MILLER IN MOTION

Advanced Graphics – Assessment 2
By Isabella Goodley

Synopsis – what it is

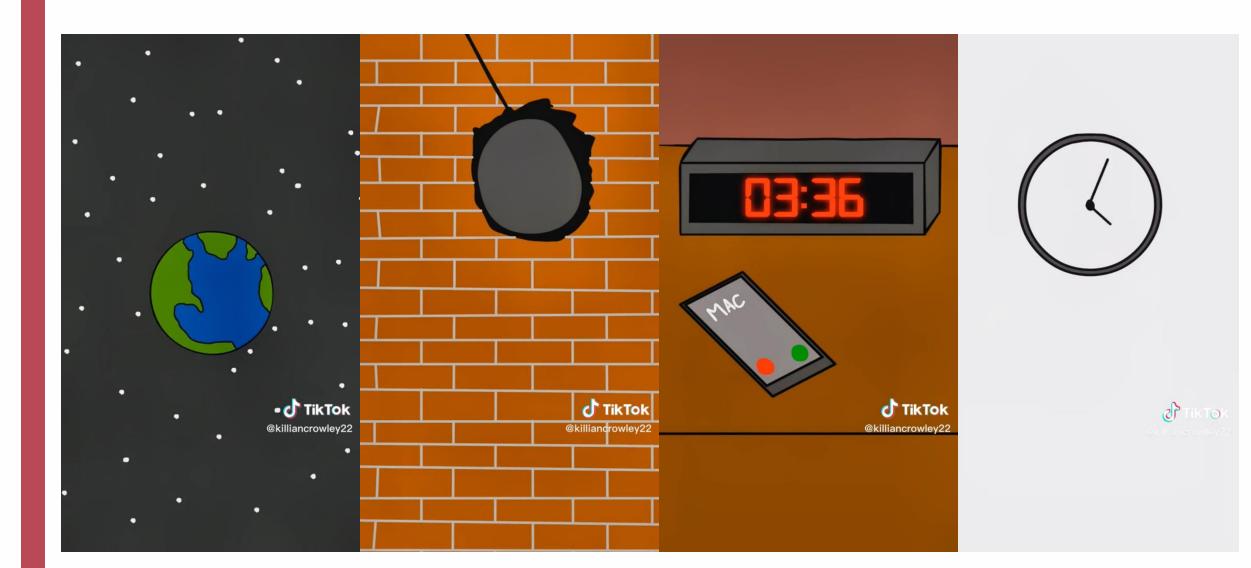
- I have created three animations to mac miller songs including; 'come back to earth', 'soulmate' and 'small worlds'
- I also created a 'how I made come back to earth' video with timelapses of my drawing process
- I also animated intros, outros and credits for each of my videos with specific colours linking to the animation or my colour scheme
- I created a TikTok account called 'Miller in Motion' where I posted all the animations
- I also designed a logo for the profile picture.

Synopsis- why I made it

- My aim for this project is to inspire people to get creative and share their interpretations of their favourite songs with the world.
- I want to build a sense of community, a safe place where people can ask questions and get inspiration from their peers.
- I purposefully made my 'come back to earth' animation simpler than the other two and posted a 'how I made it' video with time-lapse to show my audience anyone can make these types of animations.
- When starting this project, I found animating quite daunting and I looked for videos like the ones I created, there seemed to be a gap in the market for this type of support, specifically on TikTok, so I changed the original aim of my project to help people starting out like me.

RESEARCH

Inspiration- Small worlds TikTok



Inspiration – Congratulations TikTok

FEELINGS







WE



PLANNING PROCESS

Initial plans

- I initially wanted to four animations, each to a different mac miller song including; jet fuel, congratulations, soulmate and come back to earth.
- I was struggling with jet fuel as I planned more of a narrative within the song and found that hard to convey using the animation techniques I ended up using.

JET FUEL 35 seconds

Okay, okay, well <u>l'ma</u> be here for a while character looking around, standing on a road with a desert background

Longer than I did expect to character looks down and checks watch
I was out of town, getting lost 'til I was rescued takes a pill out of his pocket
then screen turns black

Now I'm in the clouds, character sat on clouds hints of different colours over the whole screen (looks like a trip)

come down when I run out of jet fuel colours fade slightly
But I never run out of jet fuel it starts raining pills and colours intensify
Well I'ma be here for a while, longer than I did expect to clocks turning fast
and calendars changing dates fast start floating around the screen
I was out of town, getting lost 'til I was rescued pill rain and colours
intensify

Now I'm in the clouds, come down when I run out of jet fuel camera moves down to original place on the road

But I never run out of jet fuel shows character lying on the ground

Initial plans

making it using adobe after-effects and premiere pro, going or a cleaner/sharper look more like a lyric video with moving graphics. However, once I made my first-hand drawn animation, I knew this was the route I wanted to go down and I struggled to translate my original plan into this style, so I chose a different song.

CONGRATULATIONS 50 seconds

(more basic animation focus on words and basic visuals no narrative)

Love, love, love, love, love (sex)
Love, love, love, love, love, love (sex)

This sun don't shine when I'm alone MAKE BETTER
I lose my mind and I lose control eyes at bottom of screen little
brain on top, brain hops in a car and car goes off screen
I see your eyes look through my soul change to vector image last
second before zoom in

Don't be surprised this all I know THINK FOR THIS LINE
I felt the highs and they felt like you camera moving up skyscraper
building really fast with female character at the top
See, a love like mine is too good to be true heart pulsing and
growing from her then shatters all over screen
And you too divine to just be mine word then padlock over mine
You remind me of the color blue different shades of blue all over
screen or gradient from light to dark

Girl, I'm so in love with you,

Planning the 3 animations

- I chose 'small worlds' by mac miller as my third song because I was inspired by a TikTok I saw (shown previously).
- Going into these animations I didn't plan too much I wanted to see what inspired me and where I could take it. So, all I did was have the lyrics of each song up on my screen, then drew how I visualized those lyrics one line at a time.
- I wanted it to be less of a narrative and more of a lyric video with visuals.

CREATIVE DECISIONS

STYLE

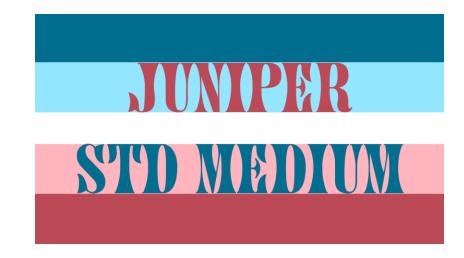
- I chose a hand drawn style as I wanted it to be more childish and friendly. I wanted the audience to connect with the work and make it realistic to what someone could do to inspire my audience.
- That's why I created the 'how I made it' time-lapse video, to inspire my audience to get creative and interpret his songs or any songs how they would want to.
- I also changed the styles slightly between songs to visualize them how I see them.
 For example, I made soulmate predominately black and white because that's how I visualized it when listening to it.

COLOUR SCHEME

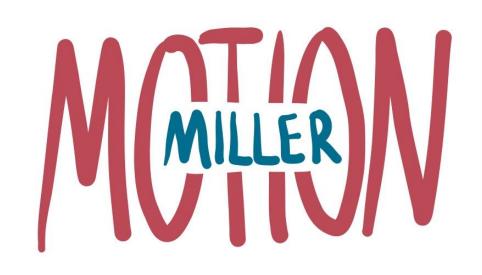


TYPOGRAPHY

- For 'come back to earth' I chose to not add text over the top and instead hand write some of the text, again this is the one I chose to make simpler to inspire less experienced animators to make something similar.
- For the other two I added all the lyrics of the top of the animations. I just juniper std medium for all the text as I liked how it was a bit different and thought it would capture the audience's attention better.



Logo- 'Miller in Motion'



EQUIPTMENT

- I used my iPad and apple pencil to draw all my animations in adobe fresco.
- I then used premiere pro on my MacBook air to edit all the content.
- I used after-effects for the looping scene in 'come back to earth'
- Finally, I used TikTok to edit together the 'how I made come back to earth' video.

PRODUCTION PROCESS

Production process – intros, outros and credits

I wrote the words three separate times on three different key frames then used the loop animation effect to add movement to them.

I made each intro a different colour with the 'rotate your phone' clip matching that colour. For soulmate I chose black as it fit with the theme of the animation. I used the colours from my own colour scheme because the other two didn't have a clear colour scheme.

I used the same outro for all of them to keep the consistency within my page.

Production process- 'come back to earth'

General – used adobe fresco to draw everything (as vectors), used after-effects for the looping scene and used premiere pro to put the scenes together with the music.

Scene 1 – drew 3 outlines of a phone and repeated the frames to give movement, then drew the text boxes, after that I wrote each letter on a new keyframe, duplicating each frame as I went. Leading to each letter appearing individually as they would when typing.

Scene 2 – I drew one house then duplicated it, reversed it and changed the shape to give the second house, I then drew the house in the middle. Next, I drew the boy in the doorway, then I added a new layer to draw the key frames for the door opening to reveal the boy behind.

Production process- 'come back to earth'

Scene 3 - I duplicated the previous scene and removed the door layer, I then drew the key frames for the legs for both houses individually, using a reference photo on how to animate legs walking. I used 4 key frames and repeated them until the house was off screen.

Scene 4 – I used after-effects to create the looping effect. I moved my character from fresco to illustrator then imported it from illustrator to after-effects to keep the vector properties. I then created a null object in the center on my zoom, which I parented my character to. I then scaled the null object at an exponential rate. I then repeated this scene 4 times in premiere to give the looping effect.

Production process- 'soulmate'

General – I drew everything in adobe fresco on my ipad. I then used premiere pro to put the scenes together, add sound and text.

First scenes- I drew each key frame individually, I started with a black layer on top and erased a little bit more from the middle for each frame. I then duplicated the file and started my animation od the light coming on, drawing more yellow for each frame. I also animated the black opacity layer over the top to fade away as the light was growing to show the lighting change within the scene. I then reversed what I did for the first scene by adding black rather than erasing, I also changed it so it ended with the characters face.

Production process- 'soulmate'

For the black scenes with white outlines, I drew the outlines then added key frames changing the opacity each frame. I exported them using the boomerang animation option within fresco. I also used trial and error to work out the speed of the looping to match the music, eventually I found 19fps fit the music perfectly. I then had to line up the scenes to the music in premiere pro to give the desired effect. I also made sure to end each of those scenes on the point where the lines disappeared to make it seamless.

Production process- 'soulmate'

I chose to add the text over the top of all the scenes as I felt the lyrics to this particular song were powerful, I chose simpler animations behind the words to connect to the audience better. I had to add the opaque background to the text has I had a mixture of black and white, I tried different colored texts but they got lost within the whole video so I decided adding a background was the best way going forward. However I did change to colour of the text to the opposite of the background.

I chose to not animate anything for the line 'you cant give back to them, you know' as I believe that's the most important line in the video and I wanted to emphasise it. I tried changing the text for that bit alone but it felt very out of place within the video so I kept the original text.

General – I used adobe fresco on my iPad and used my apple pencil to draw each scene. I then used premiere pro to but all the scenes together, add music and text.

Scene 1 – I drew the world then used the transform tool on each keyframe making the world smaller each time. I the duplicated these key frames and reversed them to make it bigger again.

Scene 2 – I used the ruler to draw the straight lines, then filled the boxes orange to look like a brick wall. I started with all white boxes then for each key frame I filled one 'brick' with the orange colour, I chose these bricks in a random order. After that I started filling them with white again randomly to reverse the effect.

Scene 3 – I drew a phone three times overlapping each other in each keyframe, every other keyframe I used the transform tool to angle them slightly to the side to give the moving effect. When the call stopped, I stopped the movement to show the phone wasn't vibrating from the ringing anymore.

Scene 4 – for the clock I drew the outer bit and numbers on one layer then each hand I drew on an individual layer. For the second hand I changed the position each key frame, for the minute hand I changed the position every other key frame and for the hour hand I left three key frames between each movement. I did this to mimic how real clock hands move. I the speed up the frames per second for the second line 'I hope I never keep you waiting' to add variety.

Scene 5 – I drew the lightbulbs then added a new layer for the yellow light. I drew the light coming from the 'prongs' within the bulbs getting bigger each time. I the duplicated this animation for the other two bulbs using the transform tool to edit the size to fit the small bulbs. I then used a still image of the bulbs with no light on the line 'but I don't'.

Scene 6 – I drew the shops and added that still to premiere pro for the first line, then I animated the shutters closing but adding a new line of each key frame to show the shops shutting.

Scene 7 – I drew one basketball then duplicated it multiple times changing the size of each one. I then used the path tool in adobe fresco animater to add a bouncing effect to each ball individually. I changed the amount of frames on each ball to change the speed of each bounce to give variety.

Scene 8 – I drew the basketball hoop then copied the drawing of the basketball in the previous scene to a new layer. I then used the path animation tool again but this time I drew the path to make the ball appear to bounce across the screen. I purposely made the ball miss the hoop to fit the lyrics.

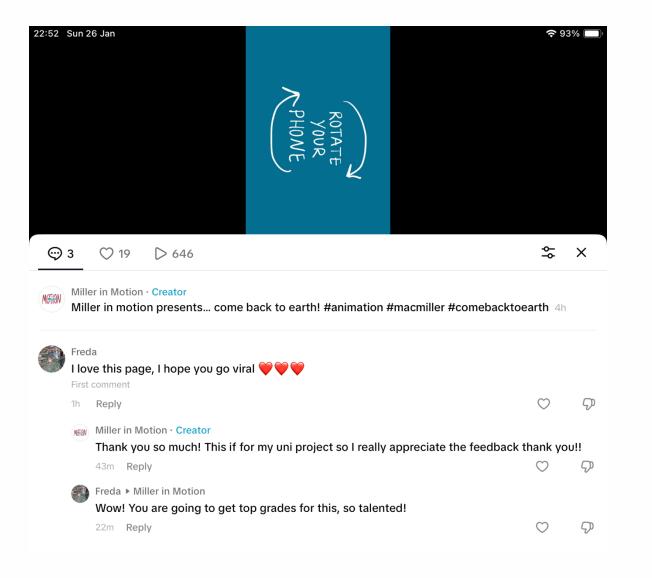
Scene 9 – I drew the wings the used the transform tool to edit the position in each key frame. I also used the skew tool to mimic the wings flapping. I then used the path animation tool on top of the key frame tool to make the wings fly up and down smoothly, again to the music.

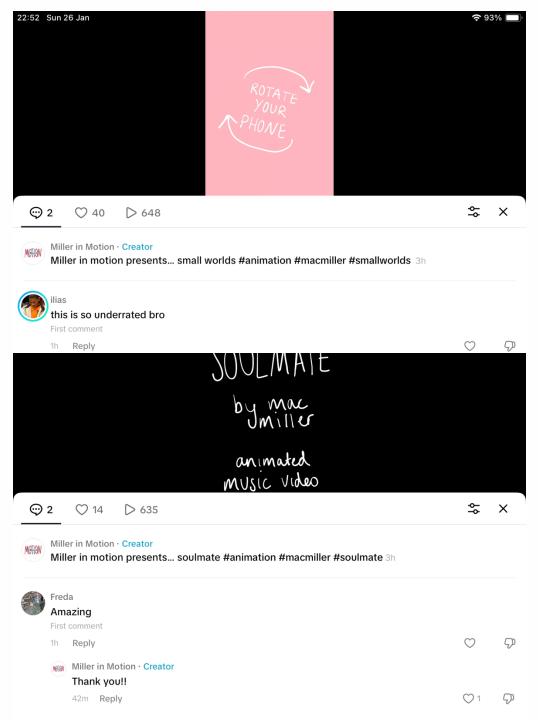
Production process – 'how I made come back to earth'

I drew the intro how I did the rest, then I downloaded the auto generated time-lapses from adobe fresco and put them together in TikTok, adding the audio in TikTok too.

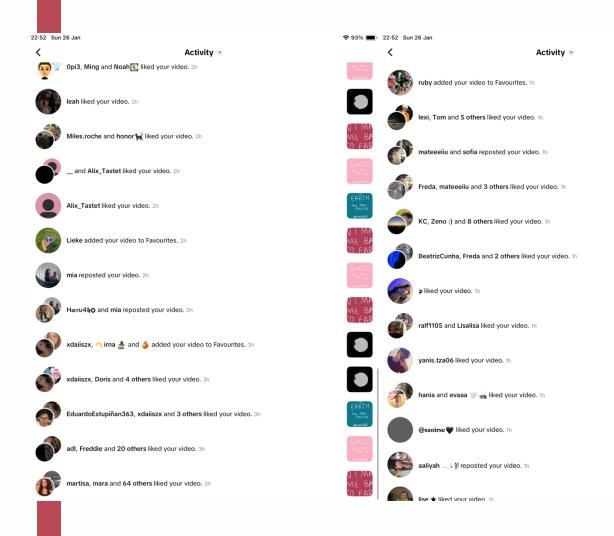
REFELCTIONS

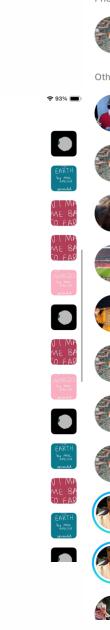
Feedback- comments



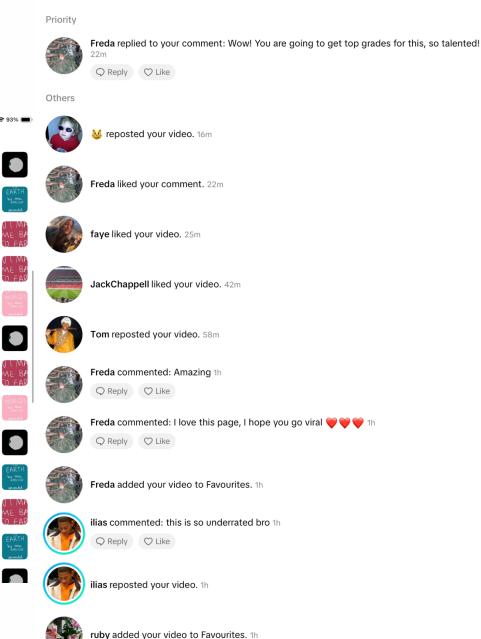


Feedback- all activity





22:52 Sun 26 Jan



Activity 🔻





Feedback – as of 26th January 11pm

- All of that was within 3 hours of posting all the videos.
- Come back to earth 647 views, 19 likes, 3 comments, 1 save and 2 reposts
- Small worlds 649 views, 40 likes, 2 comments, 1 save and 2 reposts
- Soulmate 638 views, 14 likes, 2 comments, 4 saves and 0 reposts
- How I made come back to earth 691 views, 74 likes, 0 comments, 2 saves and 5 reposts.
- I gained 3 followers and 147 likes total.

Feedback today

I will now tell you how the videos have done since I submitted this presentation.

Improvements

- There are some points within some of the two animations with text where I don't think the background of the text fits with the vibe of the animation. However, I tried changing this is many ways through a processes of trail and effort and I found that it was better to keep the text consistent rather than changing the text for each line. However, I did switch between black and white on the soulmate one to help this.
- Because of my ideas and aims changing through the process I found that I ran out of time as I made a lot of elements I didn't end up using in the end, like the video I showed at the progress meeting. Because of this I ran out of time to make the intended 4 animations I wanted to. In the future I would improve my time management skills to allow for more time to create more.

Successes

- I believe all the visuals I made fitted very well to the individual lyrics as intended.

 And the overall vibe of soulmate really captured the essence of the song.
- I am happy with the timings of all my animations, especially the text for the lyric videos.
- I successfully made an animation the audience could be capable of making with the right equipment and I made a video showing how to do this. This captured the aim of my project perfectly.
- I received great feedback, all positive from absolute strangers and the friends and family I had shown, this to me proves a successful project.

THANK YOU, ANY QUESTIONS?