



Dobrawa Hopaluk

Animation Production

Assignment 3

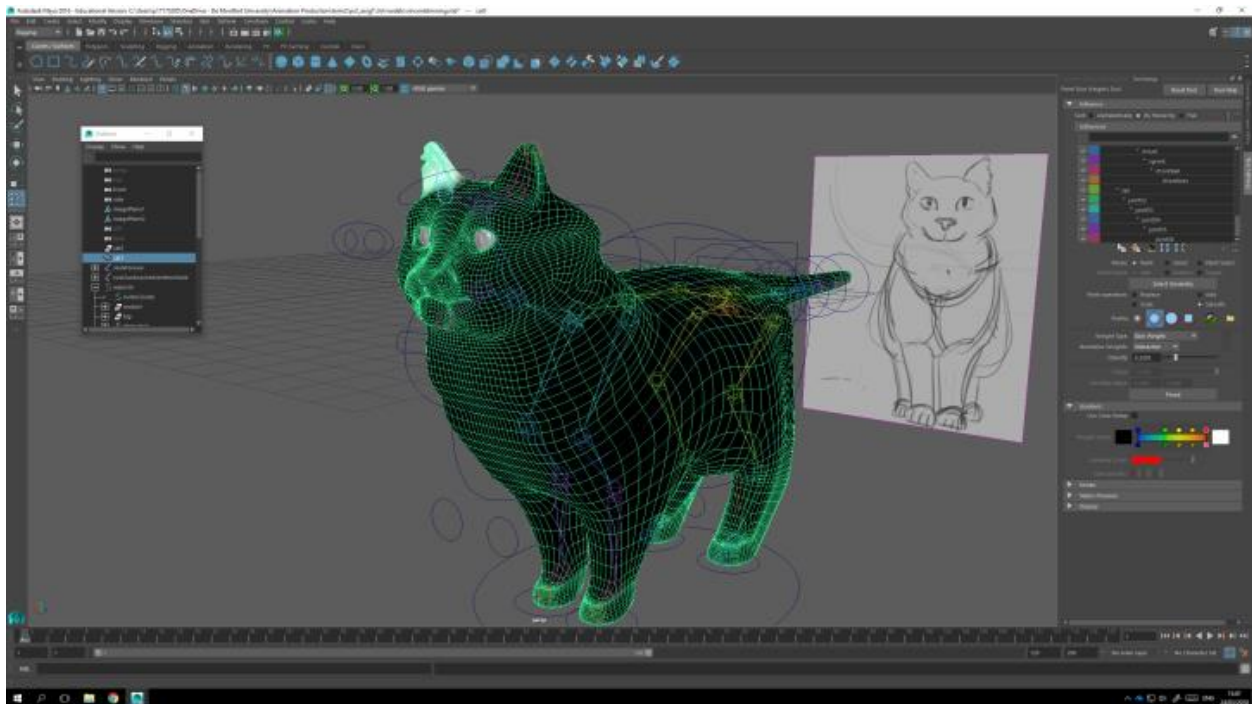
Blog:

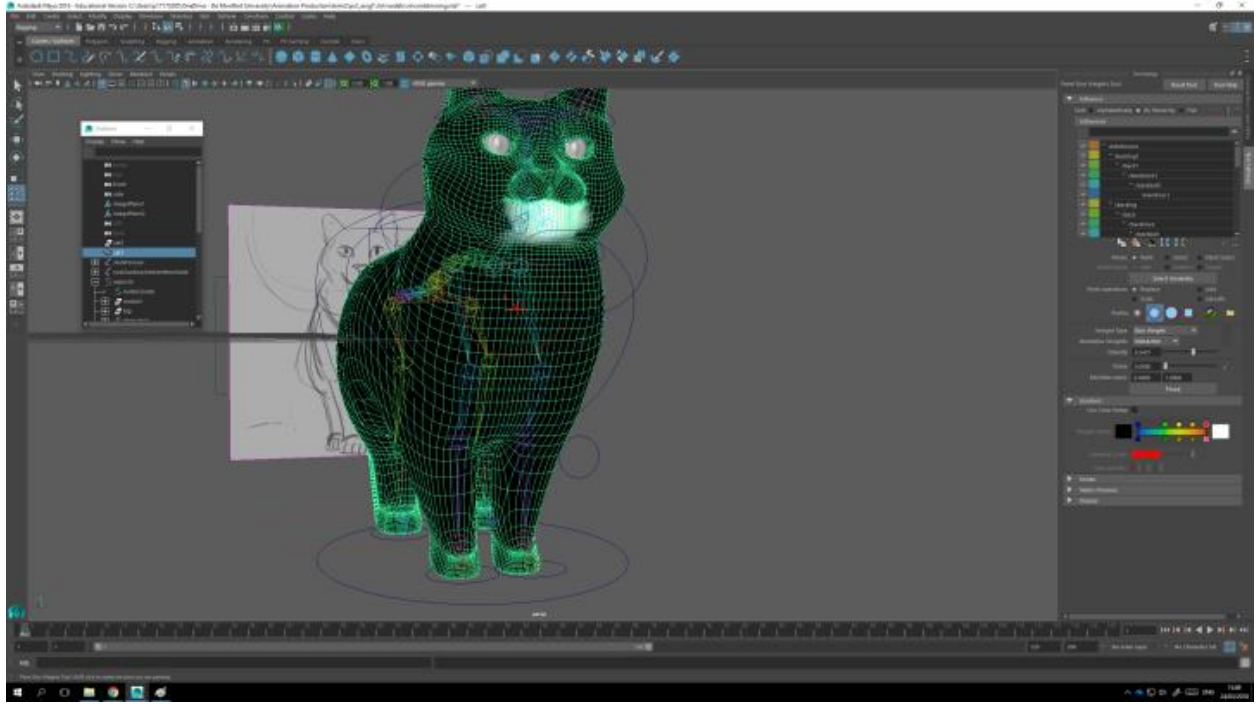
<https://davvasite.wordpress.com/category/animation-production/>

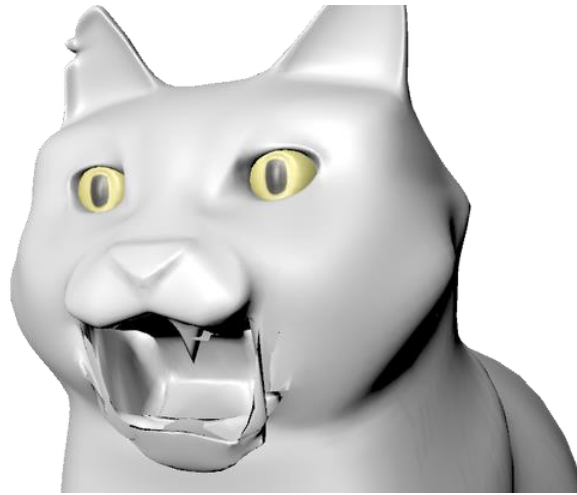
Pre-production:

<https://davvasite.wordpress.com/2018/02/02/pre-production-progress/>

Painting weights and some model testing:



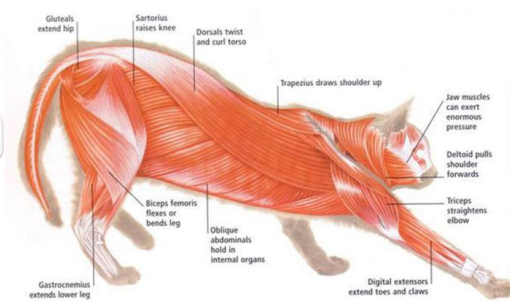
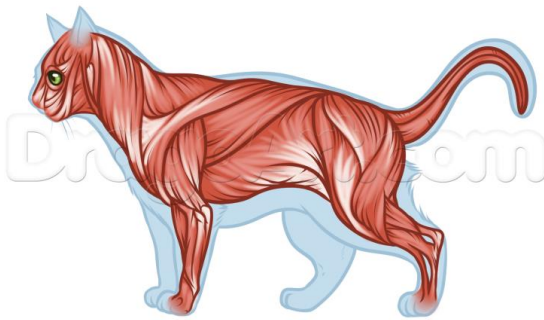
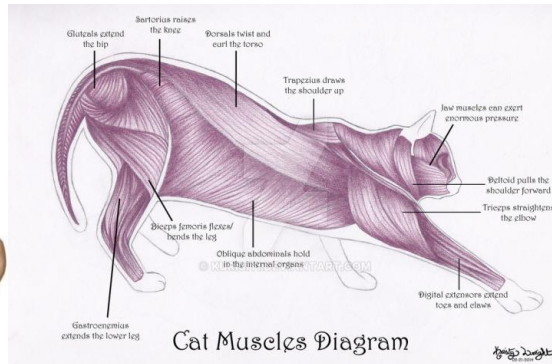




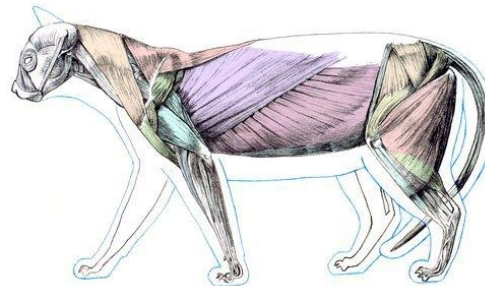
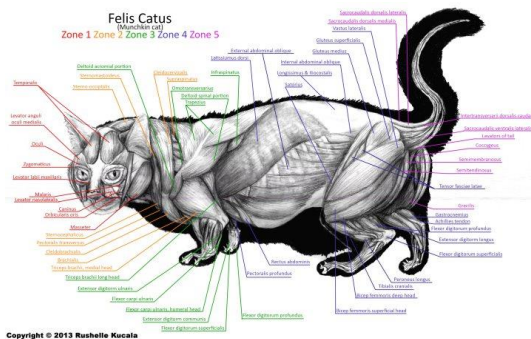
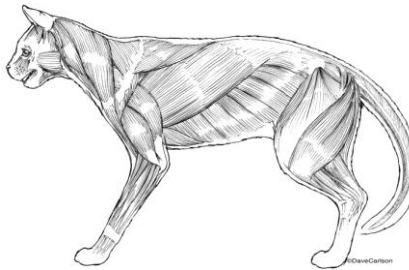
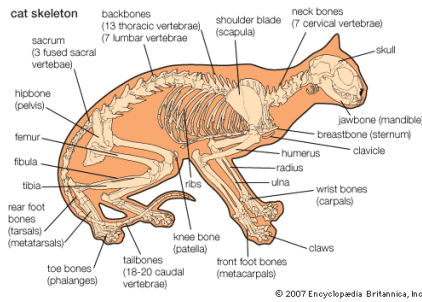


Reference for movement and muscles:

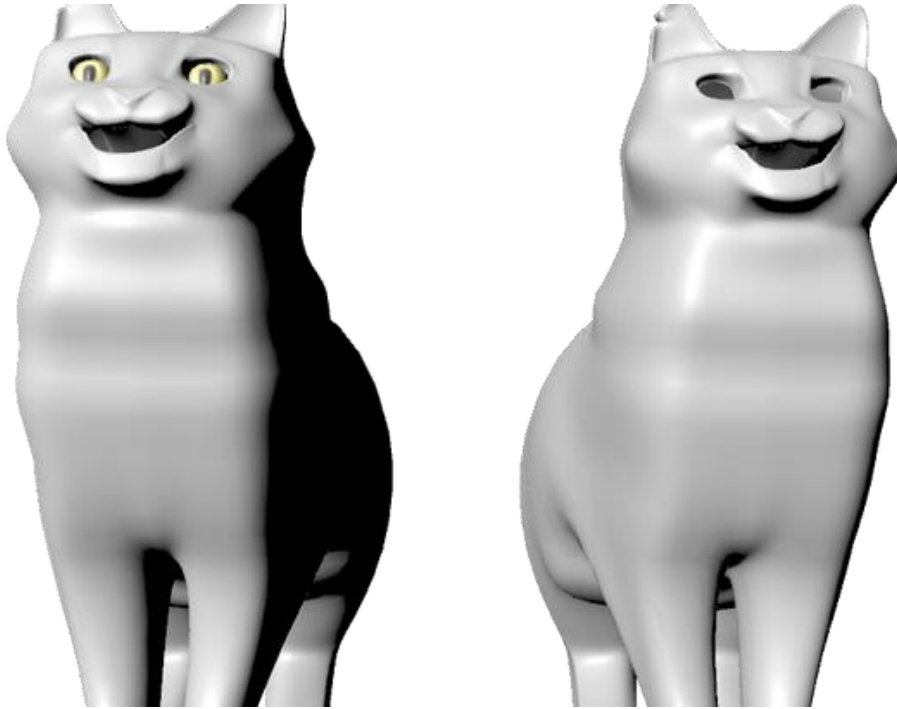
<https://design.tutsplus.com/articles/how-to-draw-animals-cats-and-their-anatomy-vector-17417>



Line drawing illustration of the generalized nervous system of a cat (lateral view)



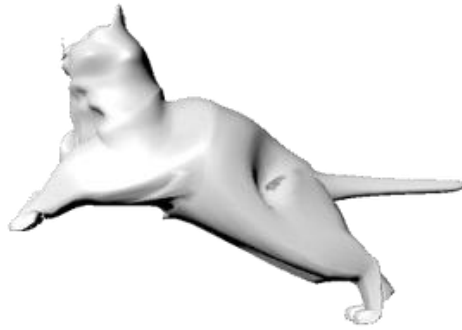
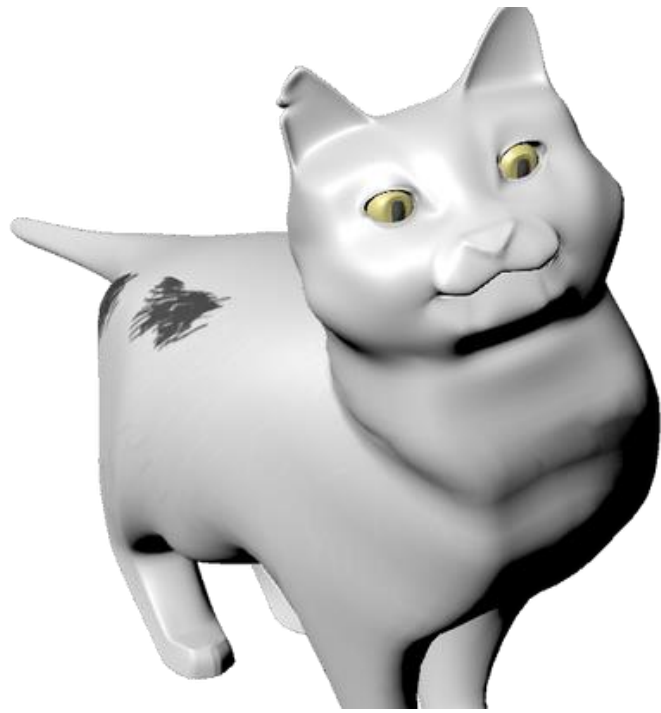
First try with blend shapes:

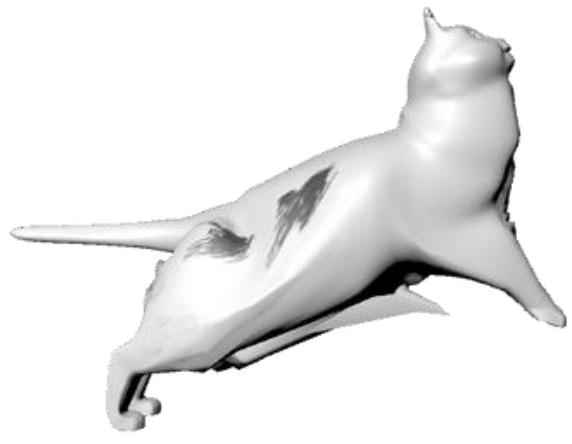


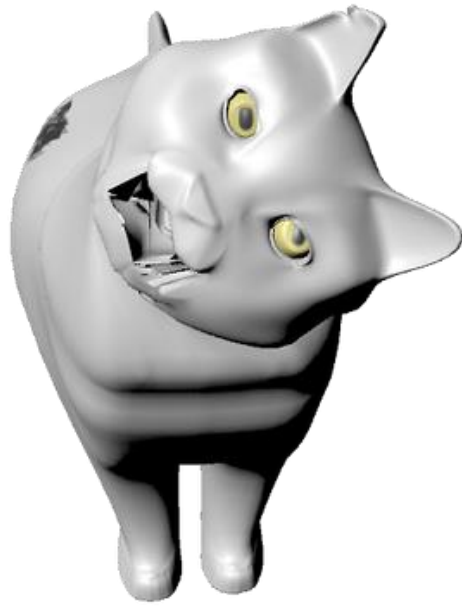
Video references can be found here:

<https://davvasite.wordpress.com/2018/03/24/i-just-want-to-animate/>

More problems with painting weights:





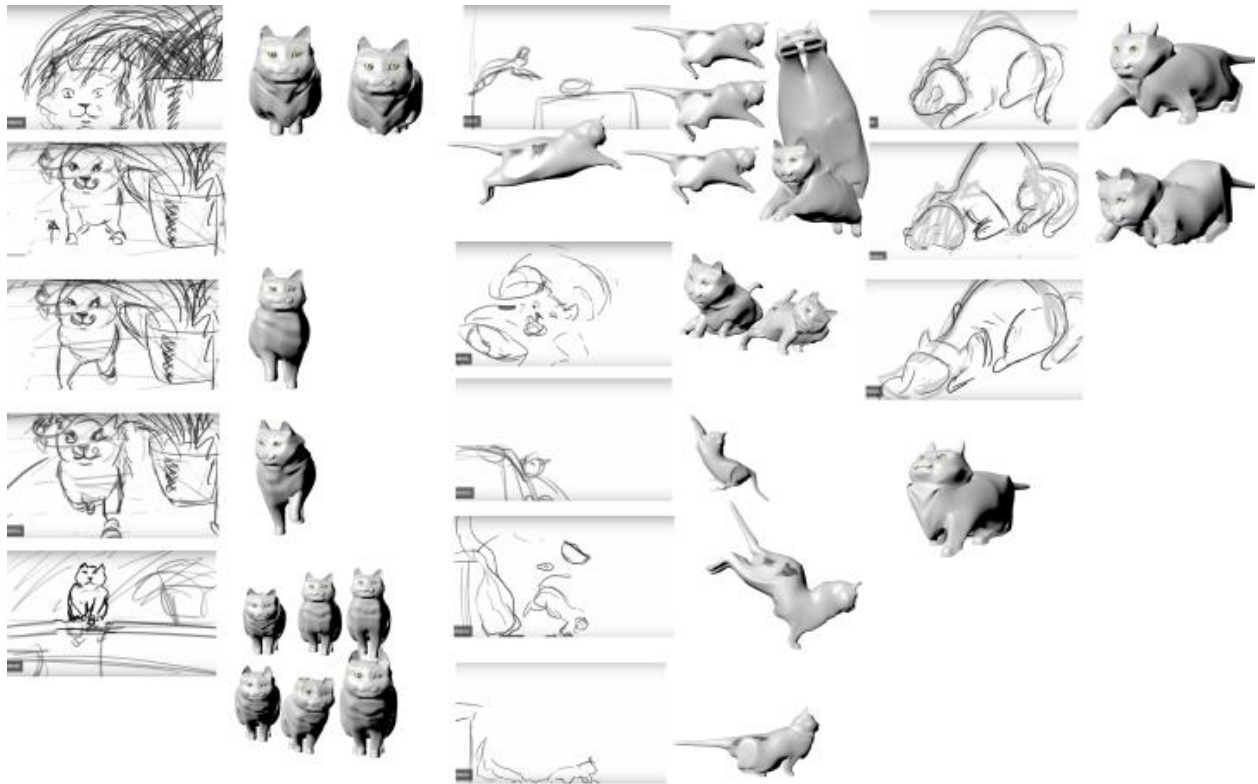




First animation tests:

<https://davvasite.wordpress.com/2018/03/31/it-moves1/>

I worked a little bit on weights but at some point, it started to look worse and worse, so I decided to leave it as it was. I took some major poses from my animatic and checked if the model I made is able to do the poses:



After feedback session I decided to change my animatic a bit. I got rid of the part where the cat slides across the table. I also cut out the part between the cat falling and landing on the floor as it was too long and unnecessary for the action. I looked at more references because at this point I knew *exactly* what I'm looking for.

Animation tests and video references can be found here:

<https://davvasite.wordpress.com/2018/03/31/it-moves1/>

In the beginning I wanted to skip texturing and focus on animation only, however after presentations I noticed that animations with even simple textures and light setting look way better. I didn't want to go too deep into the process of texturing and instead, I want to use remaining time for adjusting details in animation and create scenes that don't feature The Mutant Cat. I want to use power of editing to hide all the worst mistakes. I'm going to make every scene in a new file so I won't ruin the whole setting just for one action and waste time on readjusting it again.

In the very end stage I put music to finished piece.

I wanted to keep colours warm and the whole interior to look domestic and old-fashioned.

More animation tests:

<https://davvasite.wordpress.com/2018/04/28/almost-post-production-but-not-yet/>

Finished piece:

<https://www.youtube.com/watch?v=1L-1095uOow>

