

Jacob Hart

Evaluation

My final product is a one-minute and forty-eight second long animatic, loosely based on Akira Kurosawa's 1985 film – Ran. It differs slightly from the thumbnail plan I had produced, with the main character dying at the end, rather than crawling down the hill to his burning village. This was mostly due to time constraints, however, I don't feel like the alteration hinders the tone of the story, the final shot of the burning houses and corpses acts as the sad climax to the piece, this shot remains as it was in the thumbnail storyboard.

I am pleased with my work, as I had hoped to produce a full colour, detailed animatic and I think I achieved this. There are some subtle animations – like the passing of clouds - that add some dynamics and realism to the animatic. I took extra care to ensure that the style of my work was kept consistent – Using one of the preset colour palletes in Photoshop, I made sure that the environments kept the same colours, and by checking my previous panels, I made sure that shadows and character positions were kept consistent. The practice in drawing anatomically correct characters helped me a great deal when making my final piece and the perspective work allowed me to better my shading techniques.

I feel like I could have improved my animatic by including more animation – particularly in the characters as they are quite stiff and seem more like cardboard cut outs than people at some points. I would also like to have made use of more close-ups, to better show the emotions of the characters. Designing a couple more soldiers would have added more variety to the scenes, and make the army look less like a collection of clones and more like a group of individuals.