STORYBOARD – Social Anxiety/ Fear
Chosen soundscape: 1

Scene: 2D MOTION GRAPHICS:
10 SECS EMOTION FILM

Reflection: I quickly learnt that using pre-comps and organised assets were very important for creating a good workflow in the whole project, and that even when using simple geometric blocks repeatedly could work out well for the project to create different kinds of scenes. Simplifying the sequences around the same few symbolic shapes/ ideas helped me look to other methods and resources to generate a visually appealing storytelling motion graphics, such as learning how to use the many Effects and Shape properties available already. Masking as a topic in AE learning was something I have been avoiding to learn so I tried to really use this as a learning opportunity and experimented with the blending modes and etc. Using basic blocks of shapes helped me create my compositions and their following animations, and I was careful to be mindfully decisive when experimenting with different kinds of abstract and geometric animations within the AE software. Every test animation I did was used as either a small part of the whole story or as an asset… timing was a hard learning curve for me for this module out of all the approaches to consider in animation. I started out with scenes too fast and ended up with a sort of unbalanced rhythm in the whole film, so I would work to improve on my sense of pace and timing in the future projects. I would be more mindful of the spatial and temporal structure of my story/ "journey" in the animation as a result.

https://vimeo.com/769710426

*A hand-drawn animation from Photoshop which was used with "pre-composed" shape layers animated with various distortion effects to amplify his terrifyingly morphing surroundings - he just wants to run home.

Week 2: All work and Outcome

Week 1 Outcomes
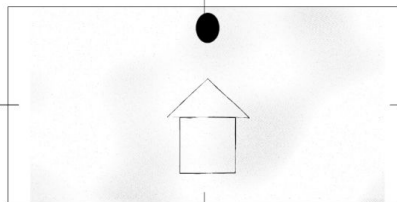
1. Ball enters his home and everything feels easy, simple and manageable for him (shown with monochromatic visuals).
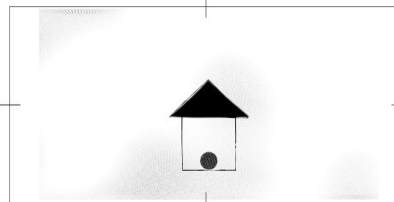
2. Ball is textured with noise grains and scribbles to imitate the jitters/ nervousness. Another ball is bouncing in as a friend to this ball with a solid fill.
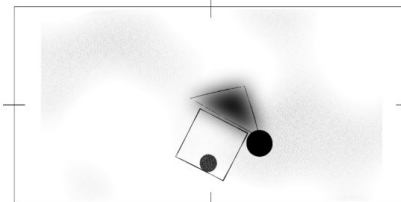
3. Simple house topples over as the 'Friend Ball' leaves to go Outside, showing the 'Main Ball' that going outside into the world is simple/ nothing bad will happen.
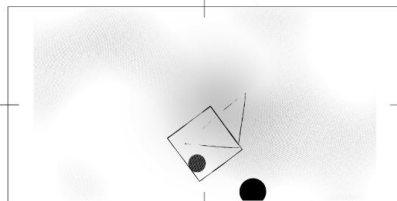
4. Toppling of the geometric shapes blocking up the house and characters are animated (considering how to match cut or eye trace the viewer).
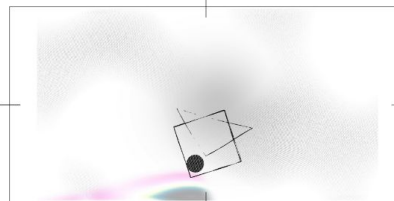
5. 'Main Ball''s turn to leave the house to go outside Showing a contrast in his inner emotions with colors and complex gradient textures (animated)
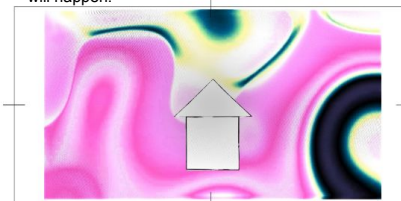
6. The composition of this scene is to invoke an overwhelming sense of fear and anxiety once outside of the safe housie. (Liquid animation used)
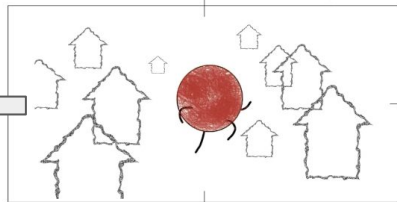
7. 'Main Ball''s inner emotions are over-stimulated, hence portrayed as boiling scribble shading with red to signal intense fear or danger as inferred by the Soundscape 1 recording.
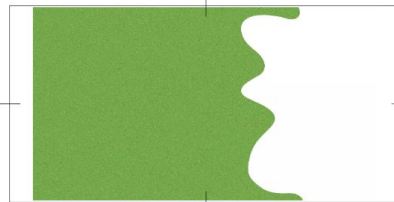
8. A deliberate cut scene transition using AE methods to conjure an overlapping action more apparently in the whole film (Symbolising the idea of the Ball vomiting from the overwhelming fear),.
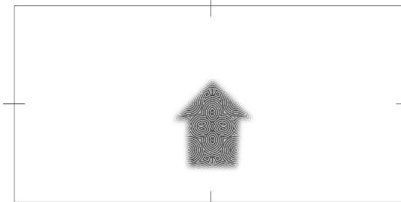
9. Using the base idea of a 'house' shape, masking techniques were used to show this scene where the Ball is back at home, spiralling endlessly from the social fear he just experienced. This leads to him disappearing from the world into his own fear.