

# 'Neon Skyline'

A protagonist travels through a dystopian city trying to get home but cannot help but feel like the city is watching.

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12 00:00

Yeah, okay so I've always been inspired by an aesthetic called vaporwave which is like characterized by like neon lights and stuff and it's this like futuristic kind of dystopian future, my title is neon city that's why I've got the moment and this is my last project I did which was inspired by the same thing.

00:36 Well, hello, can you?

00:41 Oh okay, my wife was really bad yeah, sorry, that's the same thing.

00:52 Yeah and this this slide so this is like the the whole neon city which I'm looking at doing so I'm doing games on next year, so I've looked at like existing games in this this genre. I like the idea of this this kind of like pixelated style. Which we're probably looking at sort of retro games kind of thing but it's that whole like like sort of dark cities with just illuminated by the neon lights, this is a recent game called cyberpunk, which is kind of literally based around this this style of light dystopian cities.

01:35 So my last project also looked at. Almost called like film noir that kind of like like things are illuminated by light and stuff this is. A blade runner, which is another film in that sort of style.

02:00 I don't know what to say about. Okay, so this is so Banksy did an exhibition called what's called dismal world or something which I went to and they had like this this 3d model this like the city that was just in absolute chaos and it was like things were dirty and it's like a dystopian kind of thing so I want to take that idea and make like this sort of set design with it where everything kind of like flows into each other like this this house you can see like it's one big set but like there's different rooms to it.

02:38 So because I'm gonna do like a game but I'm no idea how to make a game. I want to so like all this texture and turn it into like like a 3d set set which I'll then animate a character onto digitally so I'm gonna make the set 3d and then like film in it and then put the character on digitally if I can work out how to do that so yeah look at character design like this.

3:07 So think about like what elements the character would have if they lived in this this sort of futuristic city and like. What they'd be into and stuff like just character design. I've never really done characters looking into it yeah so it's just put picture on top of another picture but like I was thinking of having a subway which would be all like dirty and stuff and then like like let the characters here just digitally animated on top of it.

# feedback

- IZZY GALE (2000011)

the set with the digital character reminds me of those toys which were like real 3d toy houses, but had a transparent screen with a pixelated character over the top that lived in the house, those were so cool. not sure if thats helpful but reminds me of the style??

have found them, called pixel Chix, might be something to look at??

- Christopher Eales

Bunny Christie

- JARA LUZ BARRIO-COLLISSON (2008483)

reminds me of tron

- IZZIE FLYNN (2010641)

tron

- JARA LUZ BARRIO-COLLISSON (2008483)

cyberspace

- AIMEE DRAKE (2000133)

alternate realities??

- IZZIE FLYNN (2010641)

futurism

- IZZY GALE (2000011)

lowfi aesthetic

- JARA LUZ BARRIO-COLLISSON (2008483)

lonely

- IZZIE FLYNN (2010641)

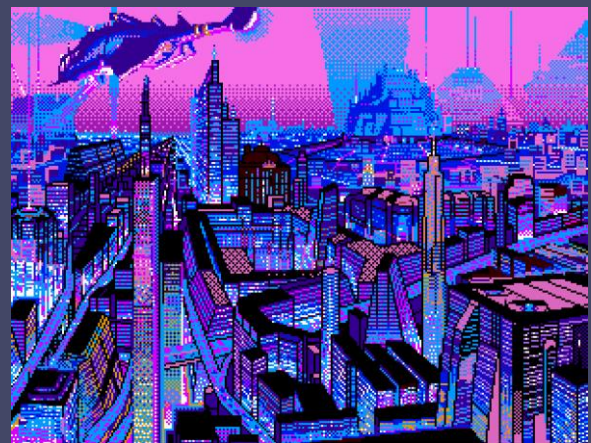
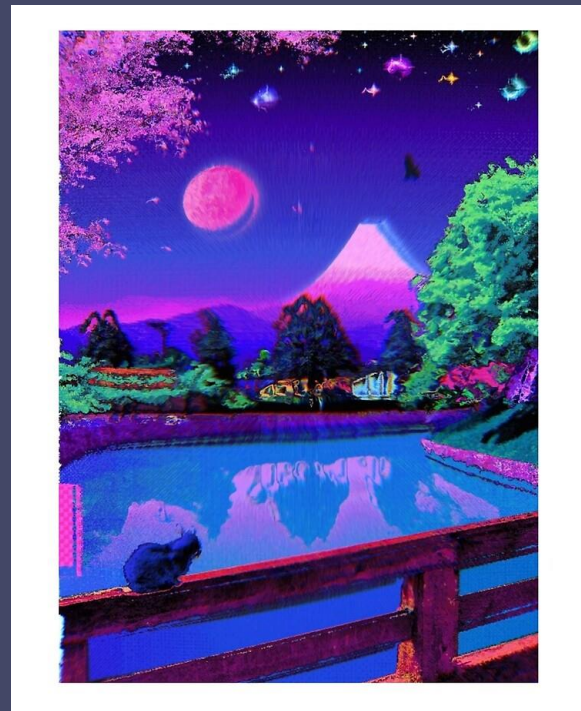
bold but warm

Doing this presentation was actually very helpful as I didn't really know what I wanted to do or if any of my idea were suitable but putting together this presentation allowed me to organise my thoughts a bit. The feedback was also really helpful as it told me that others were also onboard with my ideas. Going forward I will investigate any suggestions I was given.

# Fe making week

For the FE making week there aren't really many courses that are applicable to me and what I'm doing, the only course that is applicable is the 3D Model Making & Animation however I wasn't able to make it to that session and the record has since never been uploaded.

I did however watch the Props and Cosplay with EVA foam and How to record your Desktop, Webcam & more using OBS by Will Devereux as they seemed interesting to me, they were useful however not very applicable to my project, although I may be able to use some of the crafting techniques from the prop making course if I decide to make any models.



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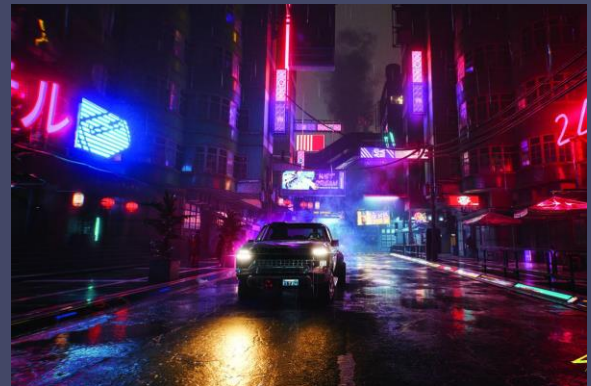


L O F I / R E T R O  
G A M I N G





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Deus Ex



VA-11 Hall-A: A Cyberpunk Bartender Simulator



Snatcher



Observer



Shadowrun Returns



cyberpunk 2077



destiny 2



To begin to get an idea for what I want to do I looked into existing examples of media in the cyberpunk genre, there are many games and films in the genre and almost all of them fall under the dystopian category as well as cyberpunk. By looking at these examples I think I have decided I would like to make my story a dystopian one, moving forward I will look at examples of dystopia.

The fever king



ready player one



alita



<https://www.gameinformer.com/b/features/archive/2017/08/14/the-top-10-cyberpunk-games-of-all-time.aspx>

blade runner

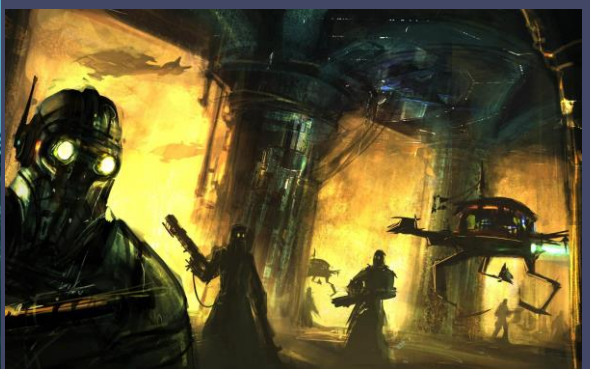
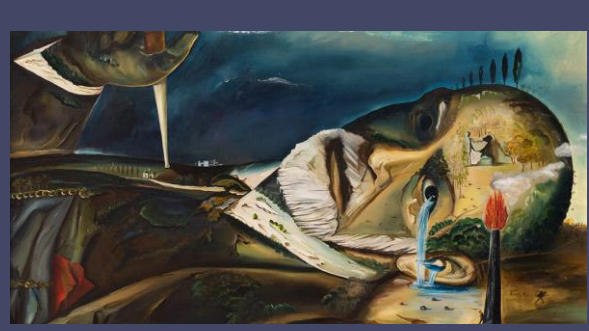




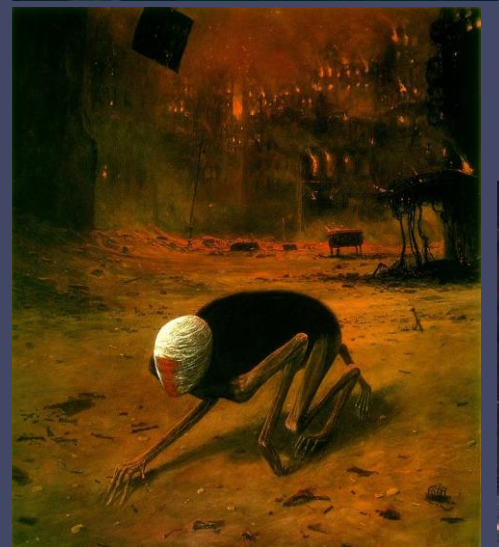


## Dystopian / Utopian

Dystopian worlds are often accompanied by an element of utopia, the utopia that seemed too good to be true and ends up turning into a dystopia. I think this is a fun concept to play with, how things may seem fine and normal at first, but the protagonist quickly realises things aren't as they seem.



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# Texture



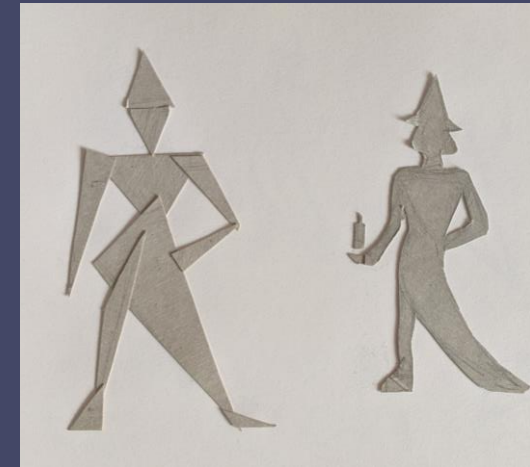
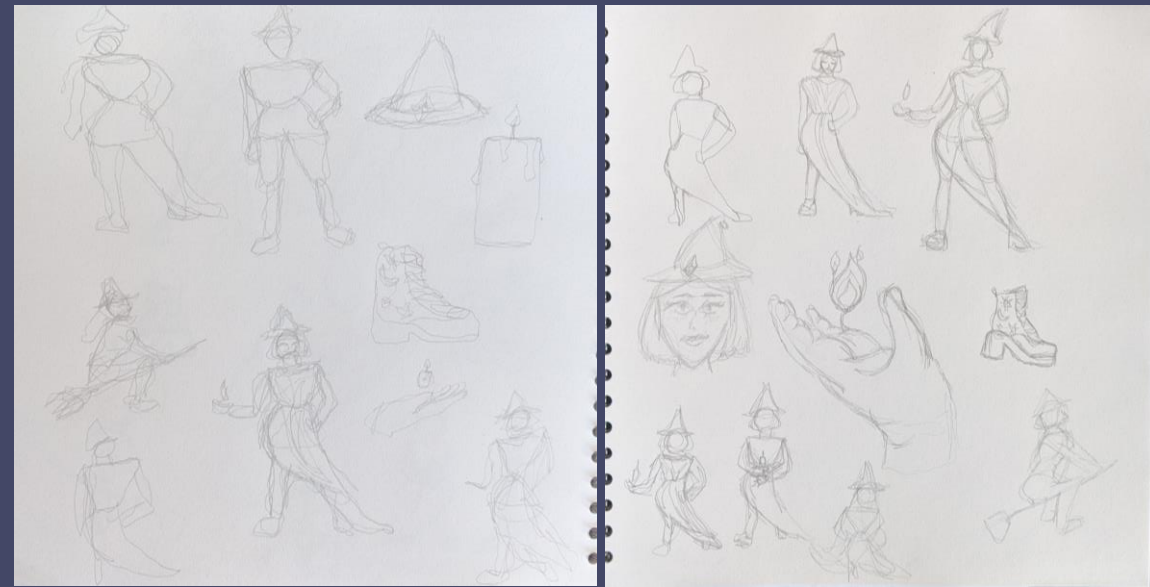
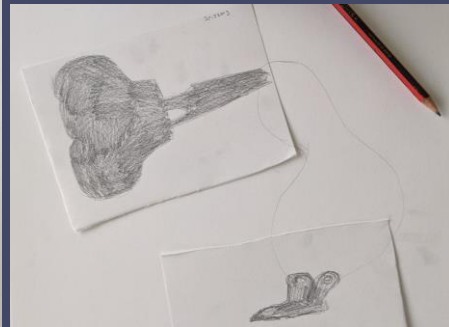
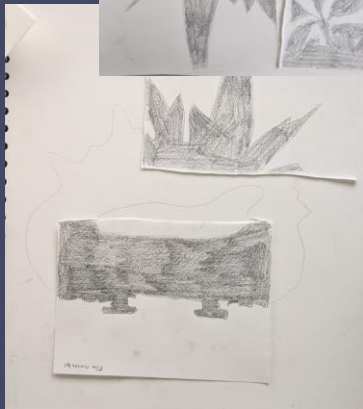
I would like to explore the idea of possibly creating something physically instead of doing it all digitally. Especially in dirty dystopian cities texture would play a big part in creating the right atmosphere and I think physically making the texture would be better. I took some pictures of texture around my accommodation.

# Character design workshop

the first task we did was to draw around the shadow of several different objects to get these abstract shapes. We then tried joining them together in different ways to make new shapes. I don't know if I really used the right shapes because they didn't fit together very well however the last one looks a bit like a Pokémon which is cool.

We then looked at character design using shapes cut from cardboard, I cut out triangles and ended up making a witch which I think is very fitting. We then experimented by drawing our characters with different variants like time and hands.

I think moving forward I will definitely experiment with shapes more when I get to character design.



# Tom Sachs

## An Artist Travels to Mars

- Direct quote "But there's an advantage of the artist has over industry and that's showing his or her fingerprints and I would sort of put that towards artists in our community watching this is to take advantage of this. And, and do the one thing that Apple can't do let's show your fingerprints. "
- "The advantage of an artist, Sachs adds, is that they can get away with making things that aren't perfect, and that allows them to "show their own fingerprints."
- <https://channel.louisiana.dk/video/tom-sachs-an-artist-travels-to-mars>

# PechaKucha pt 2

Okay, so my project called neon skyline the log line is there at the bottom I it I'm really like so there is gonna be a storyline to it, let's haven't quite come up with it yeah so I just put protagonist travels through a dystopian city trying to get home but but oh it's gone, okay, so yeah, I'm trying to get home but cannot help but feel the city is watching so it's kind of gonna be.

00:32  
Like a little bit creepy. I guess like the city's kind of watching but that's kind of like the technology is watching them, okay?

00:50  
Is it gonna go?  
01:14

Okay yeah so this is my previous project it was like the same aesthetics so sort of like a film noir kind of they believe aesthetic which is basically just lots of like really dark colors which illuminated by like bright neon lights which this so

this is a game called cyberpunk it came out recently and it's literally a game based on this aesthetic design.  
01:44

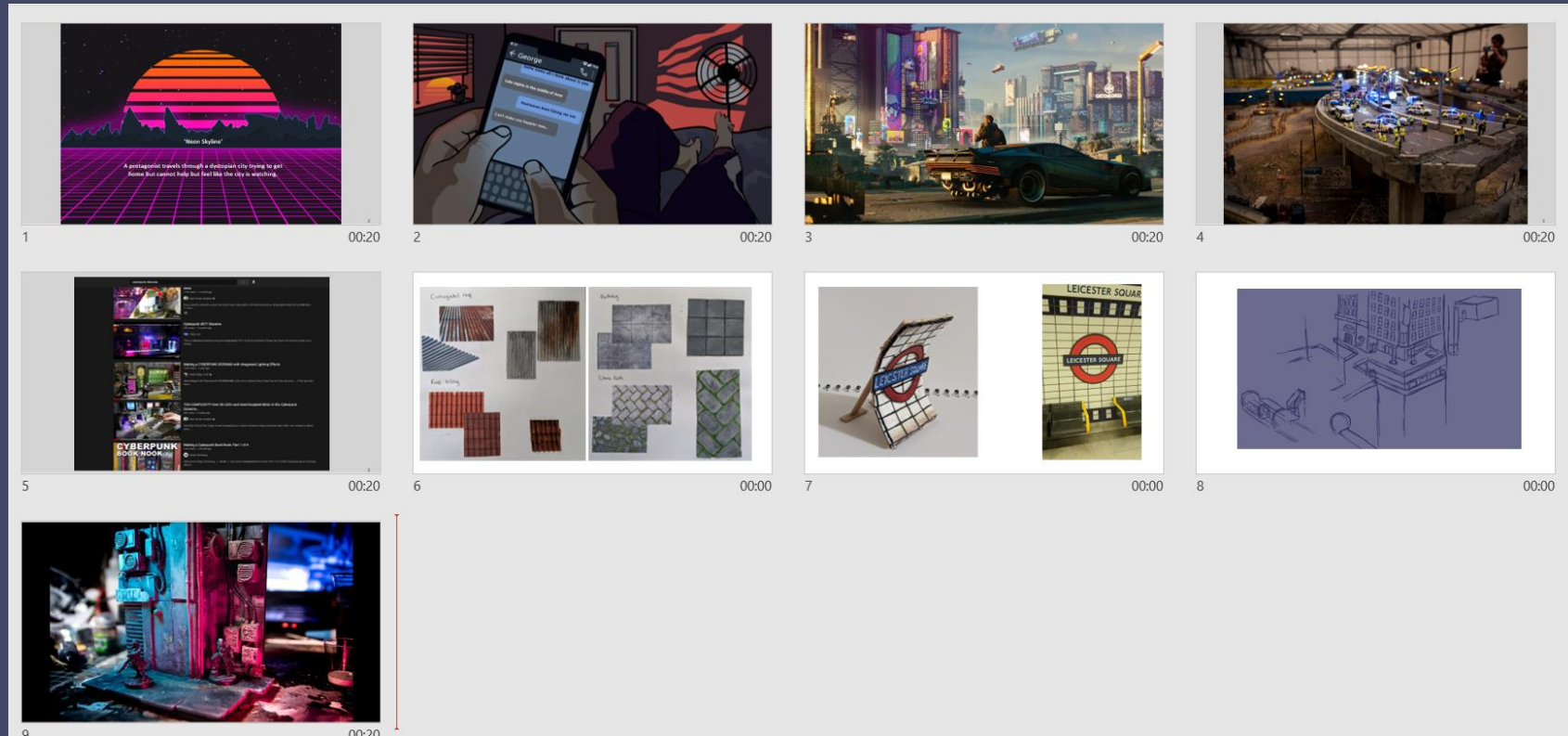
I looked at this in my last project as well as like anime background art. For example, like akira which this this is based off of it's like a very well-known example of that genre this is by Banksy it's in dismal and I visited it and was in Williamsburg by it is basically a diorama of a city and sort of chaos which I would like to make a diorama so I looked up YouTube tutorials on like how to do that an example of people doing that.  
02:22

So like using phone and cardboard and like stuff that I have just laying around in my room obviously it's hard. I can't really get many materials at the moment so I've been trying them out using mainly just cardboard and I also bought some like crack fillers for the wall, which I can cover the cardboard in and then like sort of make these like 3d textures and stuff which make things look old.  
02:54

I did a photo like to. Ok a few photos in a underground station. I'm aware that I spell it wrong on my diorama just ignore that but yeah, I I did like a mini mini thing of kind of what I want to do using paint and stuff to texture and make it look old and weathered this is a rough sketch of maybe what I want to do.  
03:20

I don't know how big I'm gonna be able to make it but there's like a tube station and then it's so the character getting off the tube and sort of make. Himaway home. So yeah. And then going forward. I just want to do a little test make her like a tiny piece of it.  
03:40

Experiment with lighting because lighting is going to be like a really big part of the final piece and and how it all comes together because it's it's like a neon city. Yeah and just experiment with texture and how I want things to look and how to make it dystopian and kind of thing.



00:20

23/03/2021

- ZEE GIBSON (2011084)  
[youtube.com/watch?v=e0UWT0dFSQE](https://www.youtube.com/watch?v=e0UWT0dFSQE)  
this video really reminds me of your project!  
the neon blue and red kind of lights  
the song is MUSE - The Dark Side, and their whole album is based off this kind of aesthetic
- ELEANOR CORNISH (2008128)  
MUSE yes!!!!
- AIMEE DRAKE (2000133)  
oo muse yes
- ZEE GIBSON (2011084)  
heck yea els
- AIMEE DRAKE (2000133)  
hey fit the vibe well  
they\*
- ZEE GIBSON (2011084)  
if you have the time, all the music videos from that album link up to make a story that might give you some inspiration!
- GEORGIA GILBERT (2002346)  
oh! it's a celtic/pagan god  
i think it's a nod at Pan? i'm not sure if they are the same entity
- JARA LUZ BARRIO-COLLISSON (2008483)  
the green man is contemporary with the greater pan, possibly related to the indo-european entity Cernunnos
- IZZIE FLYNN (2010641)  
the idea of nature taking over that Chris is talking about reminds me of a talking heads song called 'nothing but flowers' which is like the return of nature over manmade structures in an ironic sense
- Christopher Eales  
bunny christie - National Theatre Youtube
- ZEE GIBSON (2011084)  
i dont know if you saw the link i copied in a few minutes ago?

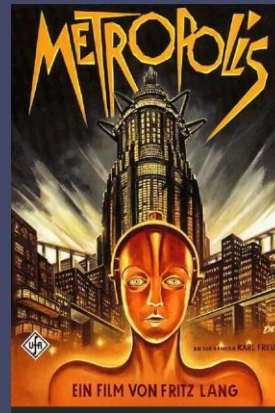
(chris: who is excited to see the final film?)

- IZZIE FLYNN (2010641)  
me!!!
  - GEORGIA GILBERT (2002346)  
oh defo
  - JARA LUZ BARRIO-COLLISSON (2008483)  
mee
  - ALICE HENDERSON (2008850)  
yes
  - MILLIE EBSWORTH (2001846)  
mee
  - AIMEE DRAKE (2000133)  
me
  - ROSS CRABBE (2004993)  
yeah its sounds good
  - ALICE HENDERSON (2008850)  
mysterious
  - IZZIE FLYNN (2010641)  
mysterious but familiar
  - JARA LUZ BARRIO-COLLISSON (2008483)  
its almost archetypal
  - IZZIE FLYNN (2010641)  
the uncanny?
  - AIMEE DRAKE (2000133)  
mysterious but i just like the dystopian genre a lot
  - IZZY GALE (2000011)  
Could you examine using texture in your work too? it would be easy to have it quite flat but i think using digital or physical texture could make it really cool and more raw like what you are kinda talking about, not too clean. I love dystopian stuff so can't wait to see it!
  - Christopher Eales  
Phil Tippett - Mad God
- for our second pechakucha we had to produce loglines, I came up with "A protagonist travels through a dystopian city trying to get home but cannot help but feel like the city is watching" and Chris gave feedback say it was affective it gave me a springboard to start my ideas. I also got a lot of positive feedback from my peers, and I feel more confident in what I want to do now.

Summary of examples I have been given to look at from my feedback, many I will write research essays on to explore them further.



- Surveillance culture
- Blade runner
- Dystopian/utopian
- Exoticism in western art
- Origins of game retro
- Punk culture 1980's- where does cyberpunk come from?
- Metropolis- silent film influenced by blade runner
- Book-film architecture set designs from metropolis to blade runner
- Wes Anderson
- Black brain
- Sin city
- Renaissance 2006 French film by Christian Volkmann
- 1984- characters always under surveillance
- Archetype story's- 7 types of stories
- Design museum- Stanley kubrick





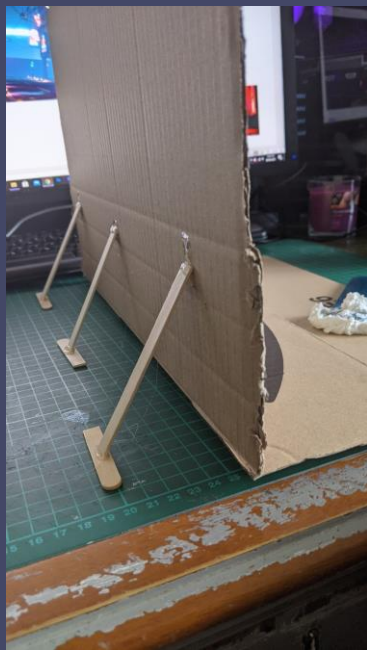
# set design

I've become a bit stuck with how I'm going to make this film and how I want to set it out. I did a quick sketch of how I could layout the sets. I like the idea of being able to film the sets in one continuous line but to be able to do that I would need to be able to design a set that I could have all aspects of in a straight line. I kind of achieved that with this sketch; starting in a tube station, going onto a street and into an apartment. I'm still not sure how I can make this physically though so next I will do some tests



these are the references I used for the test diorama, I particularly like the yellow section of building and the shape of the neon shop sign. I also know from my testing of texture in my sketch book that I have an effective way to make the corrugated door under the shop, by using cardboard with a layer peeled off.





I reused cardboard I had lying around as it was the only material, I had access to, however it proved to be suitable. I used coffee stirrers to create the detail in the build and I used wall filler on the floor to create concrete texture. I added texture to the walls with papier Mache and then painted.



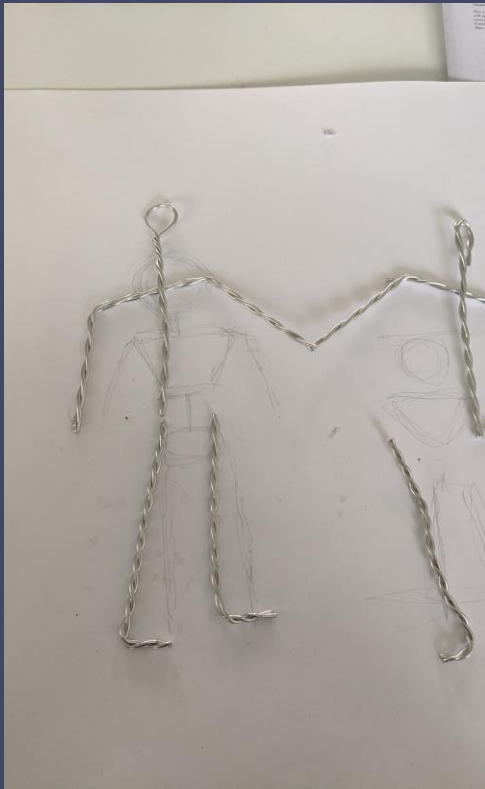
I took picture of my final set using coloured paper taped over a lamp to create that pink neon glow that I think is a big part of the aesthetics, especially for vaporwave. I tried editing the colour down a bit to make it less intense, but I think I ended up just making it not vibrant enough. I also added in a cartoon man to get the feel for what it will look like to animate a character digitally on top of dioramas and I think it looks cool.



## Puppet workshop

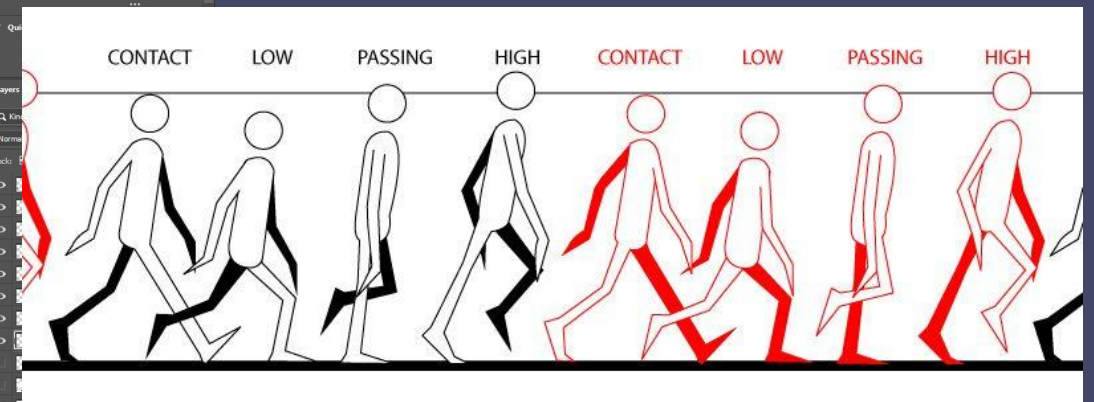
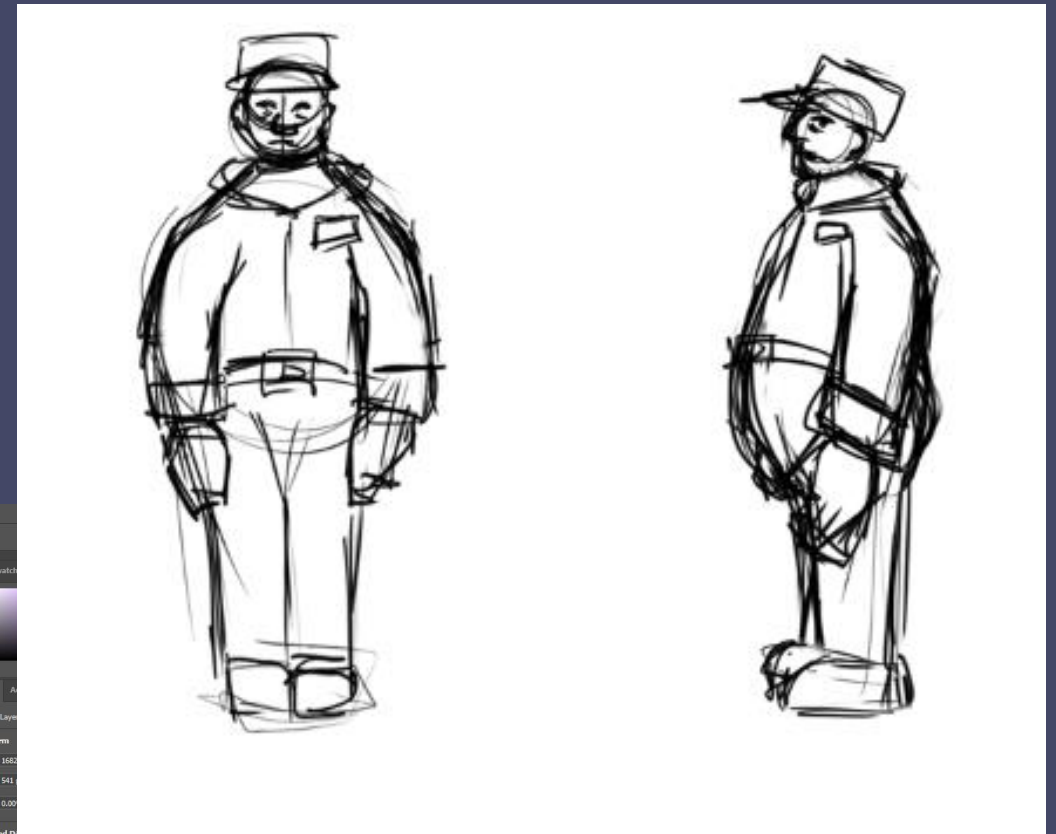
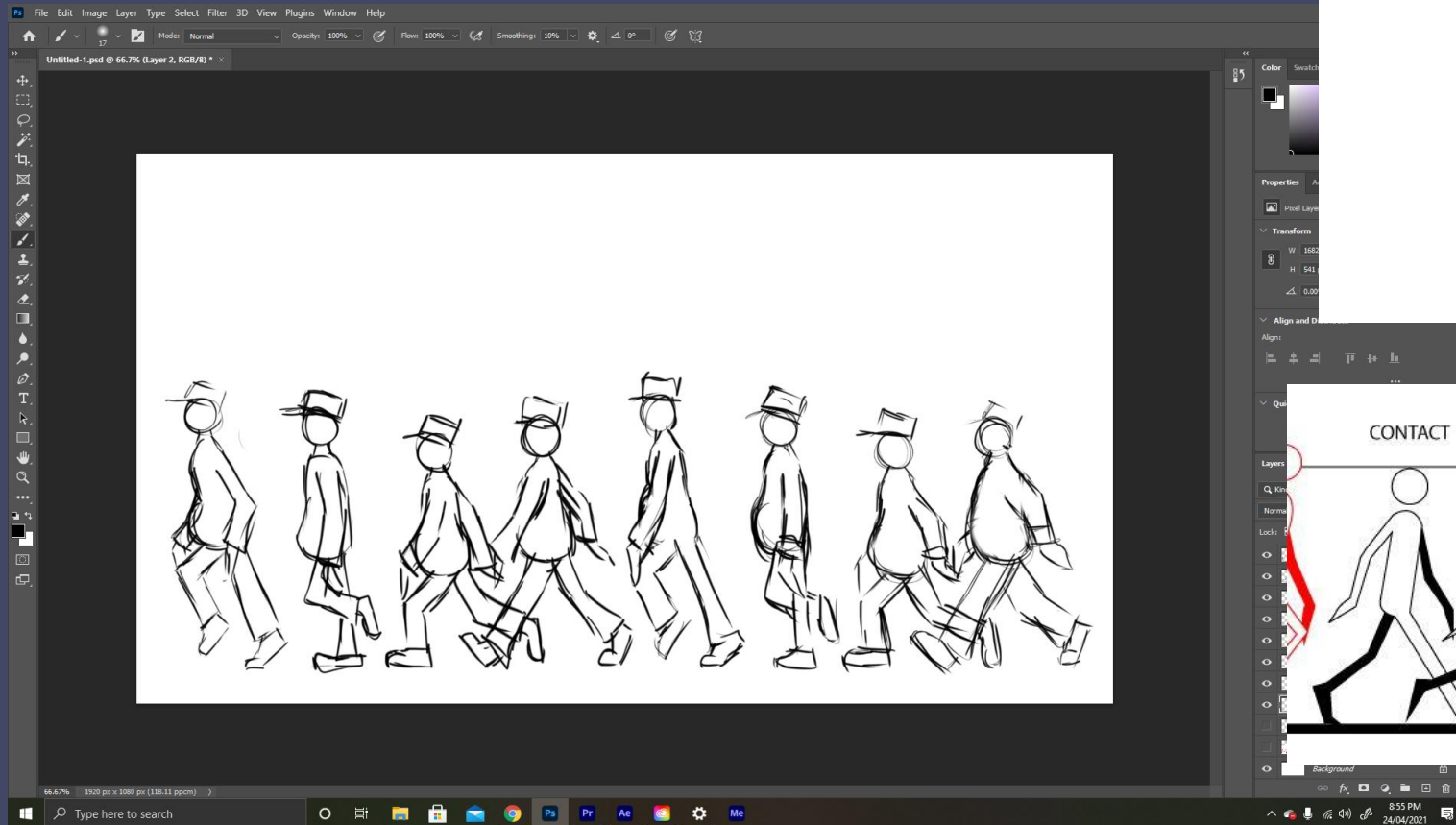
I took part in a stop motion puppet building workshop at school to help me decide where I would like to continue my path of digitally animating the character or whether I should consider using a puppet instead.

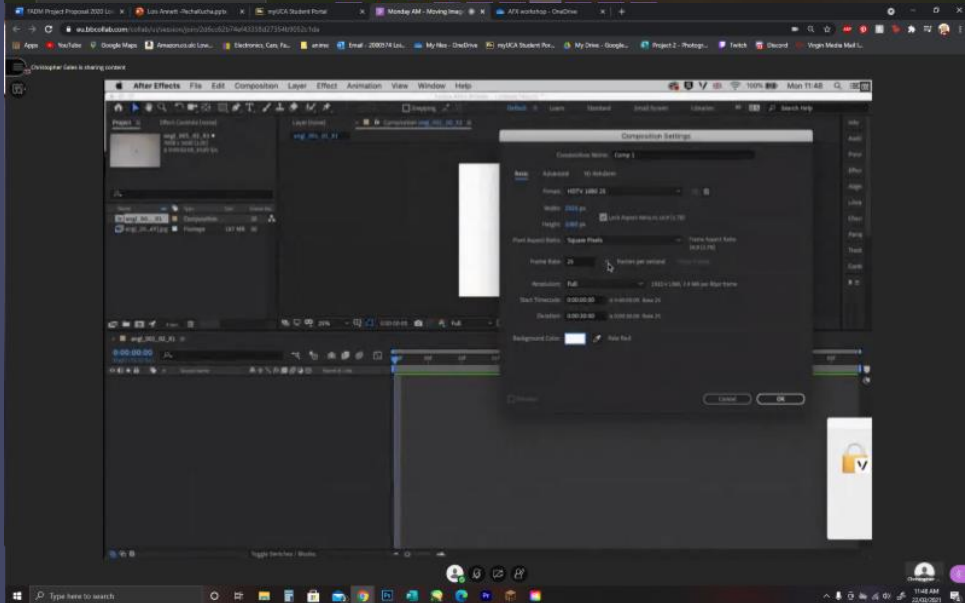
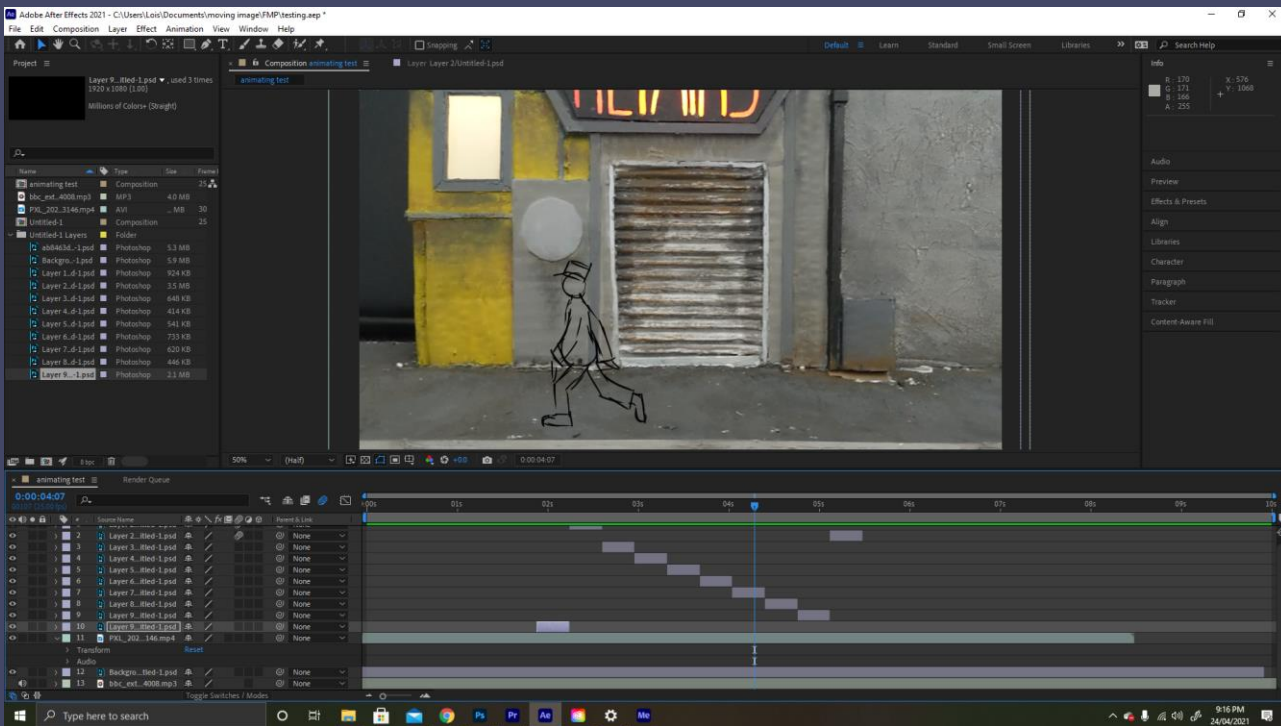
The workshop was actually quite fun, and I learned lots of new skills and could now easily make a puppet from household objects, I am really pleased with how my puppet turned out however I think this has showed me that I would defiantly like to animate the character digitally as I feel like I just won't be able to get the character right if I make it physically. I also think digital animation would be more efficient.



# Animation test

Now that I knew I wanted to digitally animate my character I needed to do some tests with software to be able to figure out how exactly I was going to go about animating the character. I used one of my character design sketches I did in my sketch book and the walking cycle example to animate my own character walking using photoshop.





using an After Effects tutorial Chris did for us, I added in each frame of my walk cycle into After Effects on top of some footage that I recorded on the test set I built. Although this test wasn't perfect it allowed me to understand how it was possible for me to do my idea, I now knew what software I can use to achieve what I'm trying to.

# Story board

- I did my first storyboard in my sketch book now I had a understanding of my limitations regarding set building and how I can animate on top of it.
- I came up with a story line where a security guard wakes up and goes to work but ends up falling asleep and traveling back home in his dream where he feels like he is being watched by maybe a person or maybe just the city and its architecture.
- I definitely watch to look at using faces in my architecture designs to add to the feeling of being watched.
- By making this story board I now know that I need to create 4 different sets; bedroom, street, tube station and office.

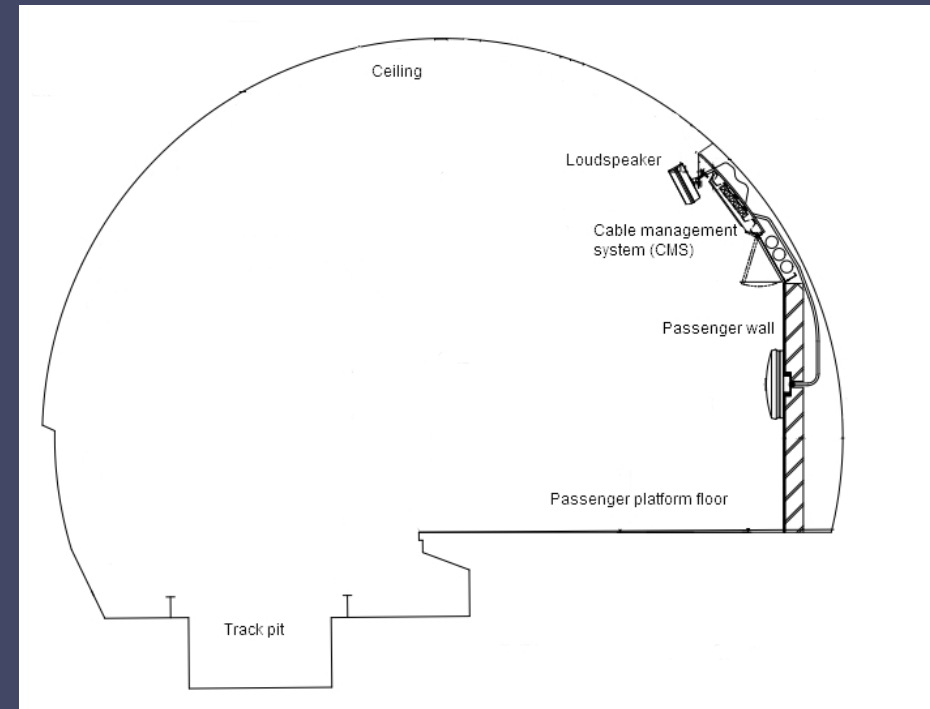
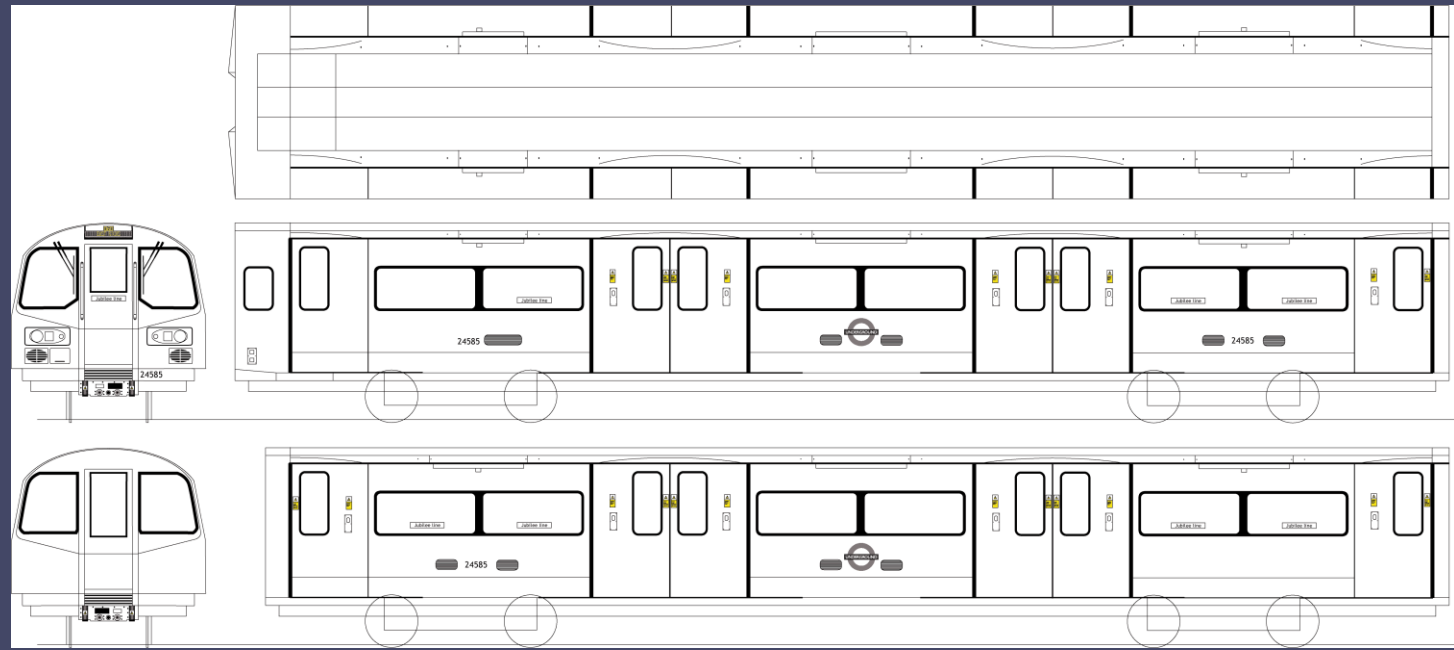
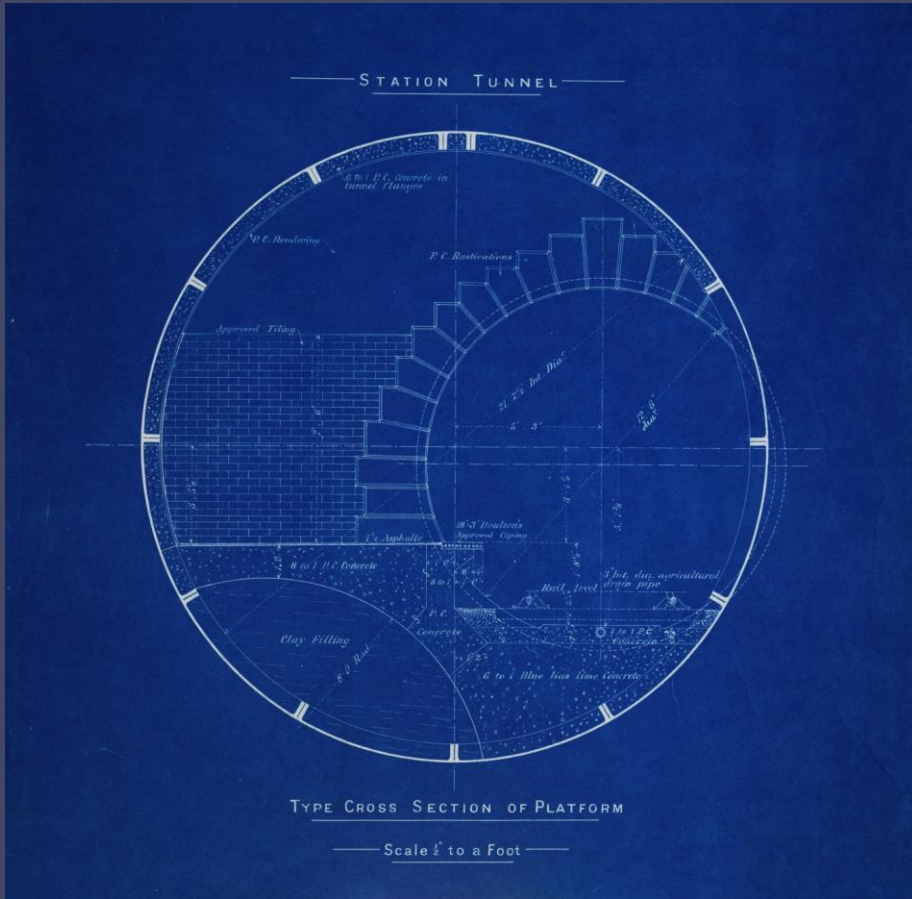


Underground station set

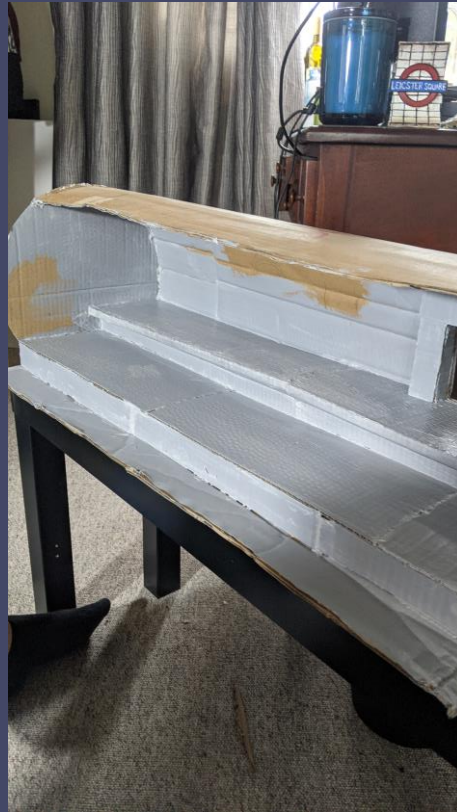
I wasn't able to get out and do much primary research due to lockdown however I did have lost of pictures on my phone from previous trips to London which were really useful in trying to figure out how to make my underground station diorama.



## Making the Underground set:



I used blueprints I found on google to get a good shape for my set design. The cross-section blueprints were very useful as they allowed me to get the dimensions right.



I asked all my house mates to save up their cardboard waste for a bit so I would have plenty to build my sets with, first I worked out the cross section and then mirrored that all the way along the length of the tube which ended up being about 3ft long to allow me to get enough perspective into the shot. I was going to draw all of the bricks on individually, so I tested some different pens to get a thin line but halfway through realised it just looked very messy so instead I used my printer to print out some white tile texture which ended up working really well.



I added in details like posters to the inside of the station to make it look more realistic. When choosing the posters, I considered which posters would be appropriate for my dystopian cyberpunk environment. I went with a fast food one, a climate denial, keep your identity internet one and a festival one as I thought they were all quite realistic for this world. Finally, I used fairy lights that made a case for as the ceiling lights which turned out quite well and create some nice shadows in the dark.

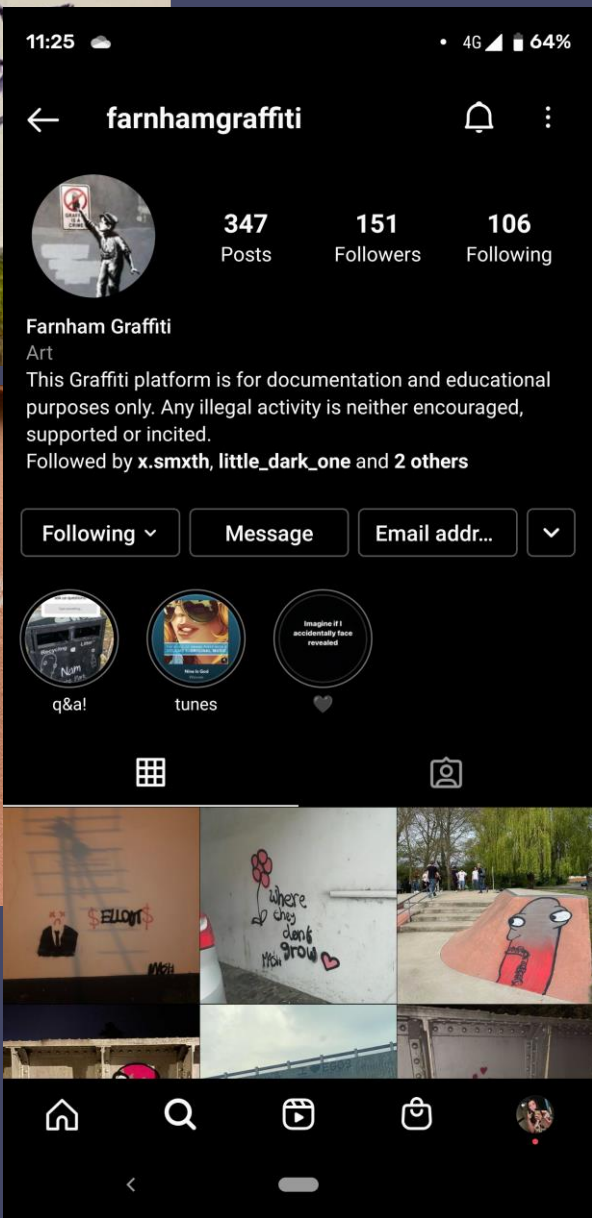
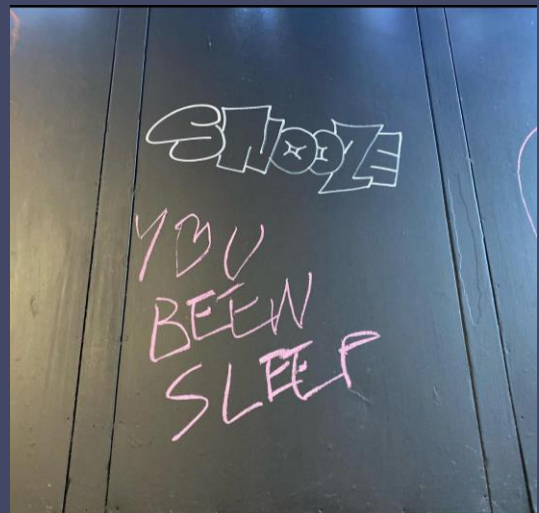
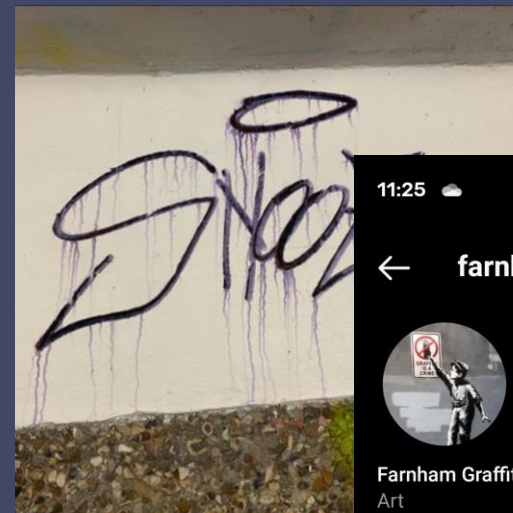


City street set

# Making the city street set:

I drew out a sketch of what I want to have on the city street in my sketch book, I want to have the apartment complex door, the office complex door, an underground station and I will reuse my test diorama. I also want to try and create some face like structures in some of the buildings as that is one of my themes



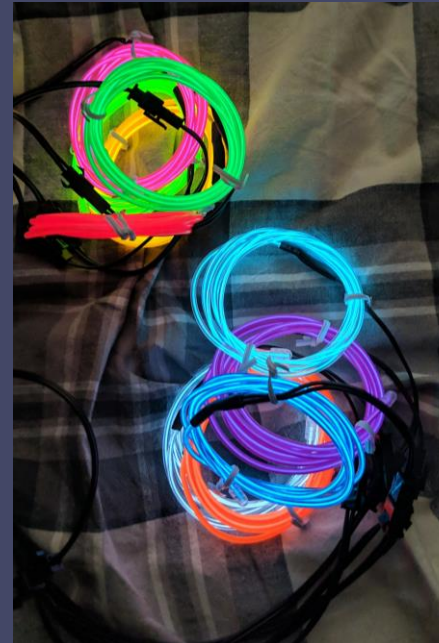


to add to the dystopian- run down atmosphere I painted weatherind and rust onto the diorama as well as some graffiti, I used examples from and instagram account based in farnham that documents the graffiti around farnham.





I started with my existing test diorama and built up the rest according to the sketch in my sketch book. I used scrap cardboard to build up the shapes and again used coffee stirrers to add details before painting. I added details like extraction fan units, gutters and even neon lights to make the sets come alive. I used this type of neon cable light to in a way weave my own repairs sign, this looked really cool in the dark and suits my aesthetics im really happy with how this set came out.

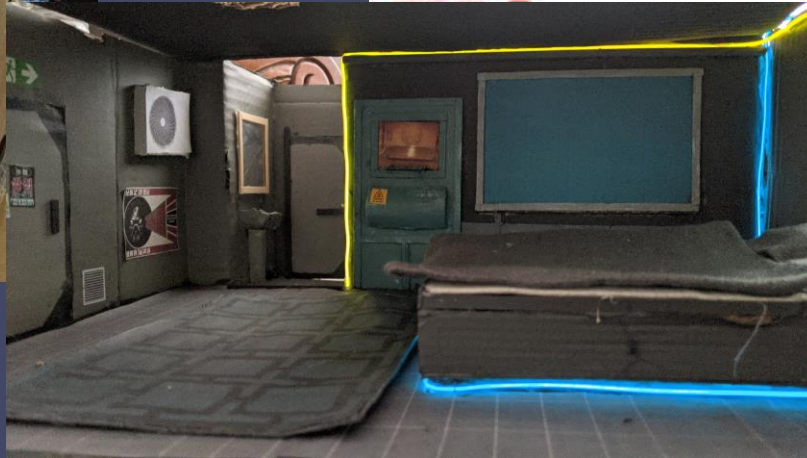
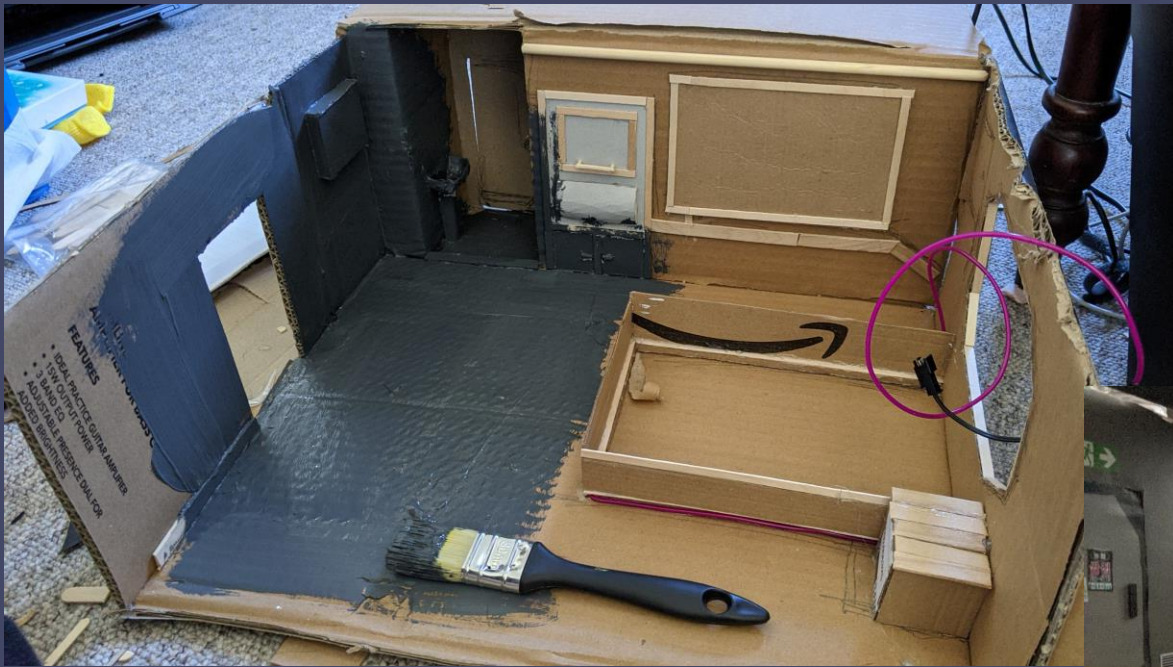


Bedroom set

# Making the bedroom set:

I want to create a bedroom inspired by the images to the right, quite open, a big window and maybe some neon lighting. I want to be able to use my street diorama as a backdrop for the window to give depth to the sets.

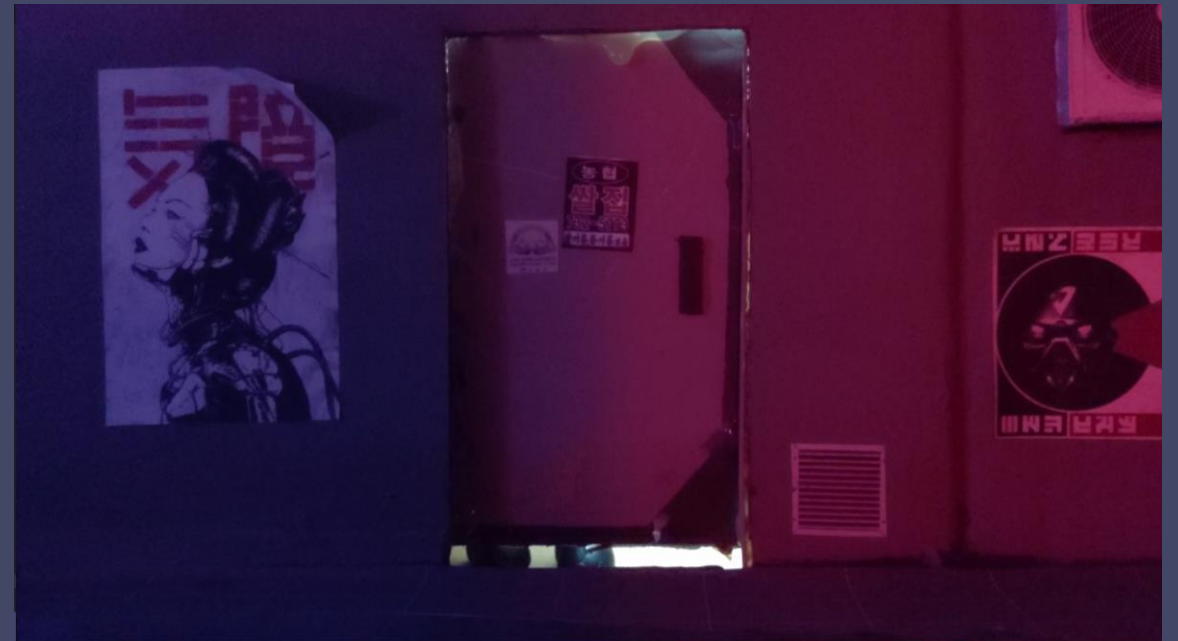




i used the same techniques as previously to create this set but because it was a smaller set, I wanted to add more details in, so I added things like posters, caution hot surface sign and a rug. I originally also made a duvet out of felt but I relased that won't be able to interact with the animated character so I will have to animate the duvet.



I am Really pleased with how this set turned out, I think it fits my aesthetic really well with the grey colours and bold neon lights, I also think the window really helped to add depth to the set and made it really interesting and dynamic to look at.



Office set

# Making the office set:

finally i made my office set, I drew the floor plan in my sketch book and then used a cardboard box, using the same techniques as before.



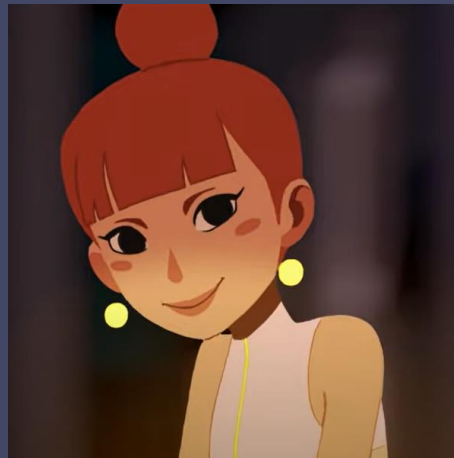


I am happy with how this set came out, I had more time I might have tried to fill it out a bit more, but I think it looks fine as it is, I would like to have done the surveillance monitor differently but I didn't have time to change it.



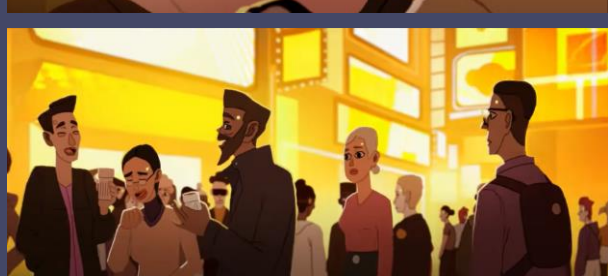
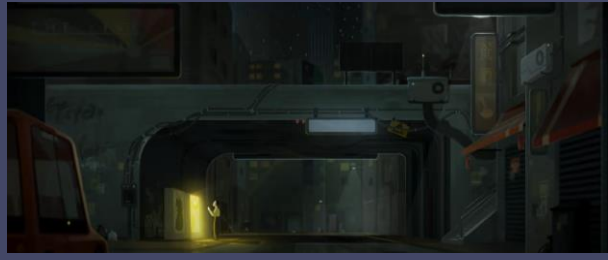
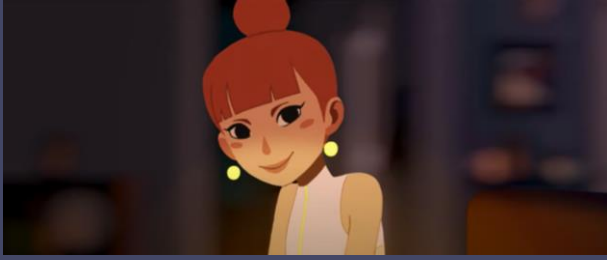


# Character design

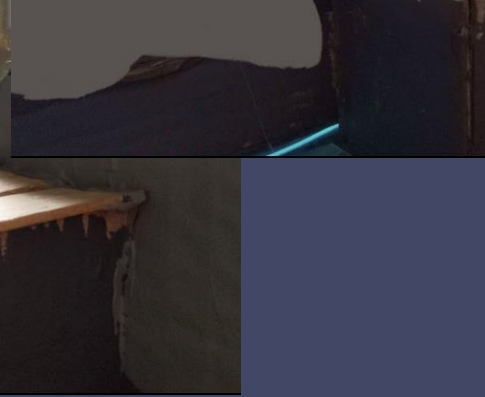


Next, I needed to move on to animating but first I needed to finalise my character design. I knew I wanted a security guard, previously I had designed a more overweight security guard but now I wanted to lean toward a skinner design as it would make my animating process easier. I also need to make the design simple enough that it would be a pain to redraw all the time.

Best Friend - Animation Short  
Film 2018 - GOBELINS



the designs for my character started to remind me of the designs of the characters in this short si-fi dystopian short film, simple shapes that would allow for easier animation



I first did a more realistic sketch of a character before realising that it was way too detailed and I wouldn't be able to animate to that level of detail. Although I do really like how the realism looks it's not achievable.

So next I moved on to a more cartoony design of a skinner character, I wanted to give him eye bags as him being tired and falling asleep is a key part of the story line.

# Final story board

- Now that I know all my sets, I did a final storyboard in my sketch book to plan out all of the shots that I want to achieve.
- By doing I final story board I can plan out shots before I do them so I can make sure the story flows properly.

# Filming the sets

I tested filming using my house mate's camera as well as using my phone. The picture on the top right was with the camera, it was very dark, and the camera was heavy which was making the footage shakey.

So, I ended up deciding to use my phone camera as it was better quality and its small size meant that I could fit it into my small sets easier.





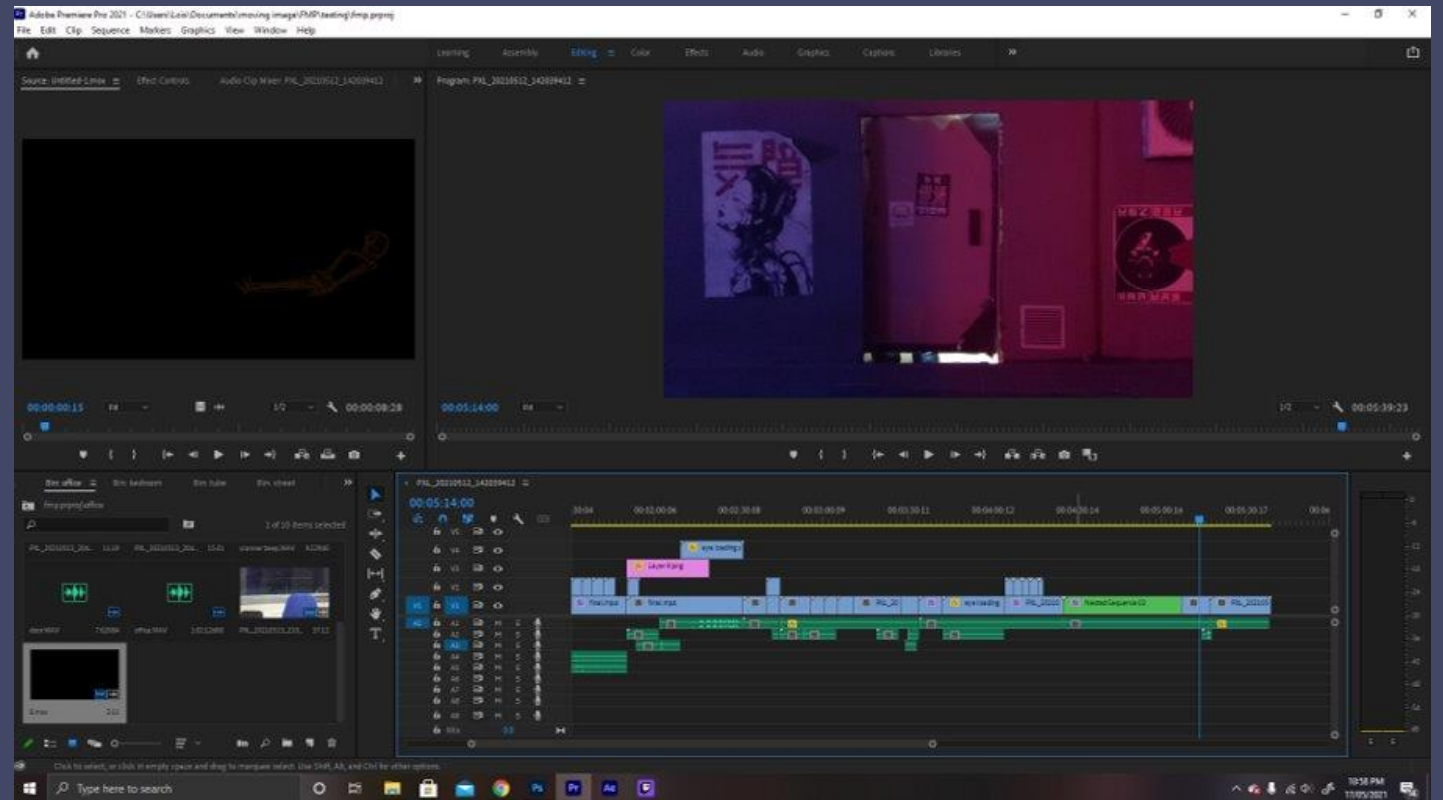
(0:44-1:02)

I did one more test before peicing all my footage together and the animating as I realised, I could probably just edit my videos in premier pro and animate in photo shop and then just export that straight into premier pro and skip out on aftereffects completely, what was good because my knowledge was lacking the most gerarding aftereffects as id never used it before this projects. I ended up using this test animation of the character walking onto the tube in my final film between 0:44-1:02.



# editing the sets together

i filmed all the sets put them all into premier pro where I used skills that I had learnt during stage 2 aswell as tutorial videos to cut the videos down and synch them with sound that I recorded. Tobegin with I left the recordings quite long as I didn't know long long my animations would be.



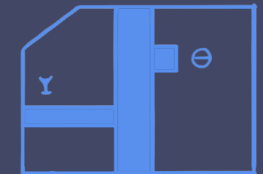


As suggested by one of my peers through feedback I experimented with adding an overlay to the footage to make it look like a video game by having things like bank balance, a map and having options that pop up on screen like there is currently someone playing the game. However, I felt that kind of defeated the point of it being a cut scene or trailer and I also did like the way it looked on top of the footage, so I decided not to use it.



Companion 

- O Get out of bed
- X Stay 10 minutes longer



- Good morning Phill, can i help you this morning?

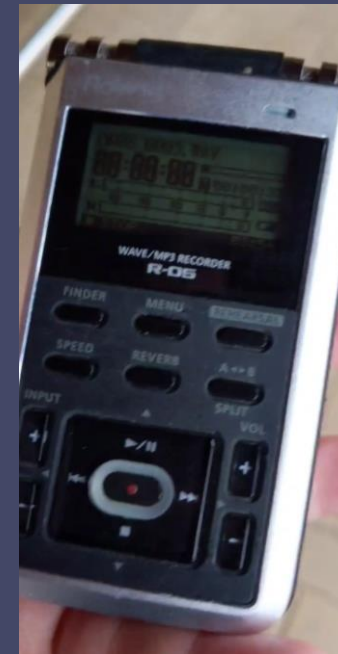
£1253.72    



# sound recording

to have sound for my film I needed to record sound myself as I wanted to avoid anything copyrighted and I didn't want music, just sound effects, which it would have been difficult to find the specific sound effects I needed online, and I also needed just ambient background noises. I tried recording sound on my phone but it wasn't very good quality so I rented a sound recorder from uni which I had to teach myself how to use on the go, but it did the job.

One of the main sounds that I needed to record was the train station, for that I just sat on the platform of the station in Farnham for 30 minutes to get the sounds of the trains leaving and arriving.



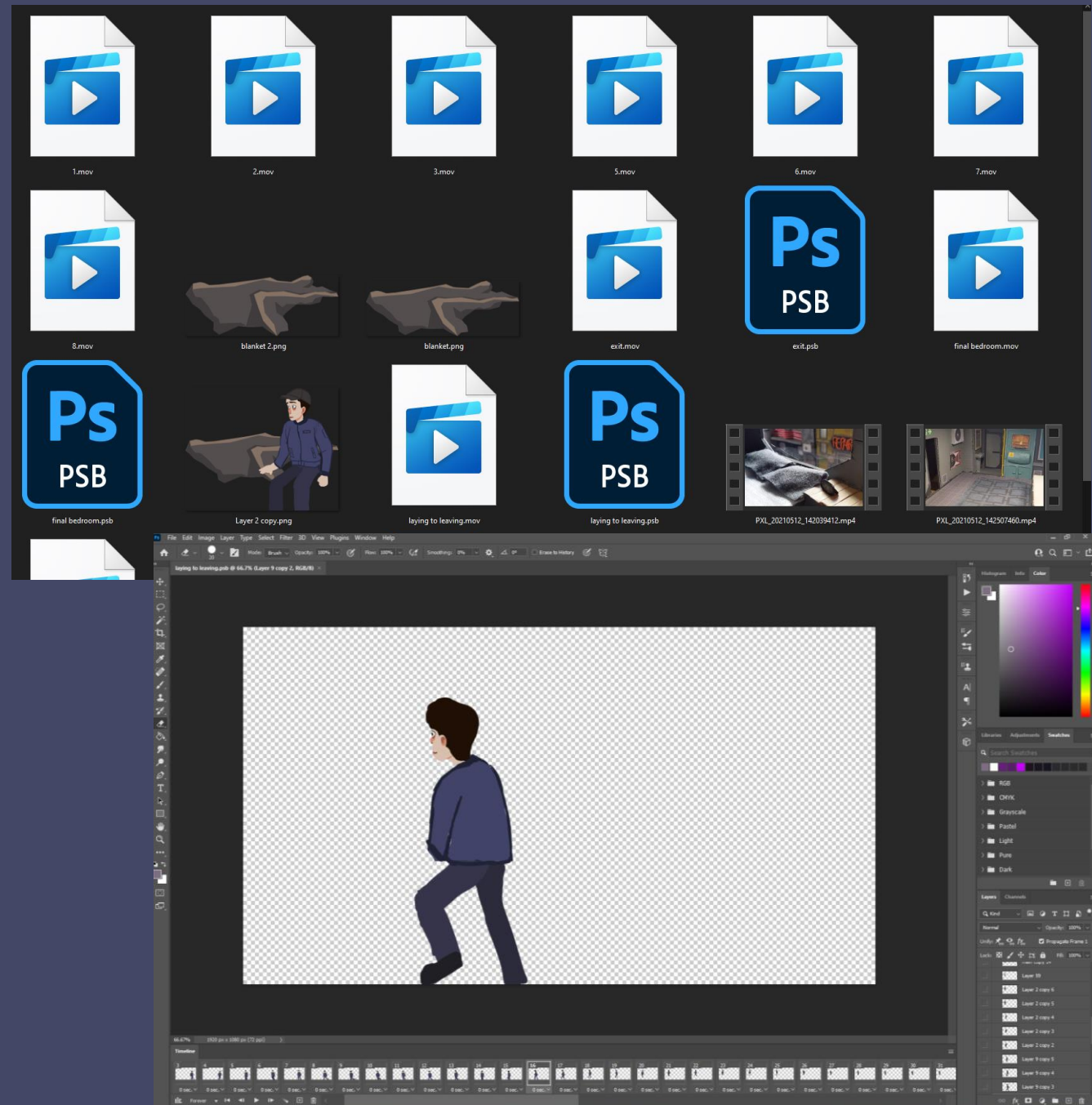
- bedroom ending.WAV
- bedroom wake up....
- bedroom1.WAV
- birds road.WAV
- car music.WAV
- chatting and foot st...
- door knocking.WAV
- door slide.WAV
- door.WAV
- end bedroom.WAV
- office sounds.WAV
- office.WAV
- R05\_0001.WAV
- R05\_0006.WAV
- R05\_0007.WAV
- R05\_0008.WAV
- R05\_0009.WAV
- R05\_0010.WAV
- R05\_0011.WAV
- R05\_0012.WAV
- R05\_0013.WAV
- R05\_0014.WAV
- R05\_0015.WAV
- R05\_0016.WAV
- R05\_0017.WAV
- scanner beep.WAV

# Animating bedroom

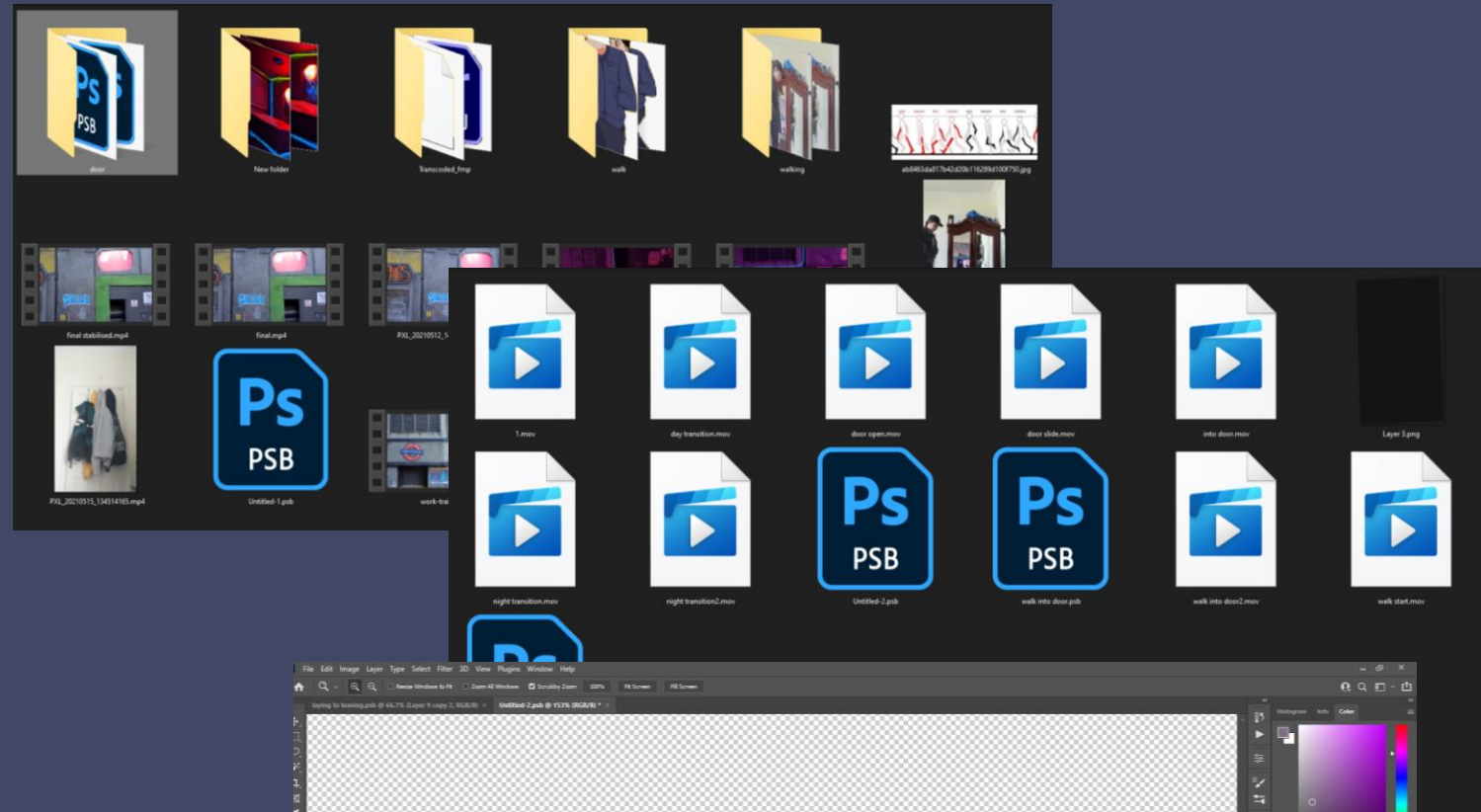
## Scene list:

- Wake up turn alarm off
- Stand up-brush teeth-walk to door
- Put hat on and leave
- Enter bedroom and sit down on bed

I had to cut down a lot of the footage for the bedroom scenes because I had filmed transitions but as I started animating I realised I couldn't animate of a fast transition. But in the end the shorter scene lengths worked better as the the pervious ones were too long



# Animating street



## Scene List:

- Door opening
- Exit door - Walk down street - Enter tube
- Exit tube - Walk in into work
- Exit work - enter tube
- Exit tube - Walk down street – enter house

for most of the scenes I could just use the same walk cycle as shown to the left. I did also have to animate a door opening and the character walking in and out. Overall, I think the walk cycle is good but if I had more time, I would probably redo the doors and entrances and exits because they are a bit sloppy, the character really changes shape between frames.

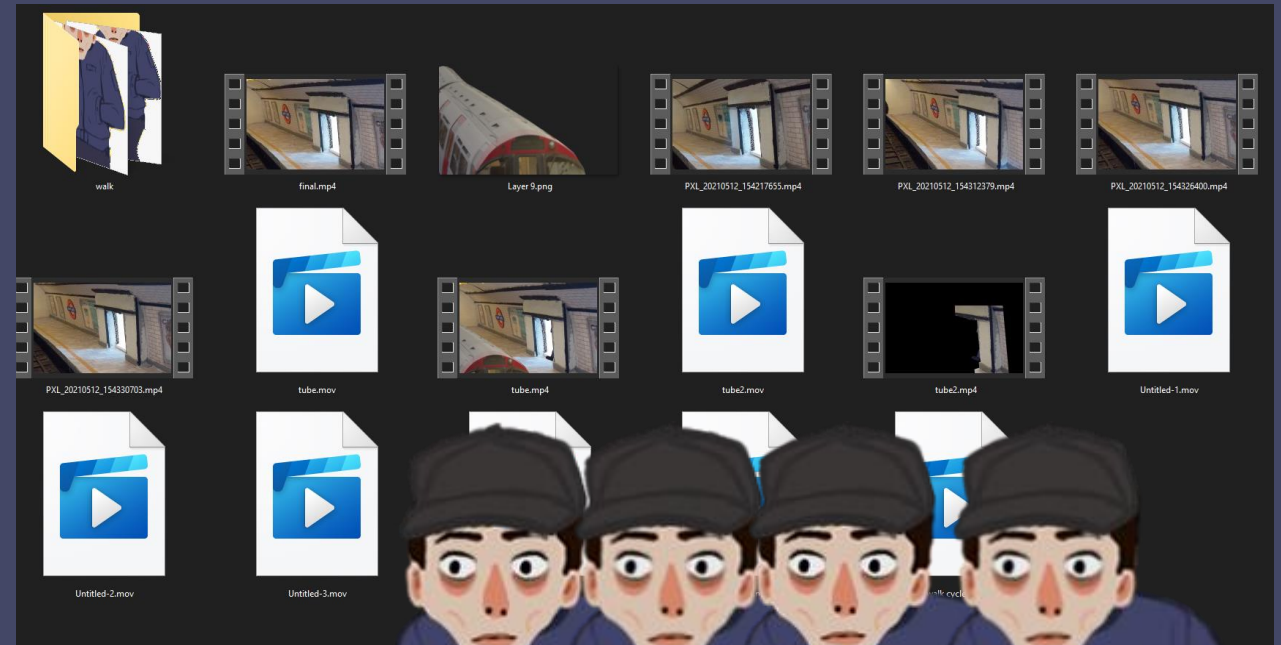


# Animating tube

Scene List:

- Walk onto platform and then into tube

i had already animated this scene as a test scene so I didn't have to do any more to it. I think if I had more time, I might have reviewed this scene because it's the first one I animated it moves a bit awkwardly and I think my skill improved with each scene I did as I was learning how to do it better. But overall, it's a very short scene and I think it still works well.

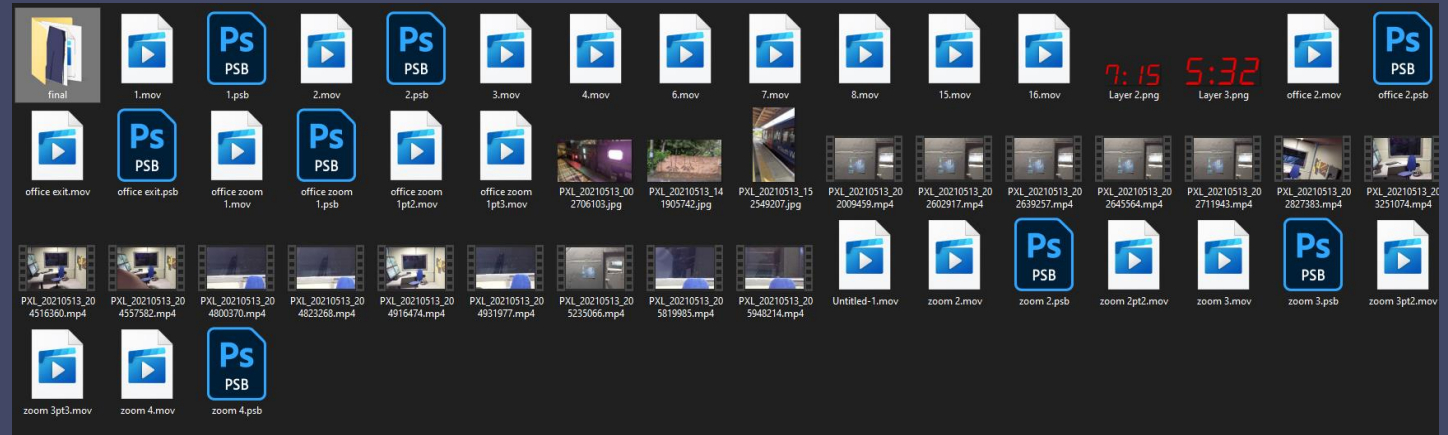


# Animating office

## Scene List:

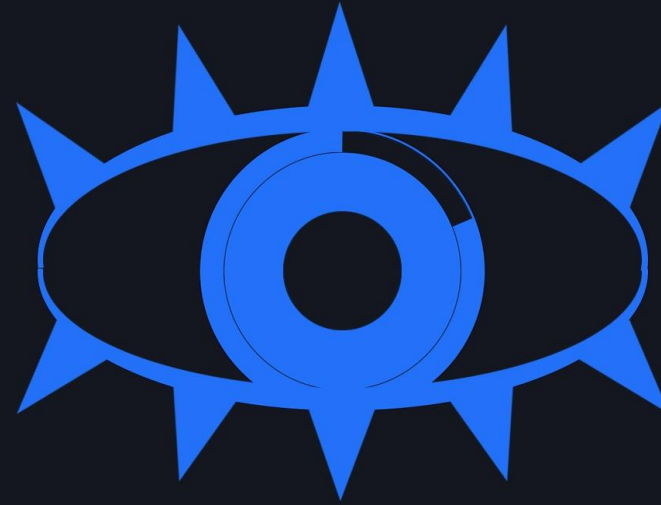
- Enter office hallway- scan hand- enter office room
- Hang jacket- take a seat
- Zoom 1, 2, 3, 4
- Wake up – exit room
- Enter hallway – scan hand- exit

The office scenes are my favourite out of all of them. The animation feels the most fluid, especially on the entrance and exit scenes and the eyeball movement adds character. I am pleased with these scenes.

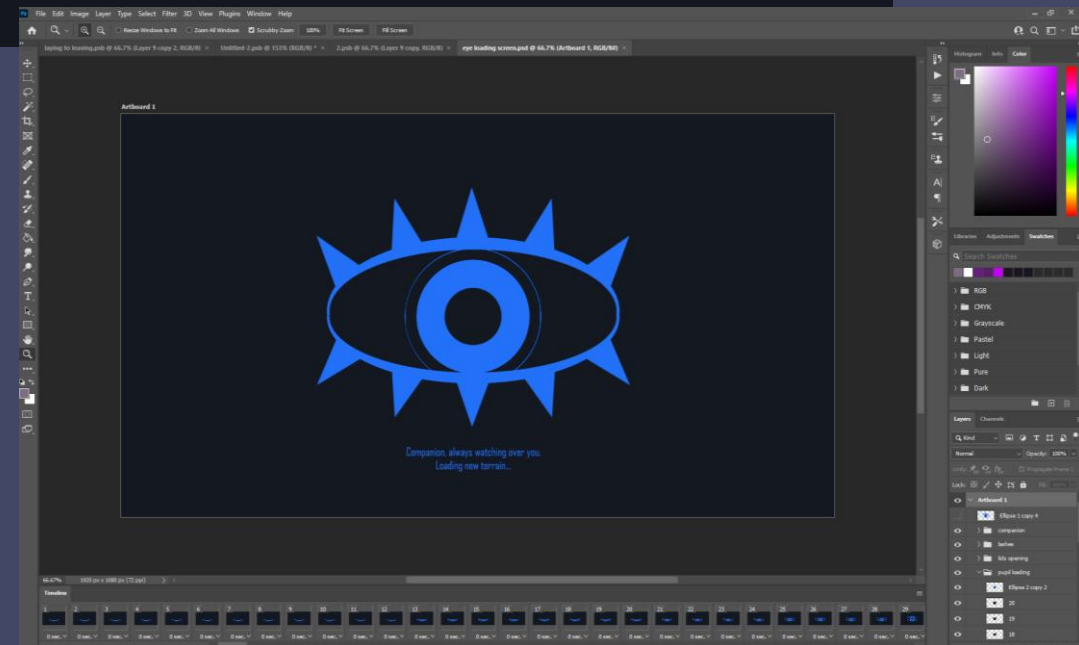


# Animating eye loading screen

I added these eye loading screens to simulate the game loading between locations. I used an eye to further the theme of being watched, which is accompanied by the captions "companion, always watching over you. Loading new Terrain..." I like to think that the "companion" is like a cyber implant that everyone has which if this were an actual game would then go on to explain why he falls asleep because his companion implant is broken, and he is now seeing everything that is watching him.

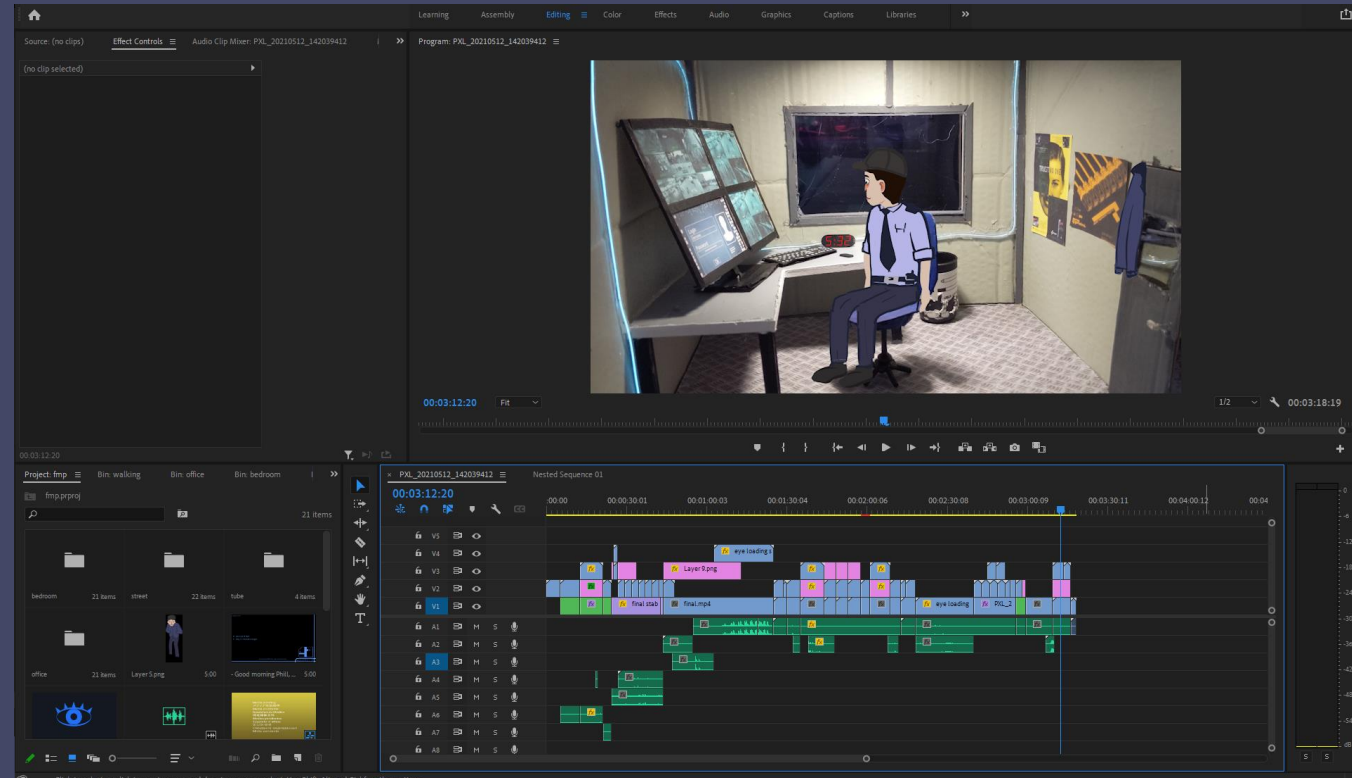


Companion, always watching over you.  
Loading new terrain...



# Final edit

My final cut was 3:19 which is nearly half of the first cut of 5:43. However I think that it's a lot better as the story is told more effectively. I am really happy with the final edit; I think the sound are really effective at creating the dystopian city feeling. If I had unlimited time, I would touch up some of the animation, but I think it's still ok now im just nit picking. If I was to do it all again, I would definitely be able to do it faster and more effectively as I have taught myself a lot and also made a lot of mistakes. For example, with the walking cycle on the street scene, it took me so many attempts to get it to work as tobegin with I animated the frames moving forward but that would work because the background was also moving so then I tried animating them backwards to match the pace of the video before finally realising that the walk cycle had to happen on the stop, and I had to adjust the frame rate in preiemeir pro so that it would match the speed of the background.



# Final film

<https://youtu.be/aSyeFXXufdk>





# feedback

holy shit that is so sick

the set is amazing

tell us about the storyline dawg im intrigued

-lois

That was really good!

Very mysterious, very creepy

-emma

Lois I loved it!! Once I heard the thing about the faces I watched it again and could definitely see that! I especially loved all the little details throughout 🤩

-emily

I have no criticism at all, i really love the diorama type set design, and I gotta say the audio from the underground took me home for a moment 🤩🤩

It was incredible

-Jazmine

i liked how the animation looked against the real set

-shemi

OMG OMG OGM 🤩🤩 love that!! The colour palette is sooo pretty

-Tyra

Wow that's so good!

I love the mixed media- it's rllly effective and gives the video more texture and depth than if you'd just done digital

-Robyn

That's amazing Lois! That looks animation festival worthy! :0

I'm surprised you're going onto game arts and not animation!

Hahaha I don't blame you 🤩 but it's still amazing, for a foundation course FMP, this is pretty top tier stuff

-georgia

The art and the sets and stuff are bloody amazing fucking hell, only thing is I would have added a lil music or more sound effects to add to the drama when he's being followed

Ooo yh, what kinda sound do u think would be good? I'd have to record it myself lol

What about any of the sounds the key board makes?

Like the beginning of this? Starts when the white figure is in the window then it builds as the guys gets closer, stops when he's in his room and the lights go off then gets real loud when the figure is by the door then goes quite when he wakes up?

-Ria

# Response to feedback

"The art and the sets and stuff are bloody amazing f\*cking hell, only thing is I would have added a lil music or more sound effects to add to the drama when he's being followed"

"Ooo yh, what kinda sound do u think would be good? I'd have to record it myself lol"

"What about any of the sounds the key board makes?"

Like the beginning of this? Starts when the white figure is in the window then it builds as the guys gets closer, stops when he's in his room and the lights go off then gets real loud when the figure is by the door then goes quite when he wakes up?" -Ria

I got some good feedback from one of my peers saying that I should consider adding some intense music when the security guard is being followed and it felt a bit quiet and empty. I agreed with this and decided to experiment by adding some horror music in to build up the sense of tension. I used some music I found on youtube as it was the only thing that I could find that fit the mood I wanted it to create, however it isnt copyright free so I will not use this as my final film. If I had more time, I would have liked to experiment with trying to create my own music on a keyboard, but I am still very please with how it turned out without the added film music, I think the quiet awkwardness makes it seem more realistic and creepier.



# conclusion

My original project proposal was “My working title is “neon skyline”, which I think instantly creates an image in your imagination of an exotic, futuristic neon city. I want to produce an animation inspired by the course I am going onto next year, games art. I will create an animation piece that is reminiscent of a section of game play in a dystopian futuristic city. A big part of this project will be looking at world design and character designs and how I want my viewer to interpret these. This theme relates to one of my previous projects where I made a music video to the song Heatwaves by The Glass Animals in a similar style, film noir and vaporwave. I intend to make the set of my animation physically; this will help to further my understanding of model making and how to translate my 2d sketches into a physical 3d landscape.”

I feel like my outcome has captured this perfectly and I have done everything that I set out to do.

I am happy with the feedback I received and acted on some of it to improve the final piece.

I think I stuck well to my time plan although the end was a bit of a rush as the set building took longer than I expected it to, I planned for the animating to take longer than the set building, but it was the other way around, but either way having a time plan was very useful as it made me keep on top of things and I was able to finish everything on time. If I were to do it again, I would have started set building sooner so I would have had more time to polish the animation more. However, I would be able to do it faster and more effectively as I have taught myself a lot and made a lot of mistakes which I learned from. But overall, I am very pleased with the final outcome.