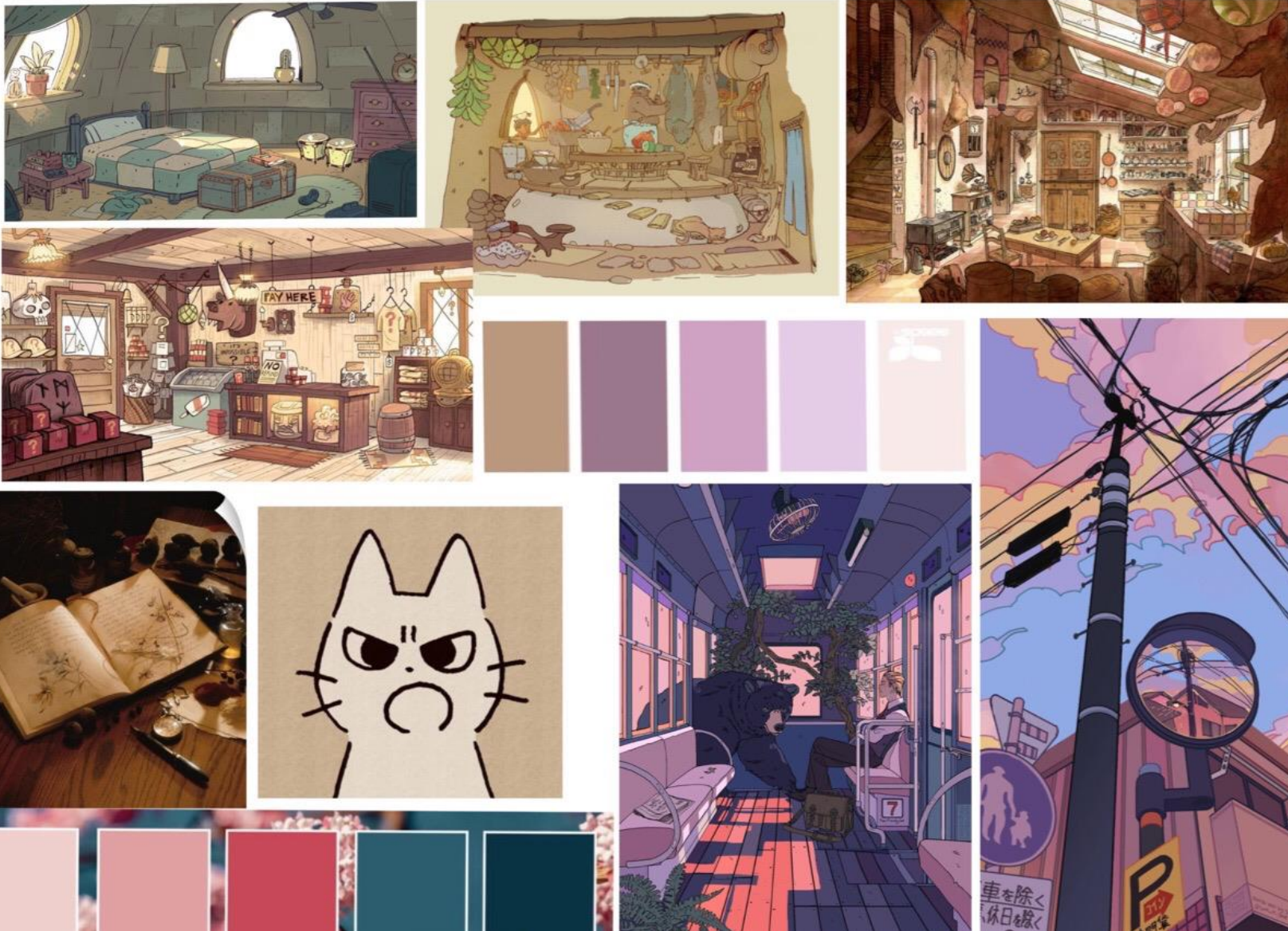


Living Voices

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

Moodboard



<https://youtu.be/LgNxfXf-sGY>

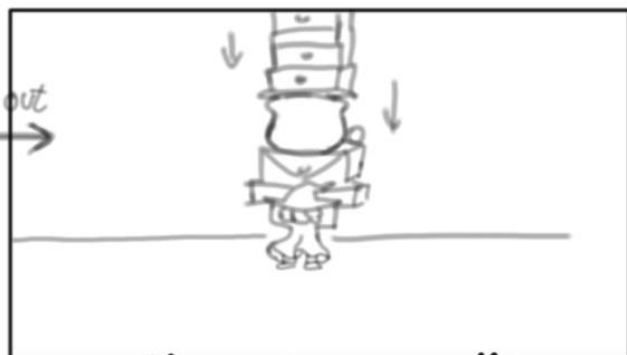
<https://dianasongyear1.myblog.arts.ac.uk>

Storyboard



I don't want to be a millionaire

Because ...



Have things piling over me

Have too many things...

Having ... Well... (transform)



































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

I really have too much too do

X-Sheet

Starts at frame 13

PROD.	SEQ.	SCENE	CAMERA INSTRUCTIONS						SHEET
ACTION	DIAL	5	4	3	2	1	B.G.		
		3							
		5							
		7							
		9							
	I	11							
	E	13							
	Dan	15							
	(17							
	W	19							
	a	21							
	n	23							
	t	25							
	O	27							
	B	29							
	e	31							
	e	33							
	a	35							
	a	37							
	M	39							
	i	41							
	i	43							
	i	45							
	i	47							
	O	49							
		51							
		53							
		55							
	A	57							
	a	59							
	ir	61							
	B	63							
	e	65							
	C	67							
	a	69							
	a	71							
	S	73							
	S	75							
	S	77							
	S	79							
	S	81							
	S	83							
	H	85							
	a	87							
	v	89							
	Thin	91							
	(93							
		95							
		97							
		99							

D'source

PROD.	SEQ.	SCENE	5	4	3	2	1	B.G.	CAMERA INSTRUCTIONS	SHEET
		DIAL	101							
		I	103							
		S	105							
		P	107							
		a.	109							
		i	111							
			113							
		i: m	115							
		I	117							
		O	119							
		V	121							
		V	123							
		ex	125							
		(127							
			129							
			131							
		M	133							
		e	135							
		(137							
			139							
			141							
			143							
			145							
			147							
		H	149							
		a	151							
		V	153							
		(155							
			157							
		Too	159							
		(161							
			163							
		M	165							
		a	167							
		ni	169							
			171							
		TAIA	173							
		(175							
			177							
			179							
			181							
			183							
		S	185							

D'source

PROD.	SEQ.	SCENE	DIAL	3	4	3	2	1	B.G.	CAMERA INSTRUCTIONS
			S	197						
				189						
				191						
				193						
				195						
				197						
			O	199						
			V	201						
			V	203						
			ex	205						
				207						
				209						
				211						
			M	213						
			e	215						
				217						
			Ha	219						
				221						
				223						
			V	225						
			in	227						
				229						
				231						
				233						
				235						
				237						
				239						
				241						
				243						
				245						
				247						
				249						
			V	251						
			C	253						
			I	255						
				257						
				259						
			M	261						
			a	263						
			i	265						
			ha	267						
			S	269						
				271						
			b	273						
			an	275						
				277						
			S	279						
			a	281						

D'source

PROD.	SEQ.	SCENE						SHEET
ACTION	DIAL	1	4	3	2	1	B.G.	CAMERA INSTRUCTIONS
	a	283						
	(285						
	in	287						
	(289						
		291						
		293						
		295						
		297						
		299						
		301						
		303						
		305						
	O	307						
	V	309						
	(311						
		313						
		315						
		317						
	Ge	319						
		321						
		323						
	M	325						
	e	327						
	(329						
		331						
	a	333						
	n	335						
	a	337						
	d	339						
	ex	341						
		343						
	t	345						
	a	347						
	i	349						
		351						
		353						
		355						
		357						
		359						
	Ge	361						
		363						
	M	365						
	i	367						
		369						
	a	371						
	n	373						
	a	375						
		377						

D'source

Character design



A whimsical illustration of a cluttered, cozy room. On the left, a cuckoo clock hangs on the wall above a doorway. A tall wooden chest of drawers stands next to it, with a large purple bowl on top. A purple and white striped shirt and a blue basket hang from a line above. In the center, a purple pentagram hangs on the wall. A doorway leads to another room. A small wooden cabinet holds a basket of white cloths. To the right, a large purple pot sits on a striped mat, with a wooden barrel and a red box nearby. A window is covered with blue curtains, with a hanging plant and a lantern. A large wooden wardrobe is on the far right. In the foreground, a blue pillow and a small bowl are on the floor.

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.