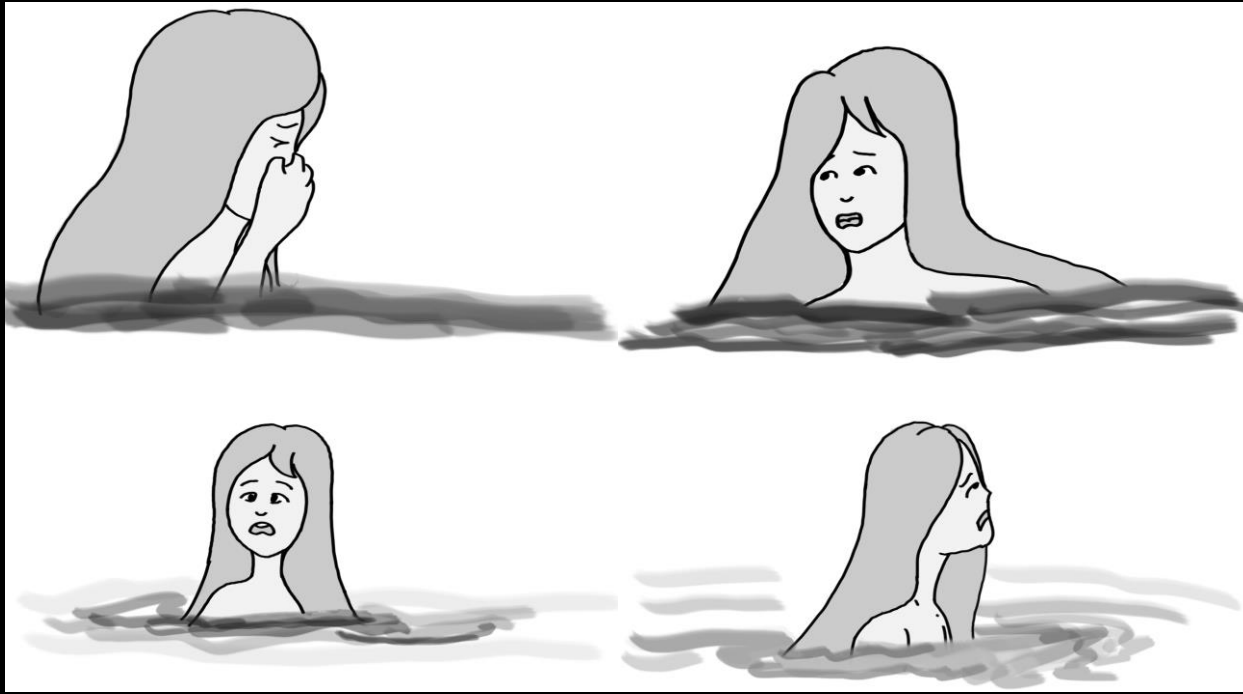


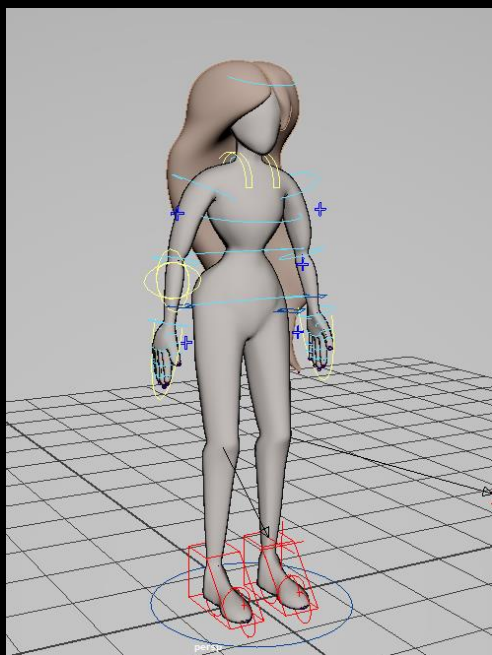
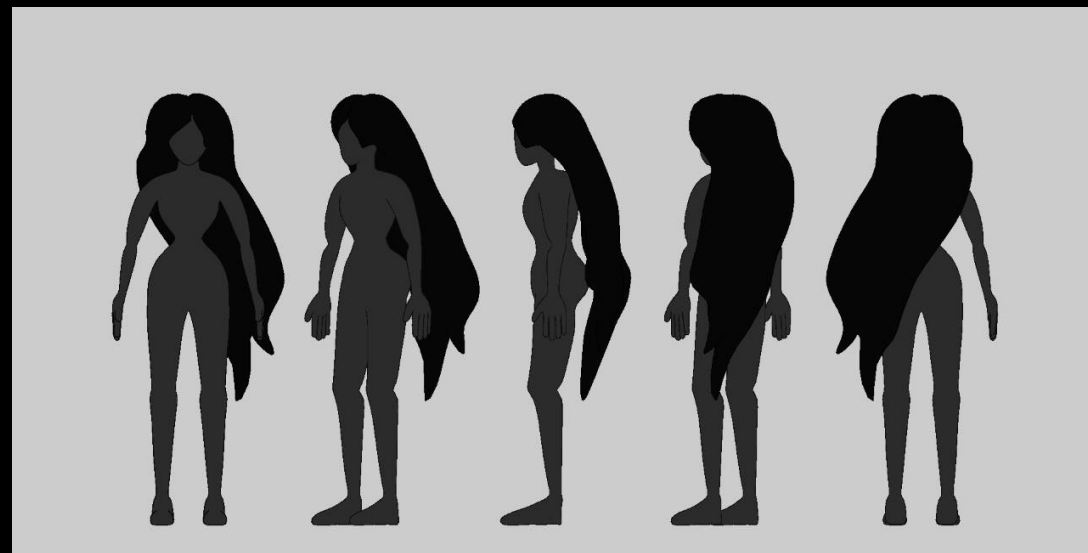
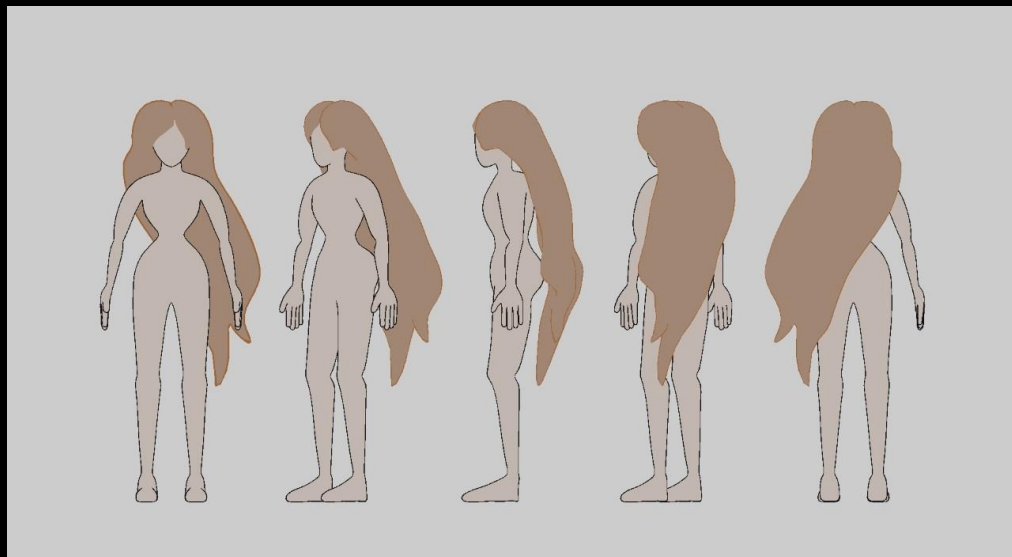


LIAF Individual Contribution

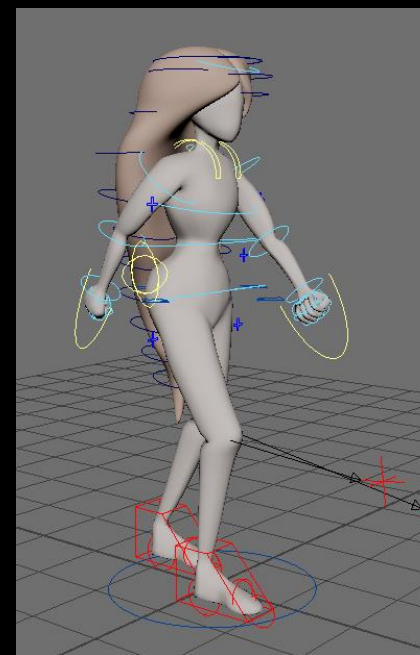
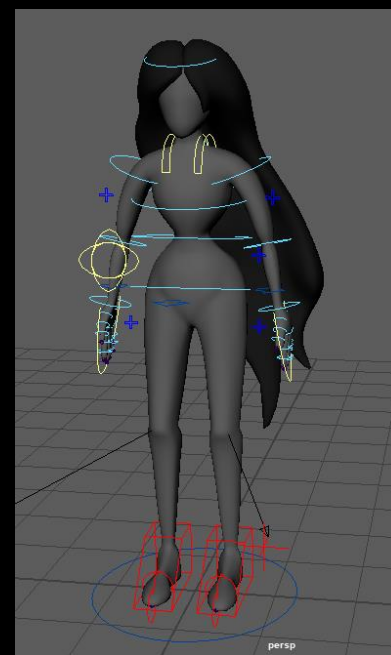
Wu Naduo – Unit 2 MACA Character Animation



Storyboard Drawing



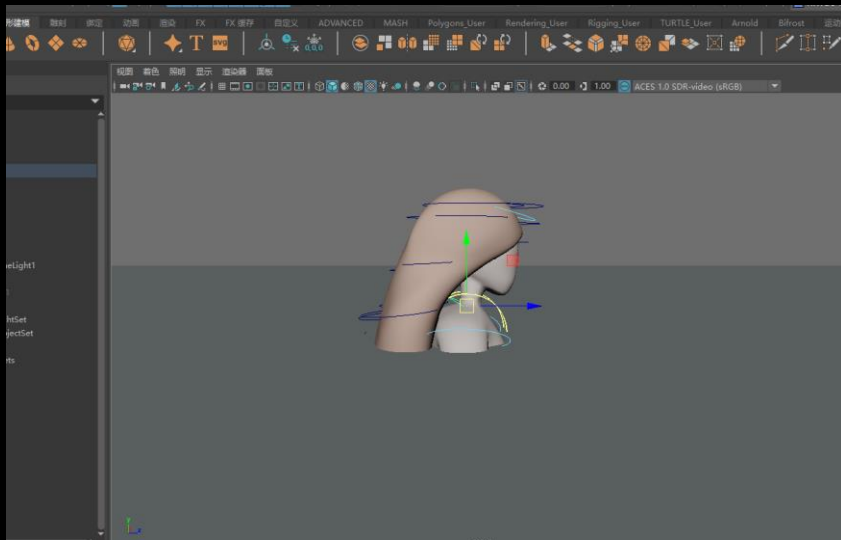
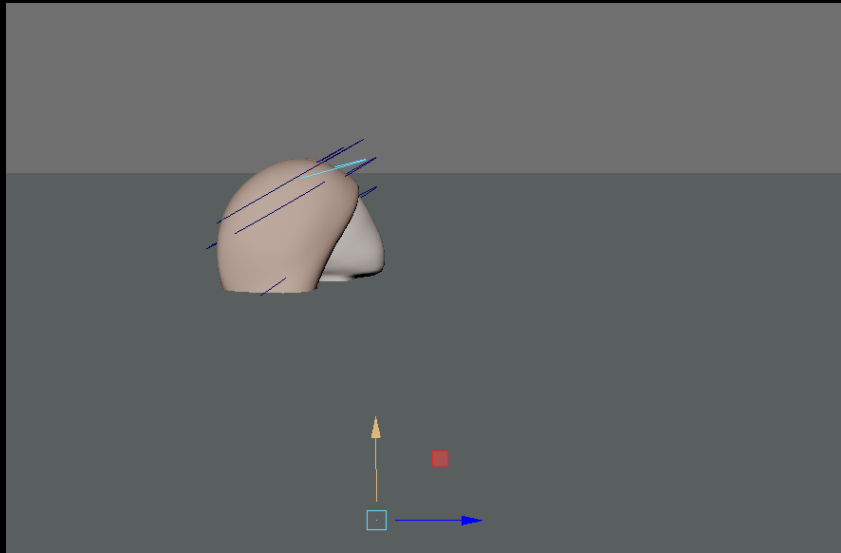
3D Model Reference



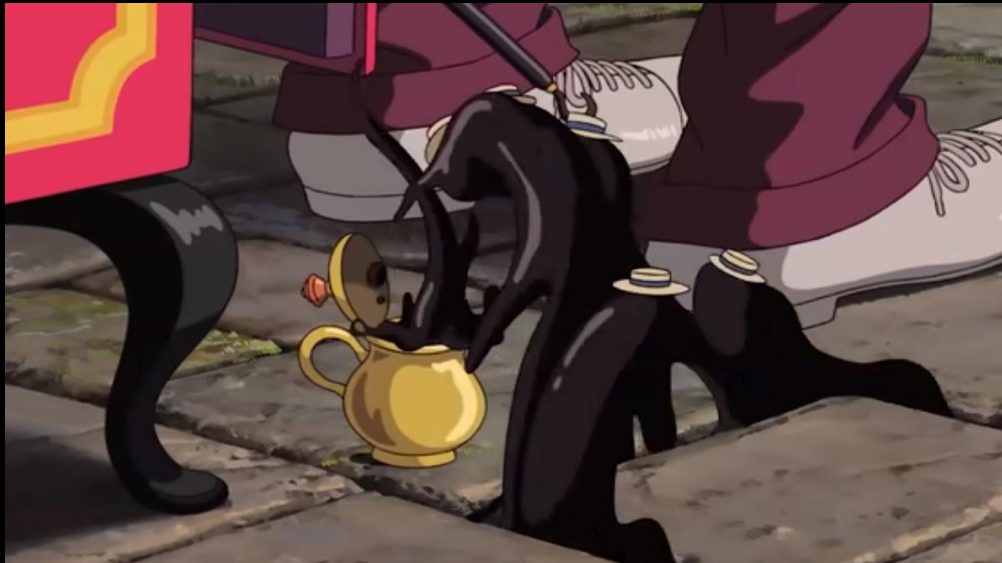
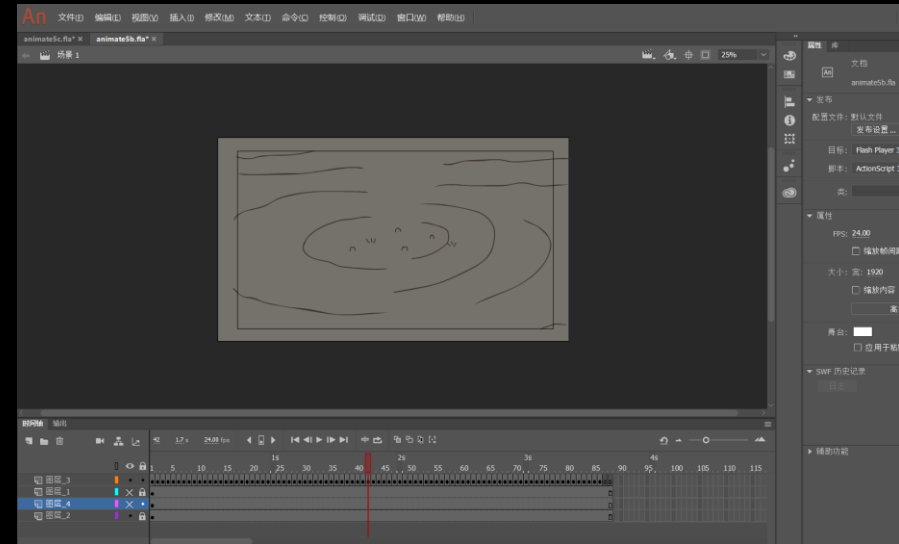
LAV Performance Reference



We were trying to show the action in the LAV performance.



3d models helping with my rough animation in An.



In the same way, finding the reference of animation, which will help my rough animation in An.

Rough Animation Paragraph

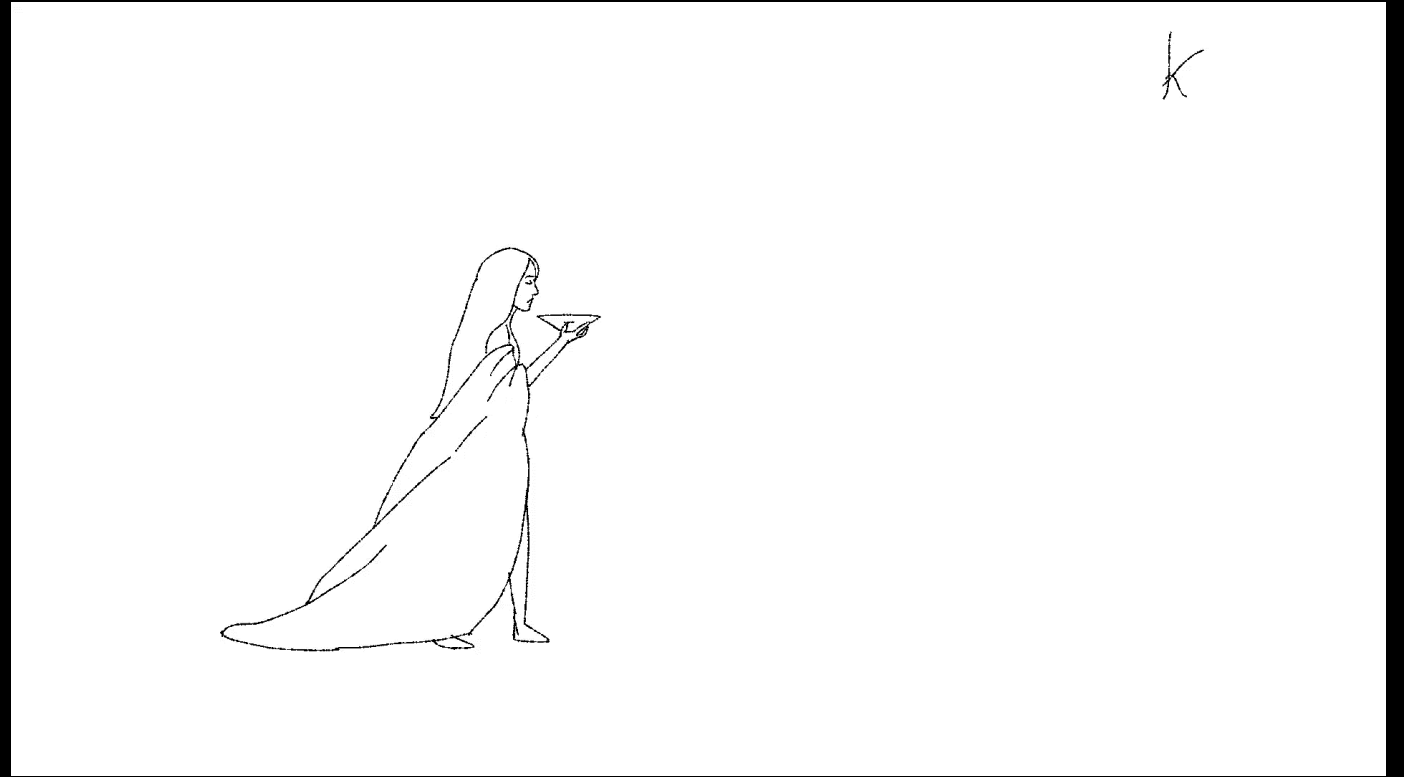
5b: Hold on the surface of the water which is errily still until –

5c: She breaks through the surface of the water.

9: Close-up of hand reaching out. Black tendrils wrap around arm.



The Version of Rough Animation



浏览器地址栏: <https://www.aigei.com/s?q=water&type=sound>

搜索框: water

导航: 全部 音效 配乐 视频 3d 平面 游戏 教程 软件

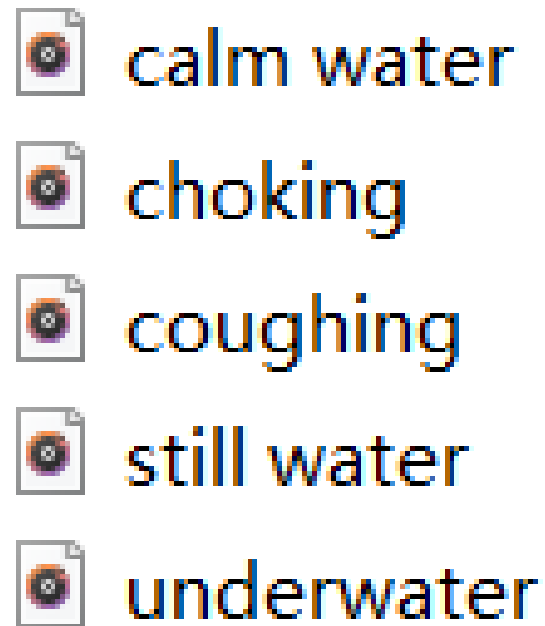
筛选: 全部(8446) 音效库(3623) 游戏提取(1094) 影视特效(212) 短视频&综艺 UI&提示(277) (CC协议) 音效库(3559) 音效库

高级选项: 长度 大小 声道 格式 采样率 比特率 是否vip

文件 (8033) 专辑 (34) 排序: 综合

搜索结果:

- 往玻璃里倒水1
SQ无损品质 | 1610 | 笔记
00:10 | 下载 | 收藏
CC0 | CC协议(CC0,可商用)
- 水滴
HQ高品质 | 1167 | 笔记
00:06 | 下载 | 收藏
CC0 | 作者: ReiyaManor



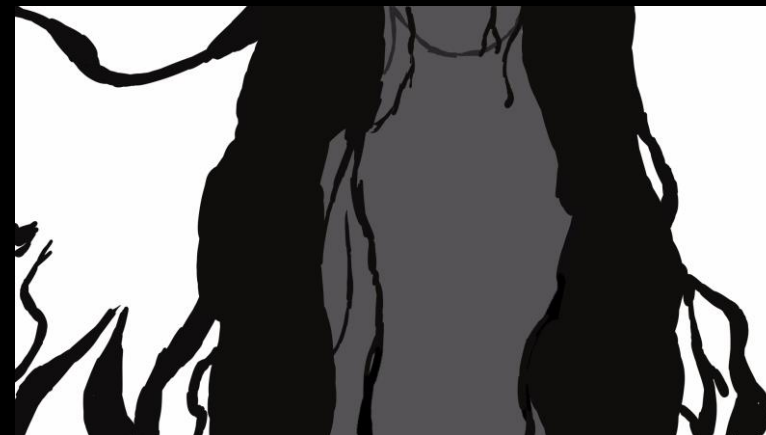
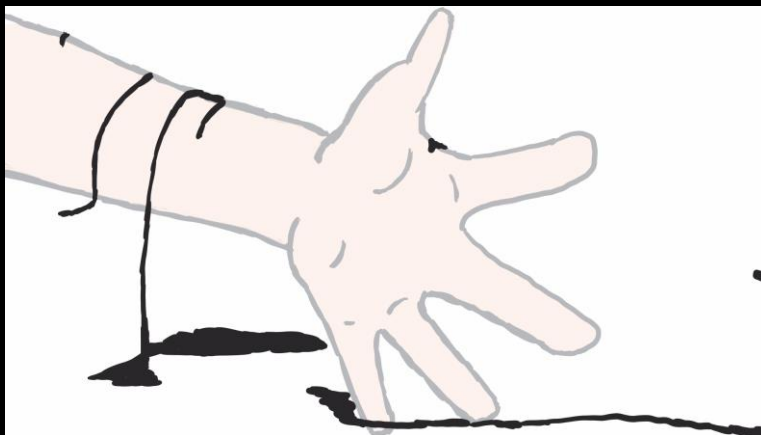
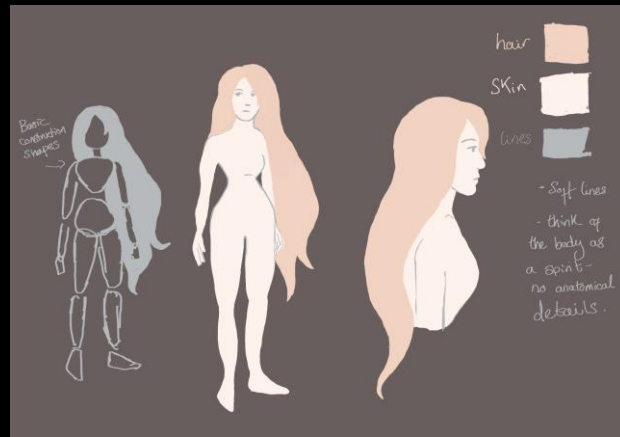
Sound Effects

<https://www.aigei.com/s?q=water&type=sound>

Coloring

9: Close-up of hand reaching out. Black tendrils wrap around arm.

12: The Card and Credits.



Conclusion

1. Using Animation Software:

Ps – Drawing storyboard

Maya – 3D models and animation reference

An – Drawing 2D rough animation

Tvpaint – Coloring the rough animation

2. What I' ve learned:

How to draw closer to the style of animation

Becoming familiar with Animation software

3. Problem & Solving:

Style is not suitable for my leader – Asking about what our paint brush then I use it.

Some animation is not fluid enough- Following the lightbox to cut some frames and add more frames.

Conclusion

4. What makes me successful:

I learn about the rotoscoping during this project, which is very useful in the animation.

I can use the 3D model reference to my 2D animation, both my 3D and 2D animation skills have been improved.

5. What I need to improve on:

To learn how to draw different style of animation.

Caring more about the proportion of human.

Thank you!