

LIVING VOICES

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STUDENT ID : 18011807

MY BLOG : <https://mikikondooooooooooooo.myblog.arts.ac.uk/2022/02/15/living-voices/>

ANUMATION : <https://youtu.be/lwrvzZy6pPo>

MOODBOARD



Round body
Cute appearance
Low height
Short limbs



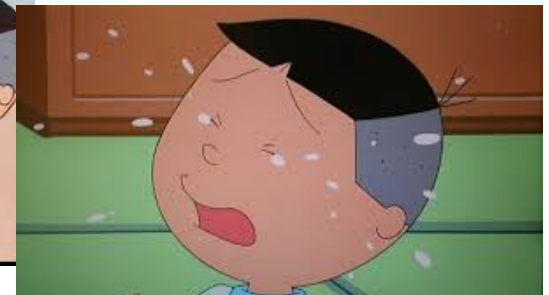
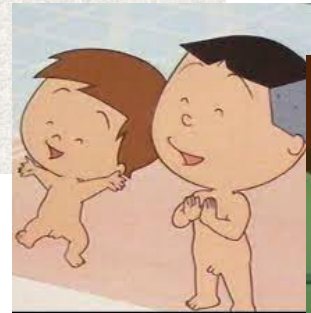
Round, large eyes
Smiling face
Age that seems
incapable of speech



Round body
Short limbs
Adult face
Surrealistic appearance



Cute look
Rich expression



MOODBOARD



Caricature
Caricatural expression
Funny looking
More realistic figure

KAL
THE ECONOMIST
London
ENGLAND

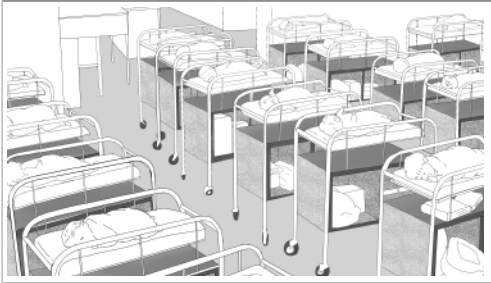


STORYBOARD

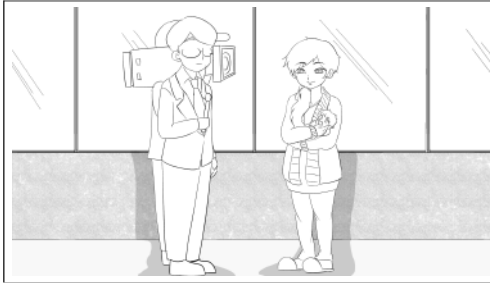
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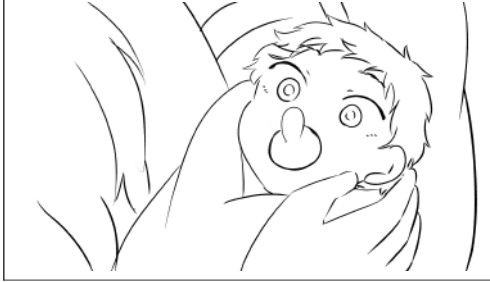
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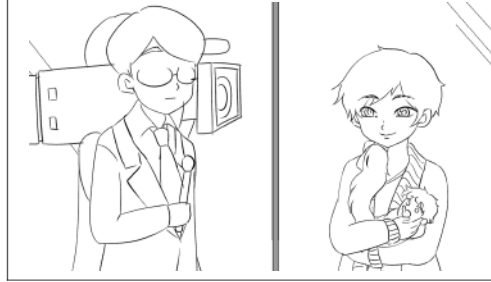
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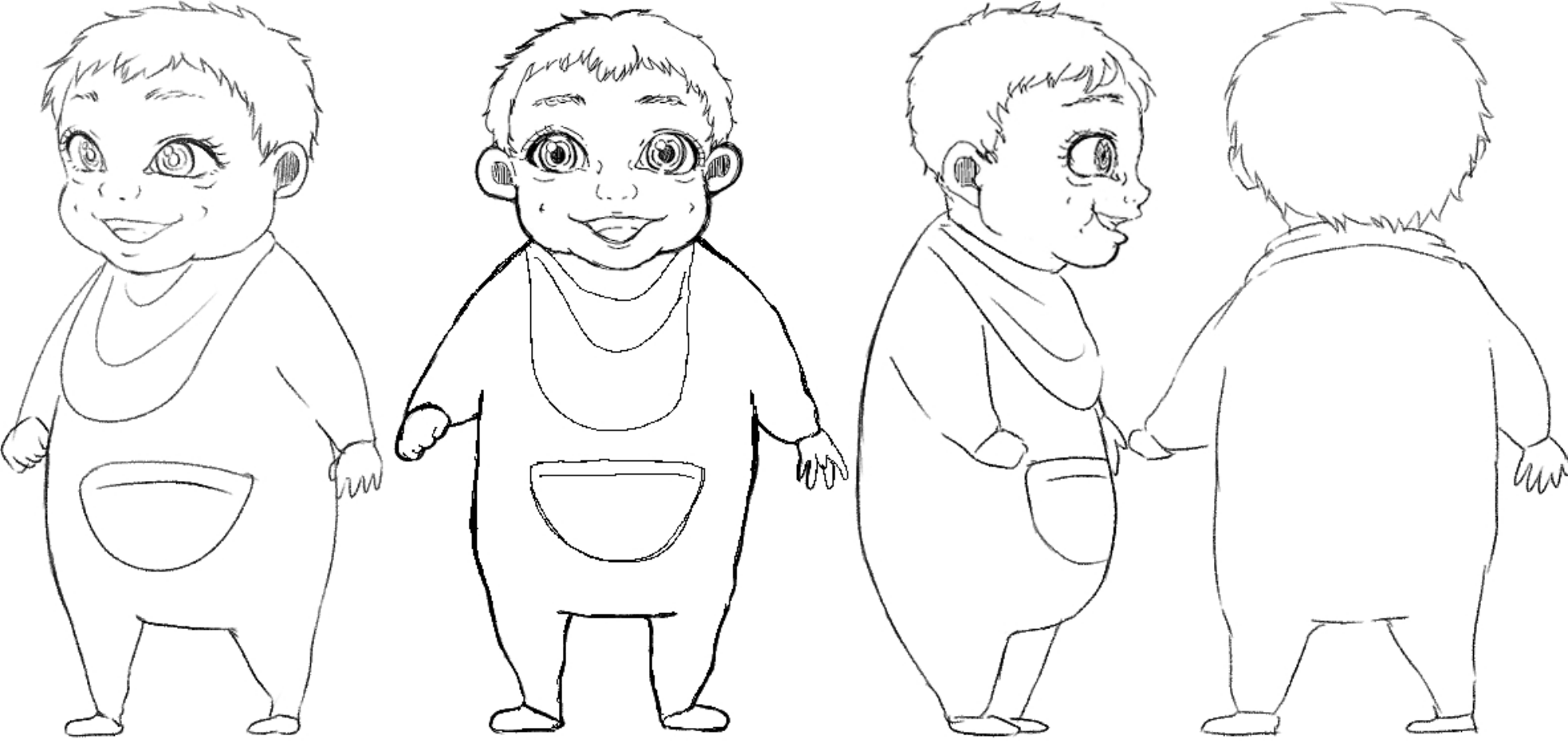


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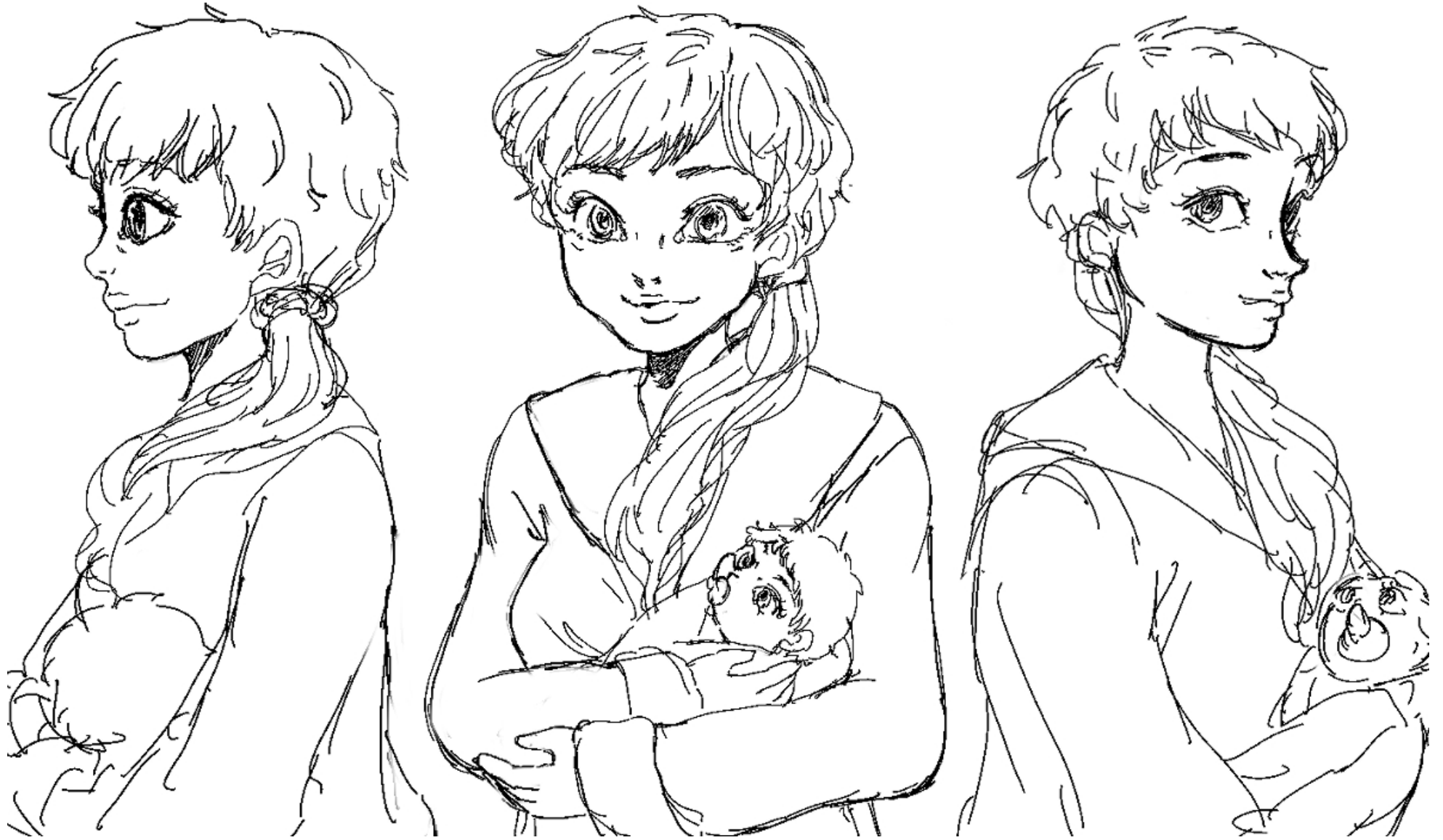
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CHARACTER DESIGN



CHARACTER DESIGN

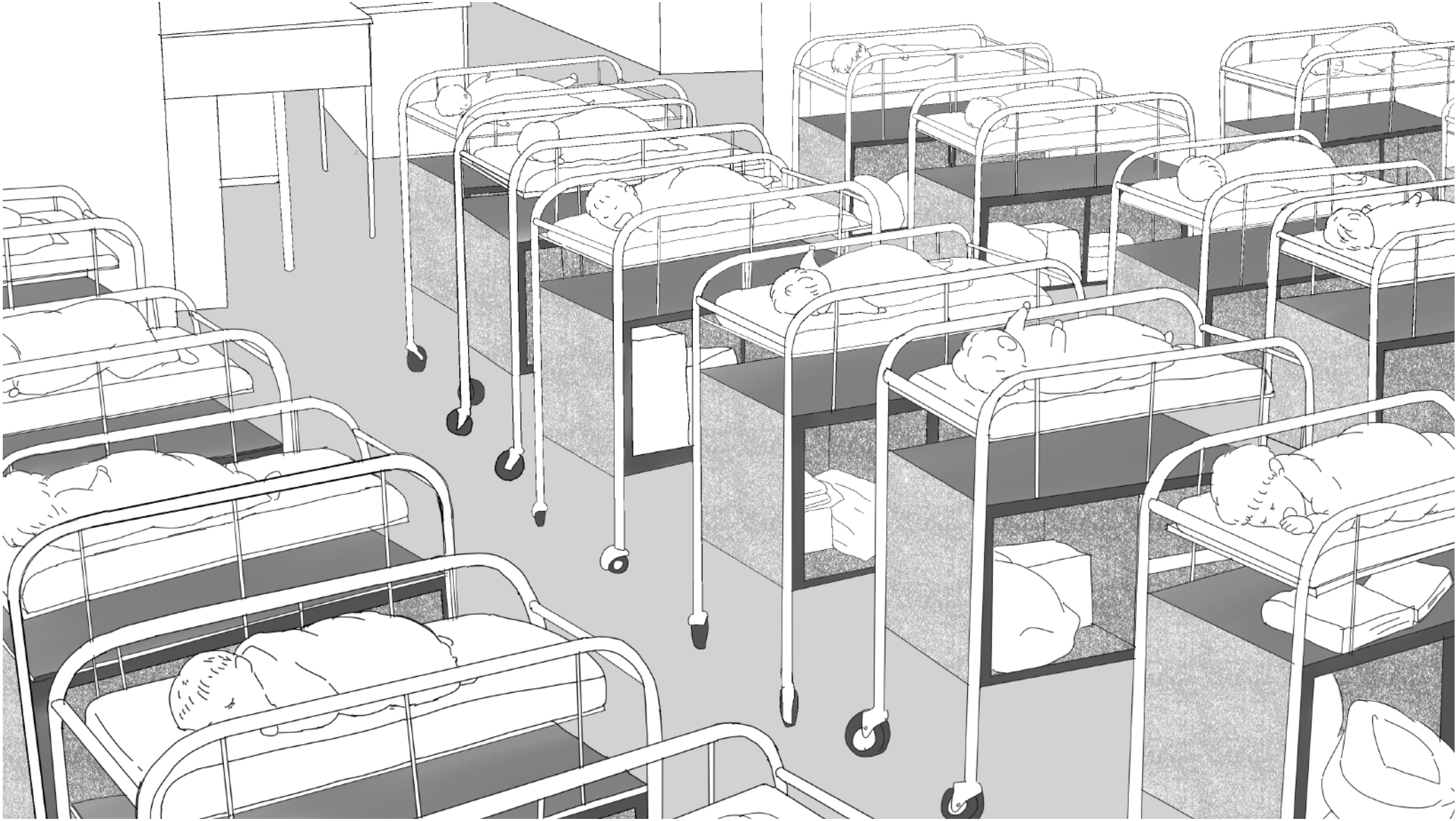
Mother



ENVIRONMENT DESIGN



ENVIRONMENT DESIGN



REFLECTION

The most challenging part of this Living Voices assignment for me was setting up how to communicate the situation and expressing it clearly. The audio I chose to use was one describing what foods women should consume to make a baby. Then, I chose a hospital as the location and imagined the child being interviewed there. Next, I placed the exterior of the hospital and the neonatal room scene first in order to make the situational setting clear to the viewer. In this way, the viewer can tell that this is a hospital and newborn babies are crying in the neonatal room. Next, I imagined a TV announcer as the interviewer in the audio. I imagined a TV announcer doing an interview about pregnancy as part of a TV program. As a small surprise, the newborn baby responds to the interview, rather than the mother to whom the interviewer points the microphone. This was intended to draw the viewer's attention to the interviewer, to surprise the viewer, and to provide a punchline to the overall story. I believe that by adding the punchline, I was able to give the animation a narrative quality as a short story and make it a more enjoyable piece of work.

Next, on the technical side, it was very difficult to match the voice and mouth movements. The reason is that we had to accurately pick up the sound of each line of dialogue, and this process took much more time than expected. It was a very time-consuming task. I think that in the professional world, it is much harder to pick up the dialogue for a few hours animation. The animation I created this time was only about 10 seconds of dialogue, but it was very difficult to create every single movement of the mouth. And this is also the part I am not satisfied with. I think I could have made the movements smoother by adding eye and neck movements. I would like to practice more in the future so that I can make a smoother link between the dialogue and the body movements.

In addition, I was particular about setting the ages of the children when designing the characters.

Newborns are generally unable to speak. However, in the animation I created, the baby is speaking. I thought this would make the work more eccentric and leave a deeper impression on the viewer. I also softened the facial expression of the child's mother and included a smiling scene at the end to create the impression that she has no doubts about the newborn's ability to speak. I thought this would make the film even stranger and more interesting. However, I regret that I did not have enough time to paint the colors and shadows. Personally, I think I could have created more of an atmosphere by adding more bewitching shadows to scenes such as the mother's smiling face. Finally, I would like to state what kind of activities I would like to apply this assignment to in the future. I would like to work in the world of 2D animation in the future. That is why I chose this Living Voices class. What I strongly felt this time was that I would like to be able to set up ideas and concepts in more detail. This is not to say that I should ignore the very specialized skill of matching dialogue and mouth movements, but I would like to acquire that skill as well, and then think of more ideas. Through this assignment, I felt that I would like to acquire the ability to develop various ideas to express the worldview of a film or advertisement in a richer way, and to communicate these ideas more accurately to others.