



FMP Element2-Production Blueprint Portfolio

Zhongrui Long

Padletlink:<https://artslondon.padlet.org/zlong0220201/final-major-project-element-1-and-2-nbx76q57r4d1lrhj>

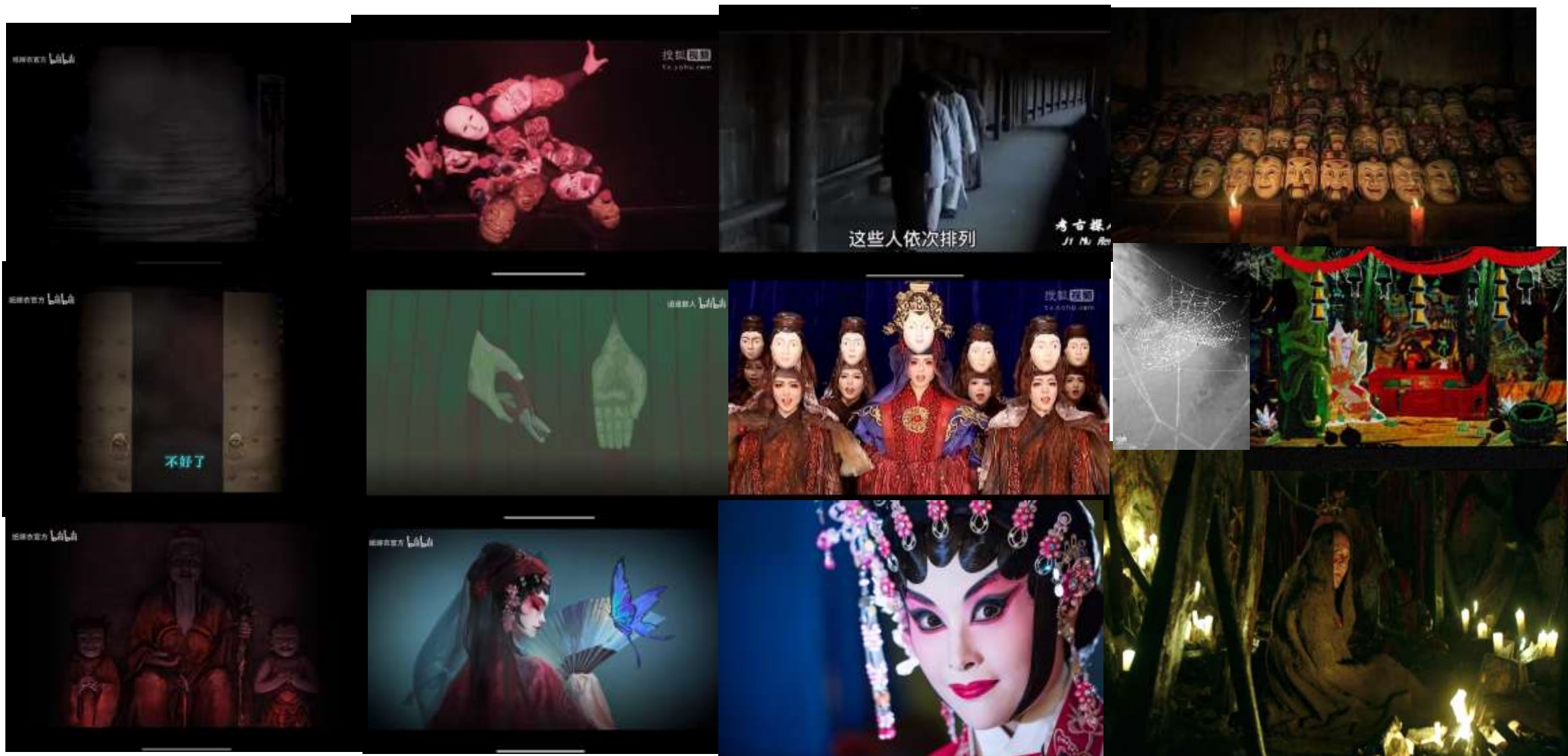
Final Animation

- <https://youtu.be/5H9s0R24XZQ?si=Sqk4ITvAz1WvzjZR>

Overview story of project

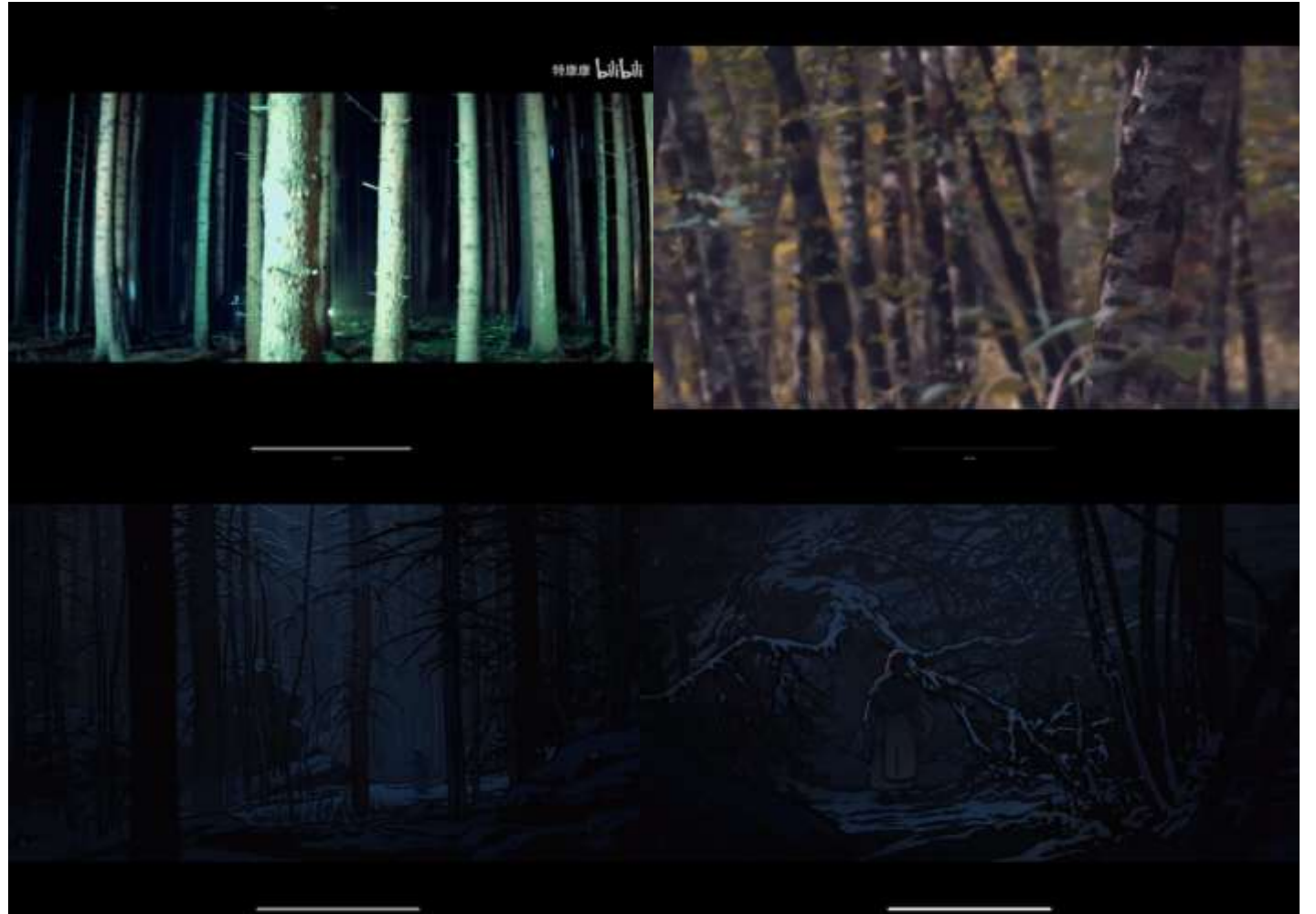
- Combined with my own experience of sleep paralysis due to stress, I changed this two-and-a-half-minute short film from a nightmare of sleep paralysis to increase my thinking about the pressure of social competition and my own perfectionism.
- The revised story is that the little girl first stayed up all night in her own house to create the perfect work in her mind, fainted, and then began to dream: first she ran in a forest, as if a mask was chasing her, and in the chase the little girl crossed the bridge and walked into the cave. Seeing the mask chasing her perform inside, being pushed by the mask and changing repeatedly, she found that she had been tied to the joy chair, and when she turned around, she found that she was targeted by zombies. Then the little girl fell into a dream in a dream, dreaming that her home was actually a music box, she was just a puppet, and her perfect self was dancing on the music box.
- The little girl in the story represents the self, the mask represents the different pressures faced in the social competition, and the woods and caves are symbols of the oppressive environment of the moment. Zombies represent the perfect claim to the self, and the room and music box are beautiful cages.

Moodboard1



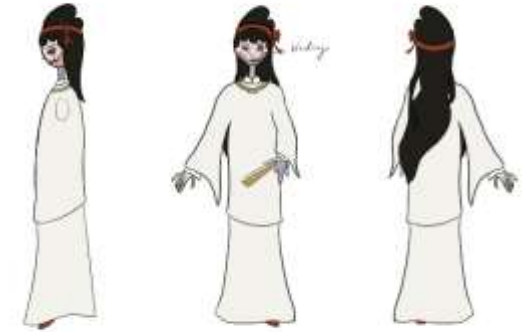
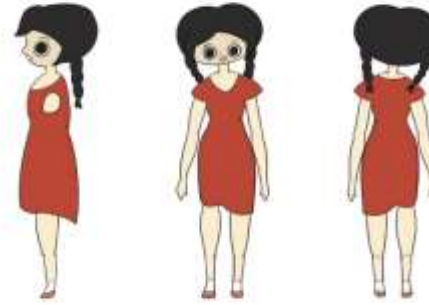
Moodboard2

- My side mainly refers to the treatment of the woods in the movies "The Wind Gusts" and "Love Death and Robots".



Supporting arts- Concept Art

- My design is based on my own homesickness in a foreign country, and the girl designed the red dress because there is a large area of red on the Chinese flag, and I think red can reflect the girl's origin here. Plus the Chinese are yellow-skinned and black-haired. The big eyes are designed to accentuate the horror tone.
- With this in mind, I consulted books on opera makeup, designed the image of zombies, and the makeup, and white clothes are often considered to be the color of clothing for ancestors in China.
- The intention of the cave and the mask is illustrated in the ancient Chinese book "Zhou Gong's Interpretation of Dreams" as a symbol of stress and bad relationships.



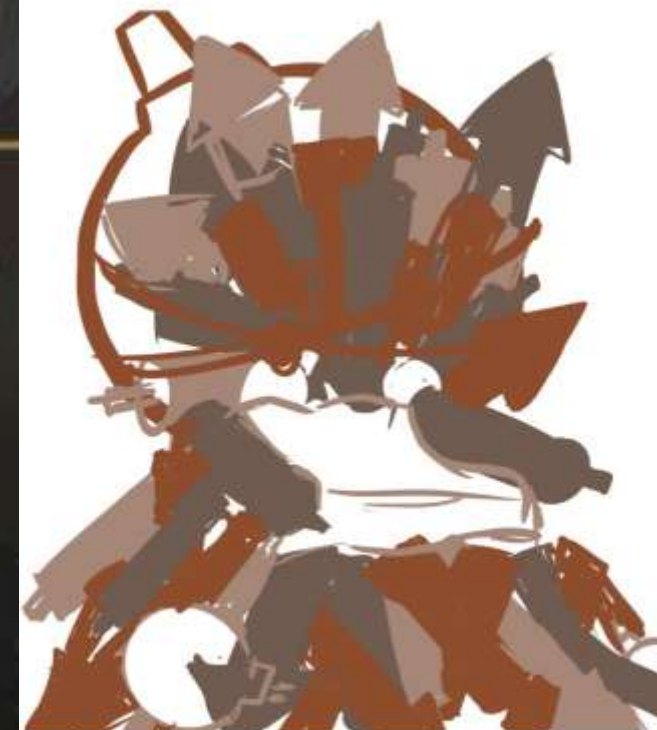
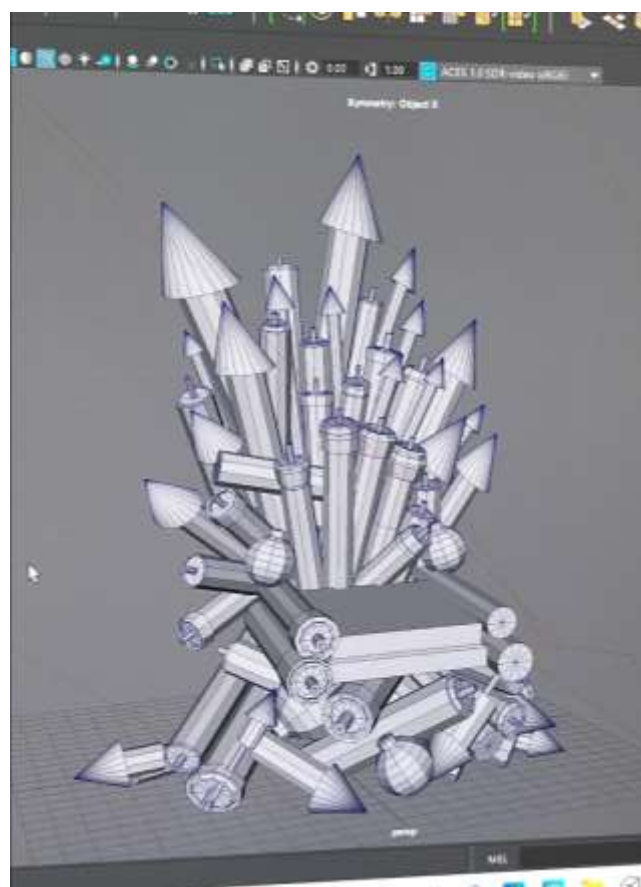
Environment -cave

- The current light material rendering test
- Caves and incense burners made of stone, chains made of metal, tables and partitions made of wood, masks made of terracotta.



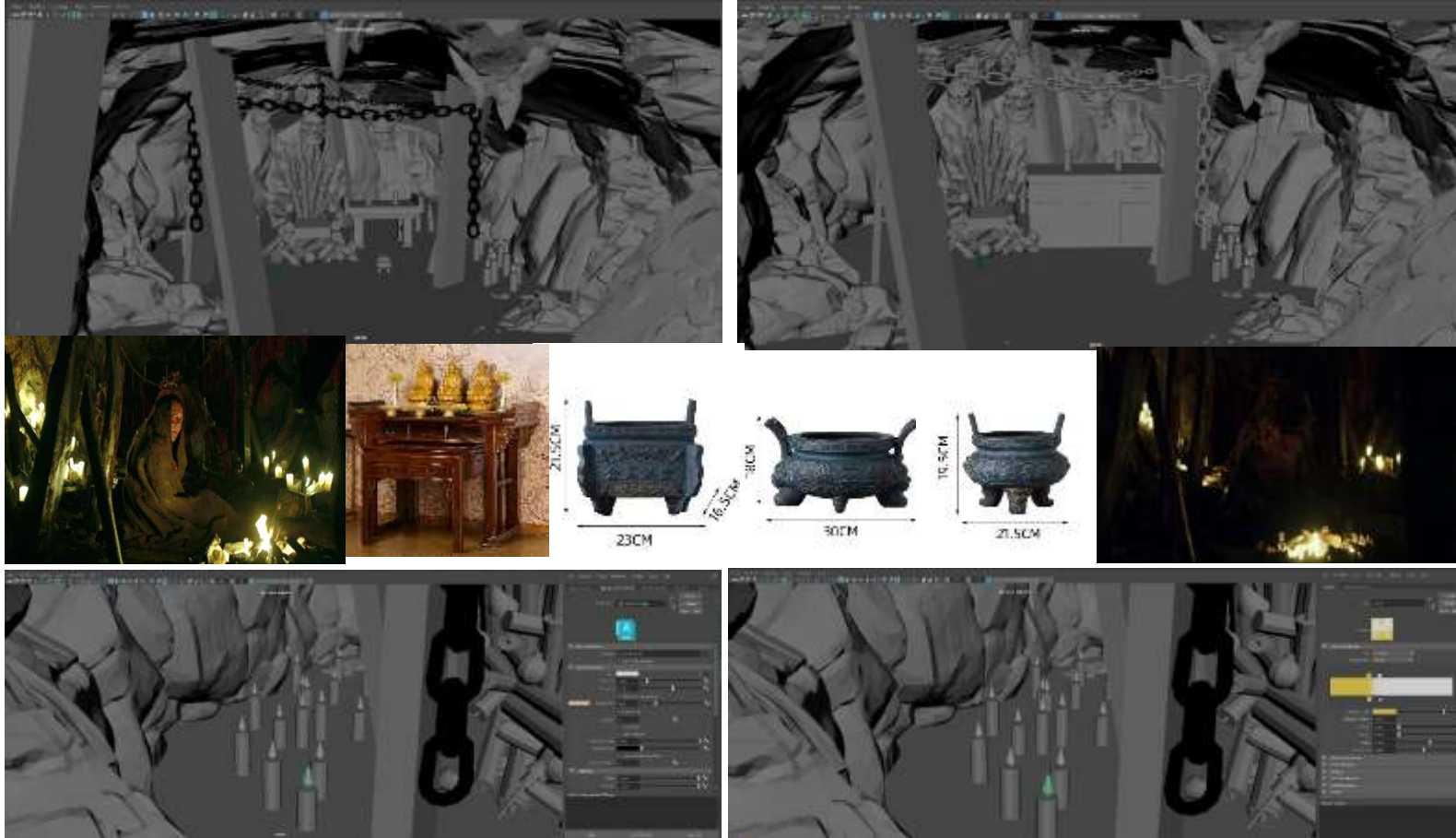
Final Cave Rendering





The main prop in the scene display

This Joy Chair is inspired by the Joy Chair setting in the Identity V game.



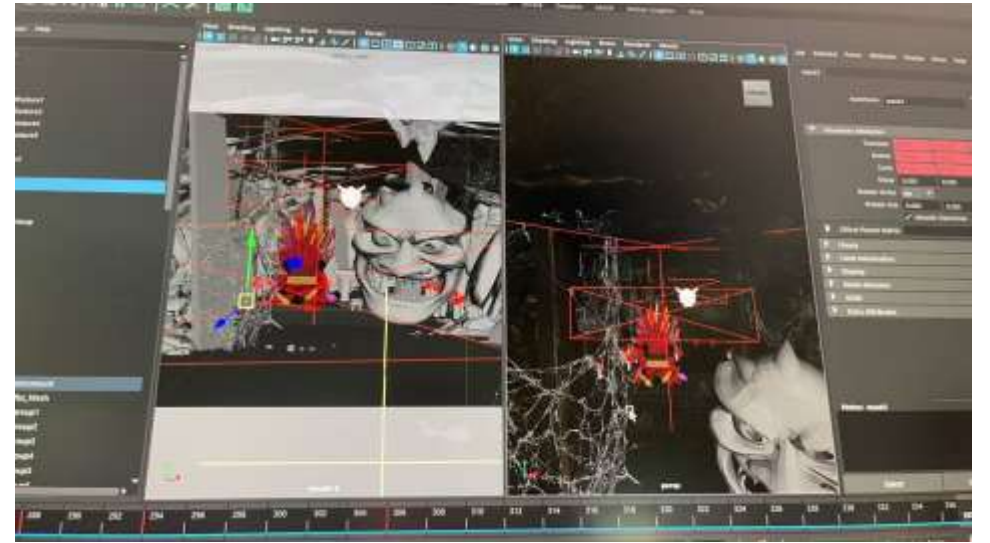
Progress

At first, I designed the table as shown in Figure 2 with reference to the appearance of the Chinese folk family offering table, but because it was too large and bulky and did not seem to fit the overall atmosphere of the cave, I modified it to a more traditional Chinese offering table as shown in Figure 1.

Actually, I am not very good at lighting, so I found a tutorial on YouTube to make candle lighting, but I encountered difficulties, and there was no gradient with flames as shown in the tutorial, although the value of the gradient was adjusted.

Lighting Test

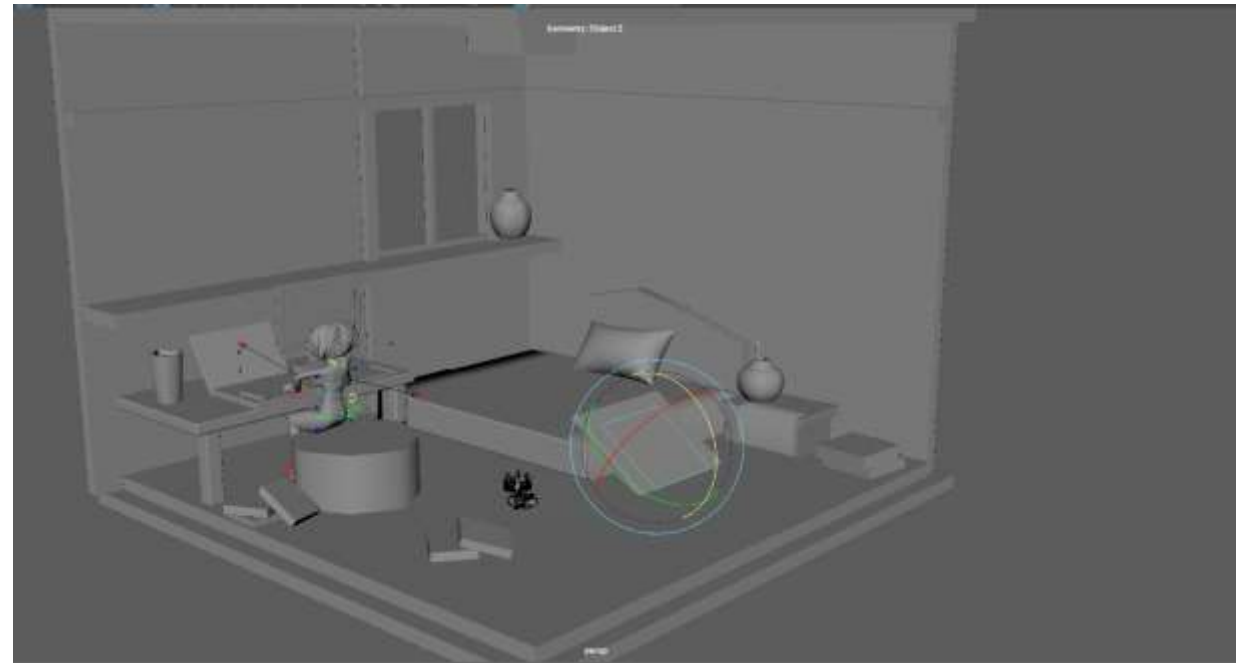
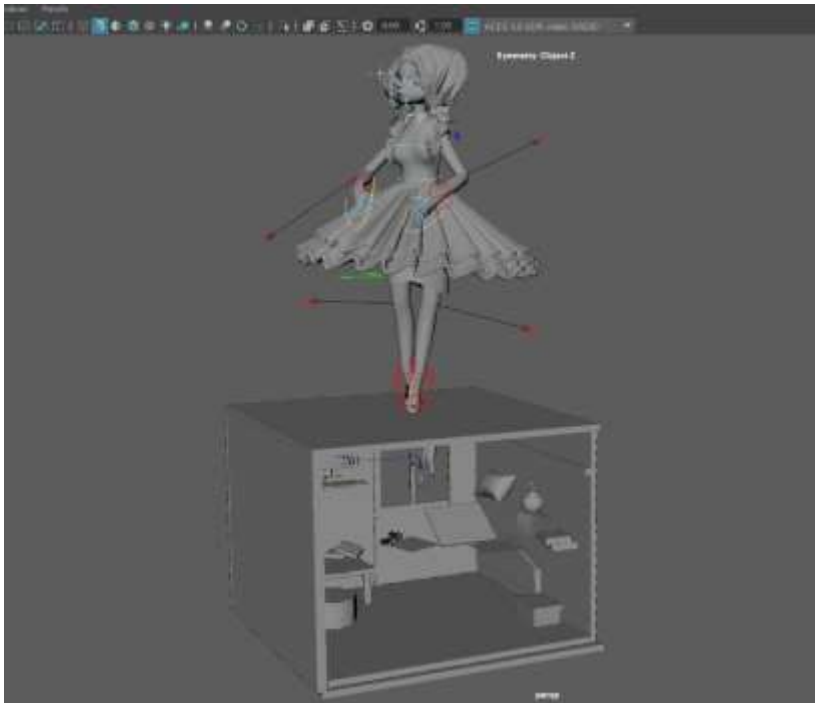
- Because it is a horror theme, the light in the cave cannot be brightened, so this lighting is very critical, and the exposure needs to be constantly adjusted.



Environment home

The room here is modeled to represent the little girl's perfectionist prison, and the music box is deliberately chosen to symbolize the perfect prison. The little girl could not escape.

Computers, books, discarded drawing papers, and drawing boards are added here to express the perfectionism of girls.



Rendering



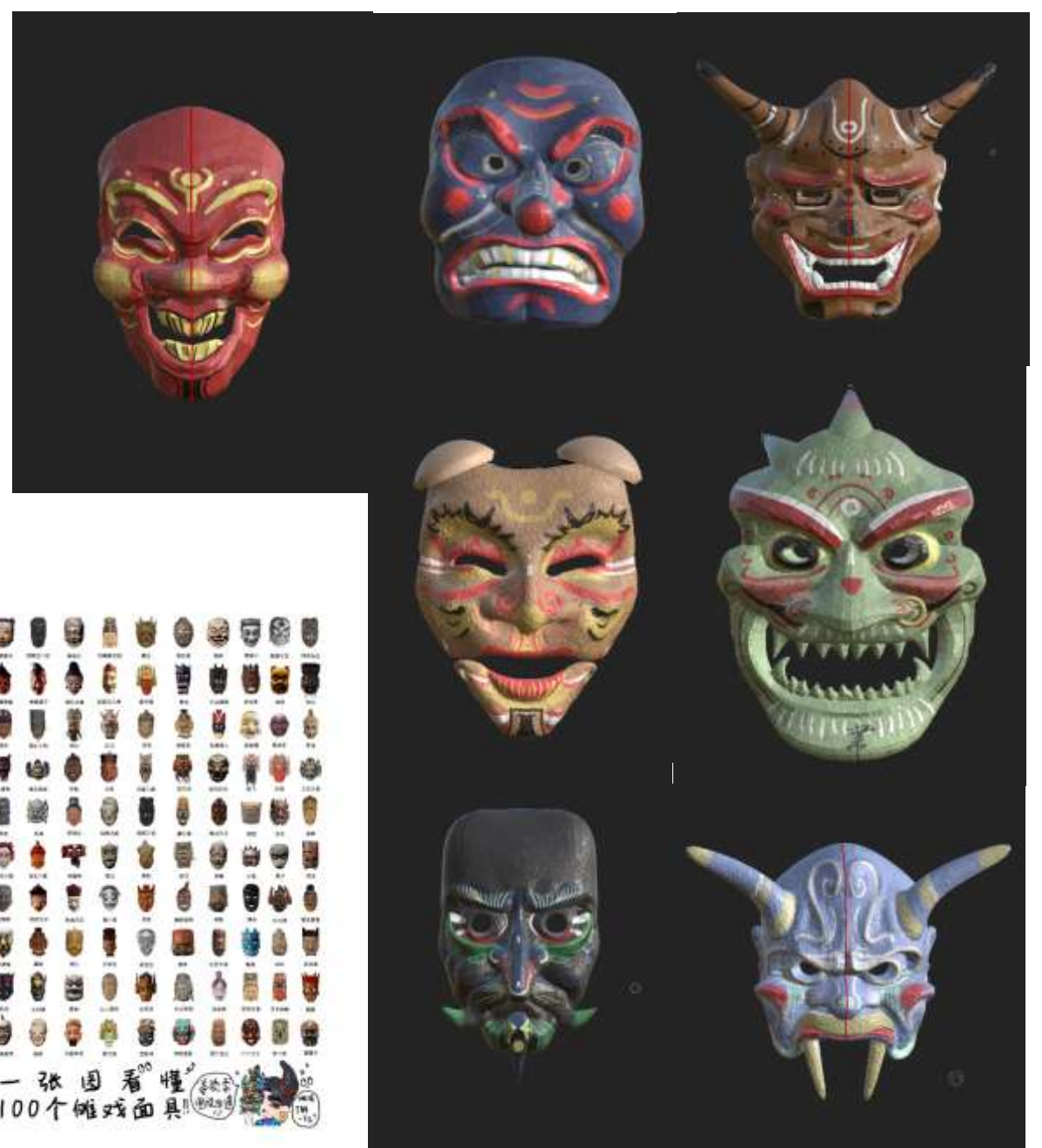
Reference

- To create such a little girl's house, I actually thought of the houses of ancient Chinese ladies who stayed at home. Every day, I was arranged to do all kinds of embroidery, read books, play the guqin, and practice calligraphy.
- In fact, this is similar to the self who repeatedly modifies the work to achieve perfection, and does not go out much every day.



Masks texture

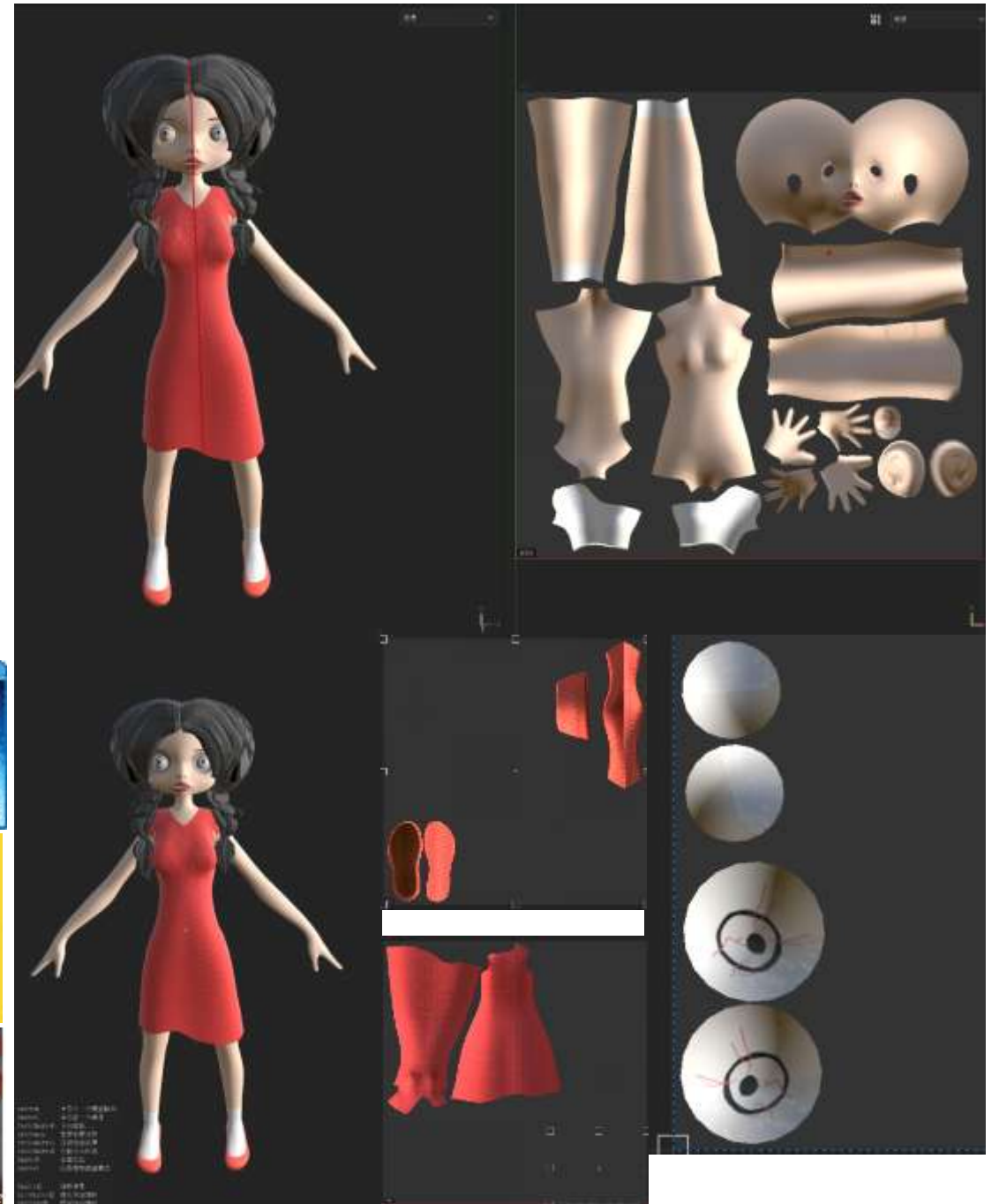
- Referring to the expressions of joy and sorrow in the Nuo Opera masks and the lines used in painting the masks, the clay material was used because I felt that it would accentuate the texture of the handmade masks.



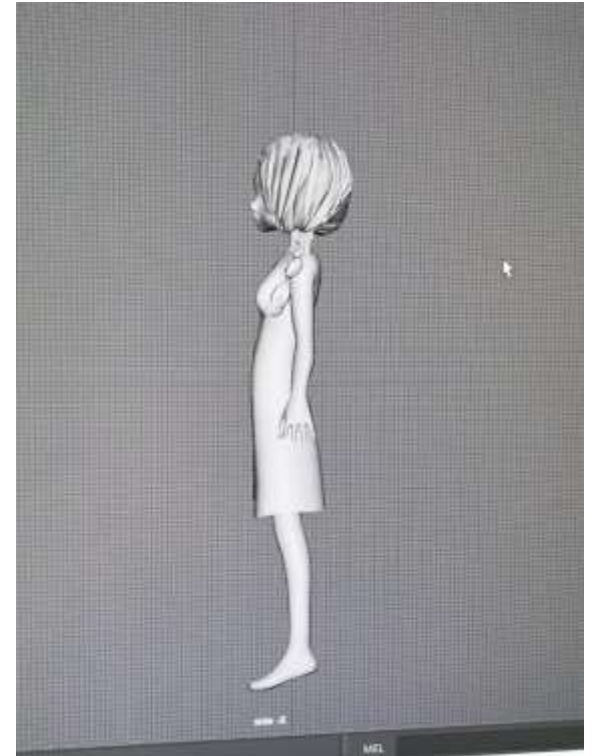
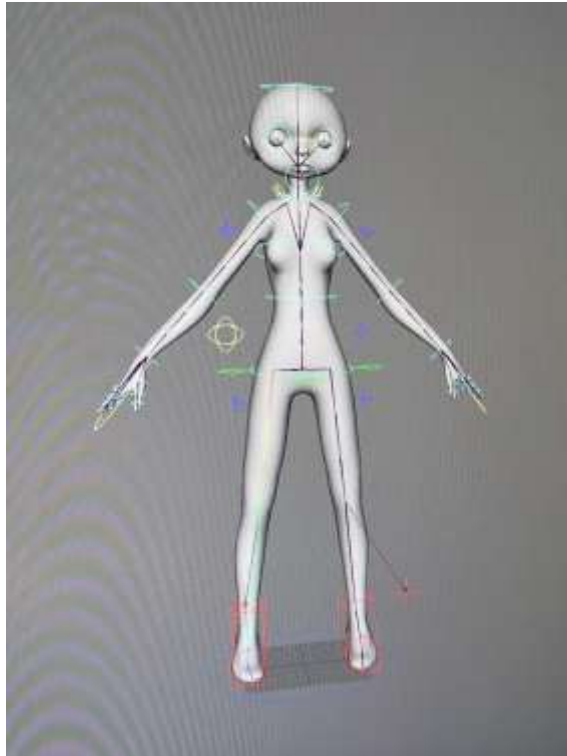
Character renders

According to Wednesday's character's hairstyle, coupled with the natural yellow skin and black hair of Chinese, and the face is a reference to Coralina. The red cotton skirt is because I like to wear cotton clothes more comfortable, and the red is because most Chinese think that red is the color that can ward off evil spirits.

I struggled with the design whether I needed to add a dark circle around the eyes to highlight the tiredness of the little girl's late night.

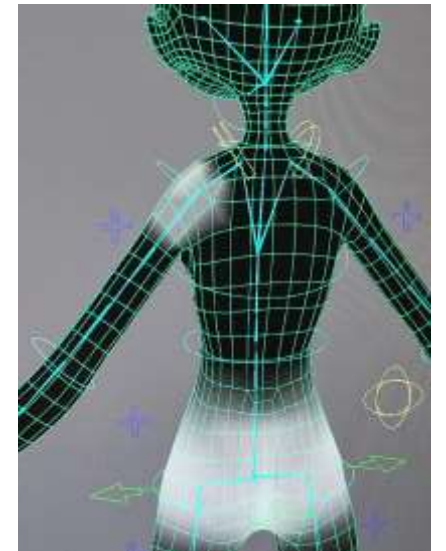
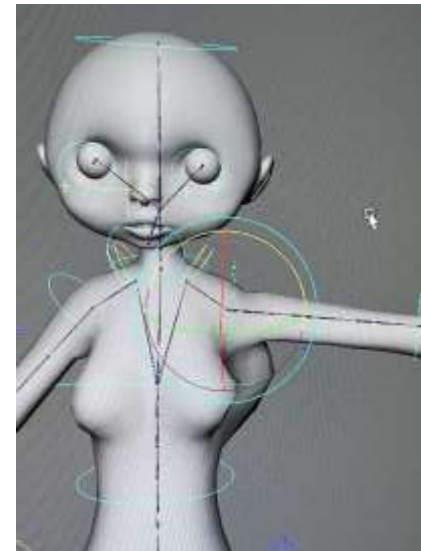
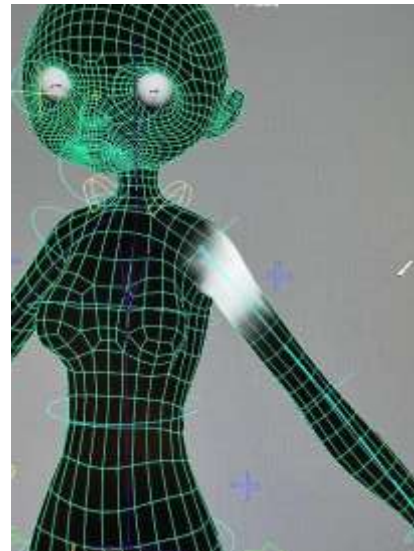
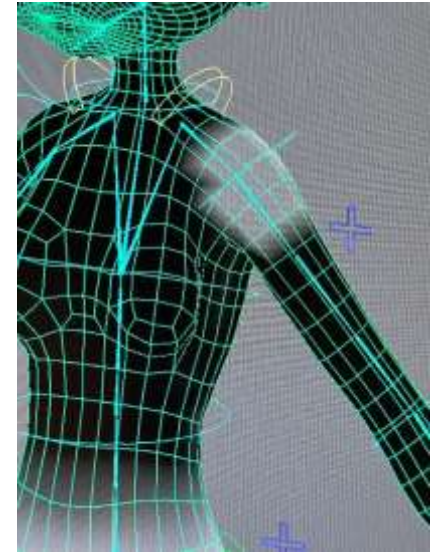


Character Progress



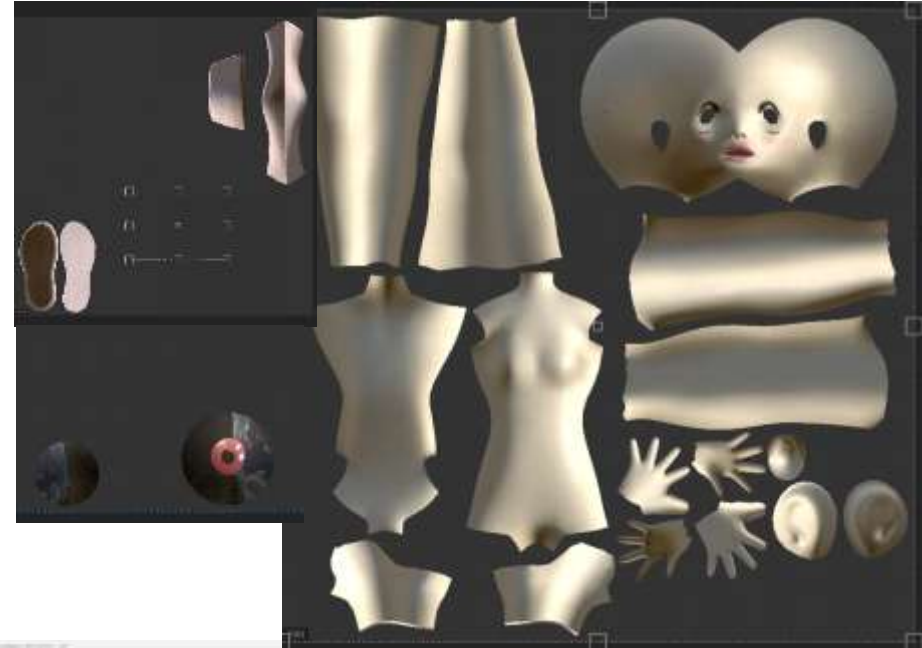
Weight

Girl always had problems with the weight of the back and shoulders



Character renders

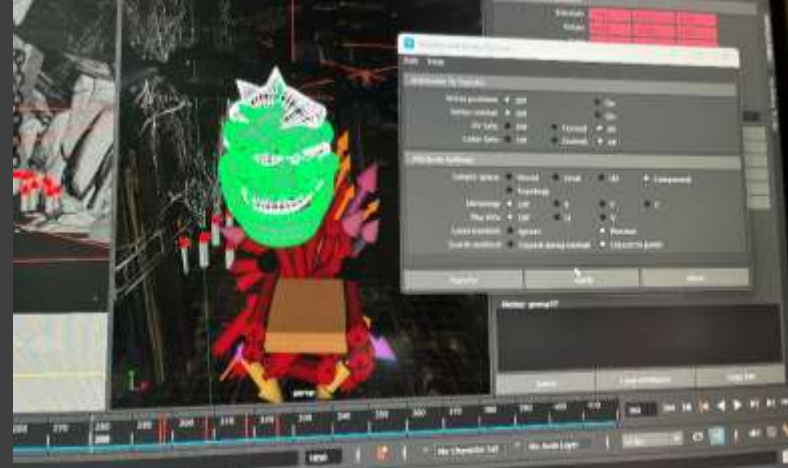
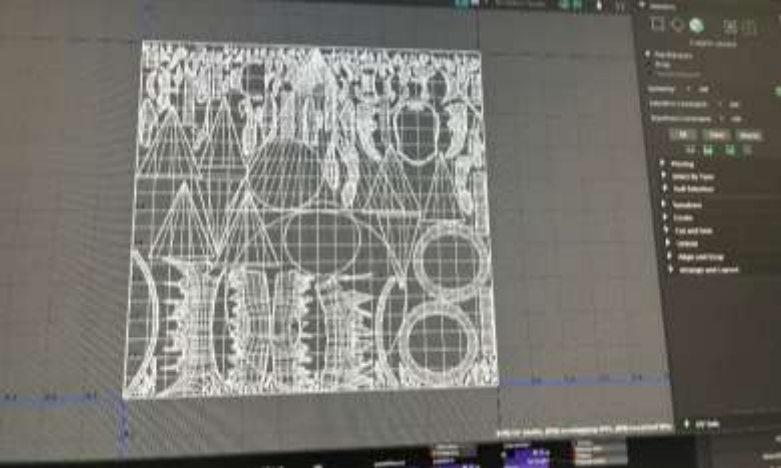
- Zombie actually represent little girl in a perfect state, and objects that feel perfect can be referred to by puppets and dolls. And horror movies often have puppets with the uncanny valley effect. I mainly refer to Annabelle and the makeup of the opera woman. Because in ancient times, the makeup of opera women was considered the standard of perfect girls and women.



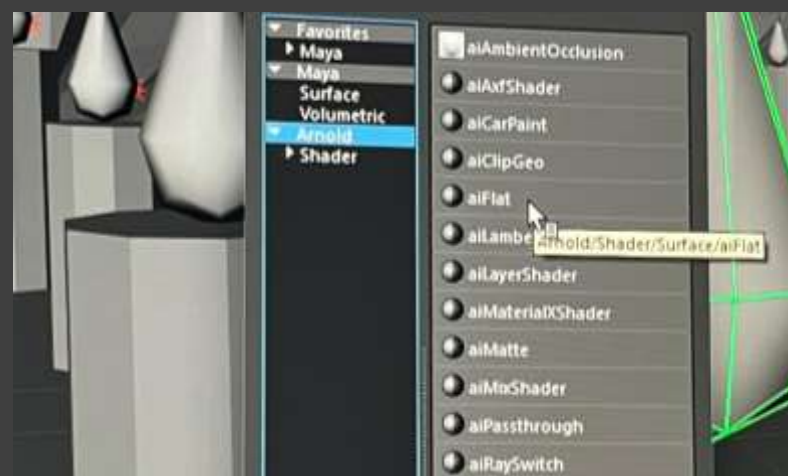
Zombie Modeling

- In fact, there is not enough time to make zombie modeling, otherwise you can actually close the bangs on both sides inward, which will look better.

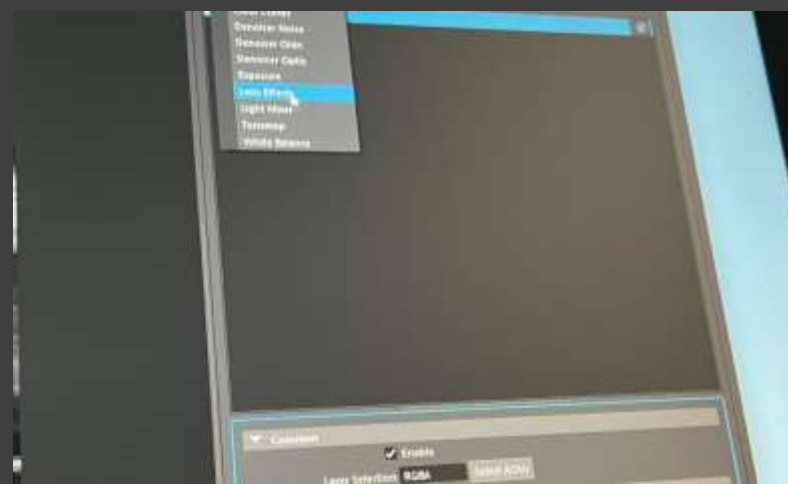
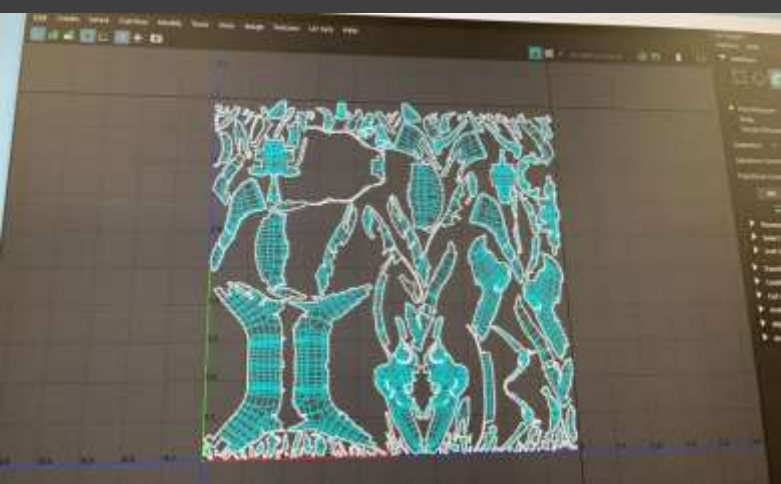




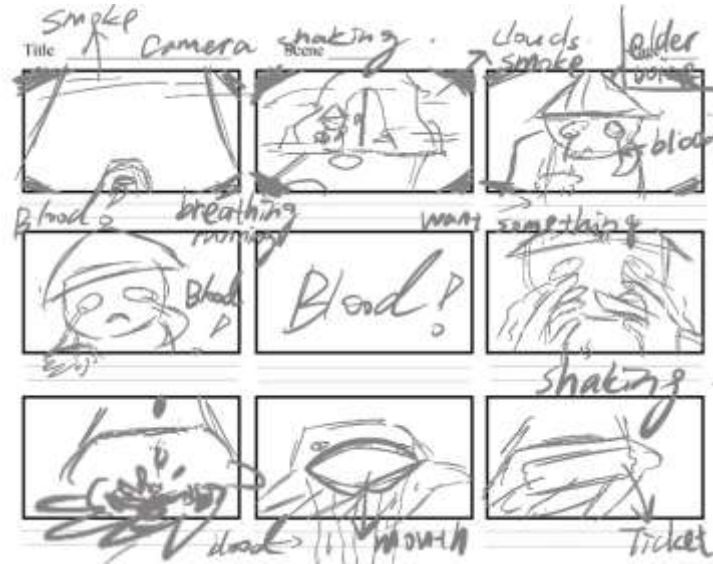
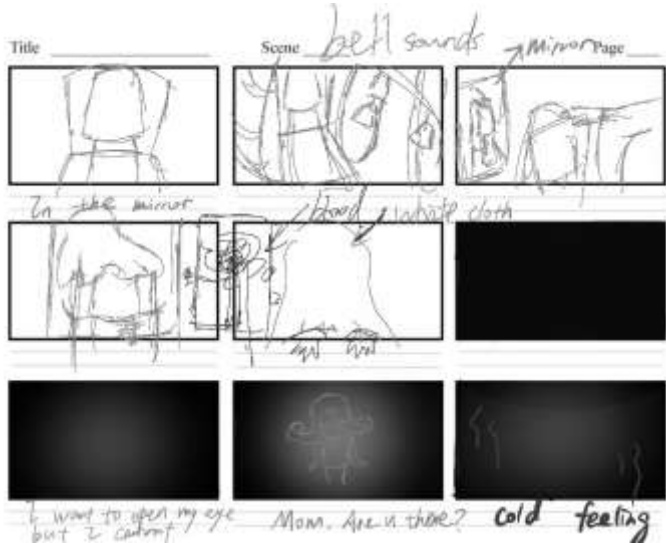
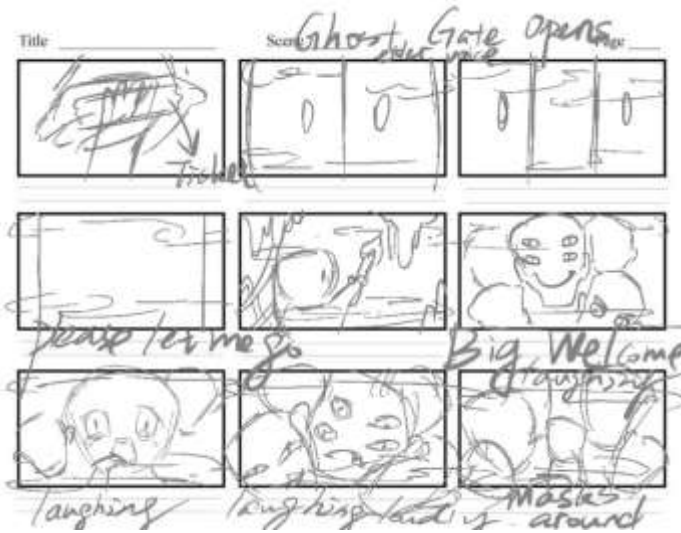
Difficultities



- The biggest difficulty point is the lights in the cave
- The second is the weight drawing process of the little girl's character
- Conducted UVs in Maya software



Storyboard



Reference for camera angles

- For the running shots, I focused on “Millennium Actress” directed by Satoshi Kon, because the camera movement in director Satoshi Kon’s work is very interesting, and the picture is particularly coherent. I also want to try to use it in my own work.

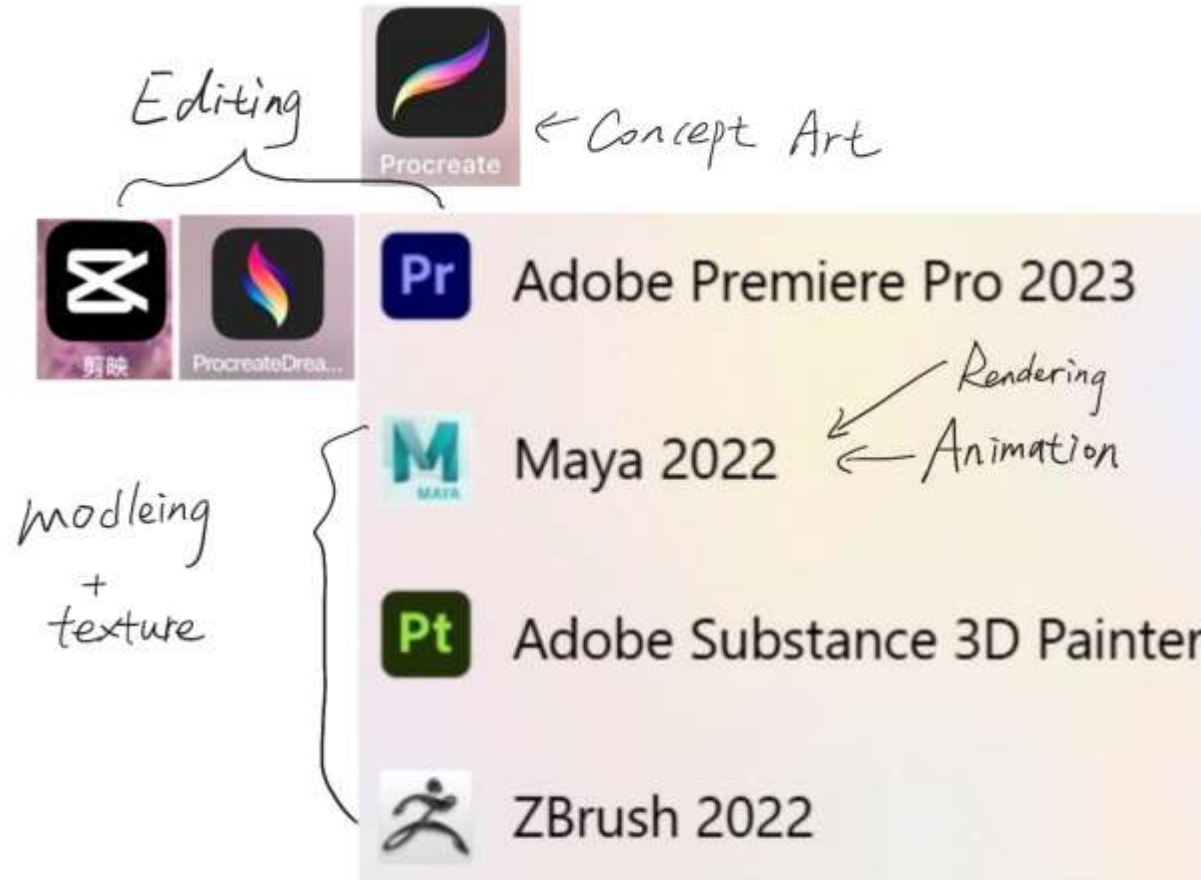


Animatics

[Sleep Paralysis _ Zhongrui Long
\(Animatic\)](#)

<https://youtu.be/L6mRhzHENpo>(test)

Software using

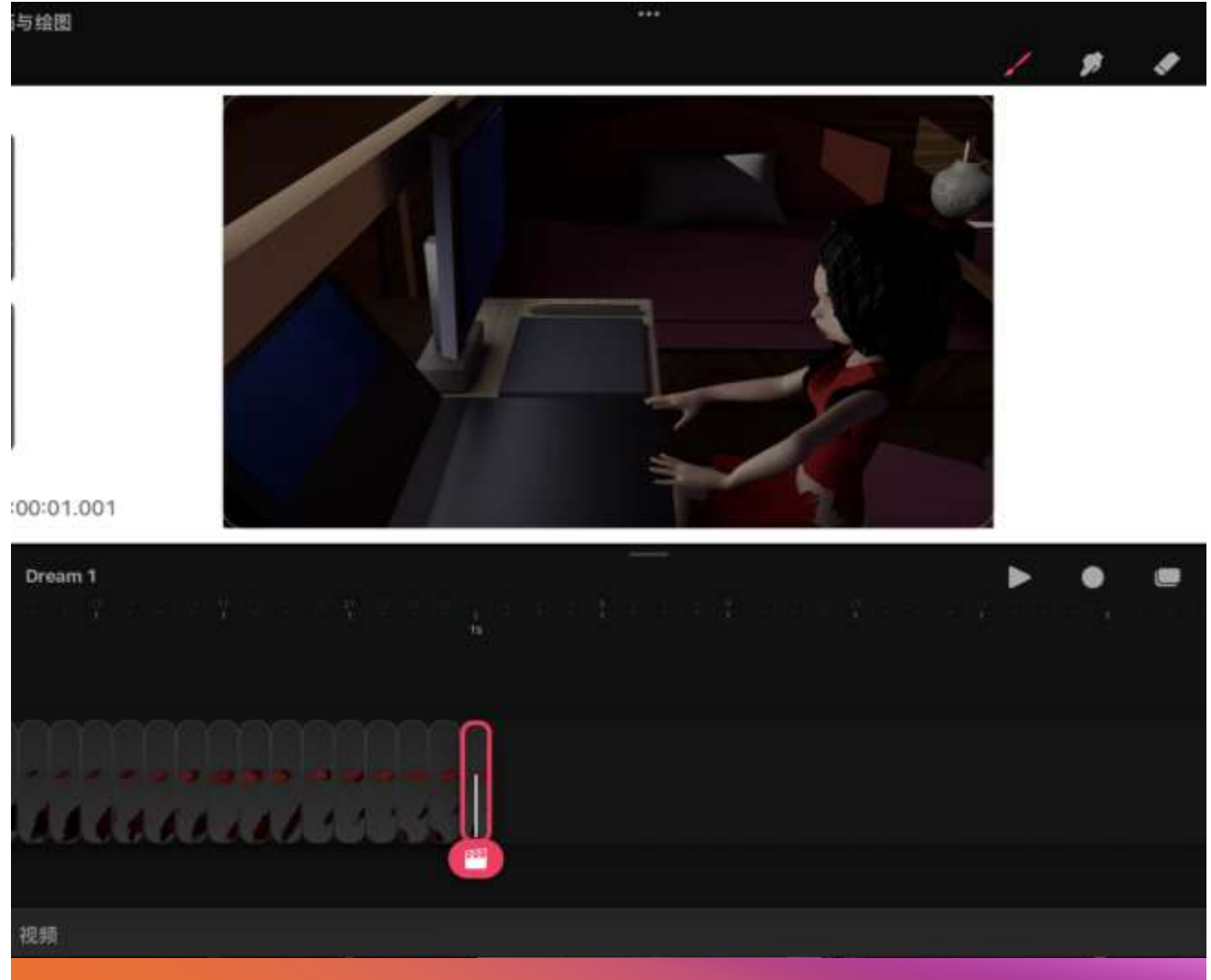


Shot lists

Shots	Difficulties	Maya File Name	Shot Description	Frames	Camera Angle	Animation Notes	FX Notes	Status	Assigned Artists	Comments
1	Easy	xnh91	Rotating the lens	72	Medium to Close-up	Look straight ahead and then bow head	None	Anim Started	Zhongrui Long	
2	Easy	SleepParalysis6	Side-mounted lenses create suspense	144	Medium shot	Introduce the general environment	None	Rendered	Zhongrui Long	
3	Easy	SleepParalysis6	Side-heel shot, shoot the girl's feet	74	Medium shot	Smooth running cycle	None	Rendered	Zhongrui Long	
4	Easy	SleepParalysis6	Overhead shots create suspense	48	Medium shot	Doing some changes	None	Rendered	Zhongrui Long	
5	Easy	SleepParalysis6	Followed by a lens, first shoot the girl's feet, then move to back	74	Medium shot	Smooth running cycle	None	Rendered	Zhongrui Long	
6	Easy	SleepParalysis4	Girl frightened face	48	Medium to Close-up	Quick movements and reactions	None	Rendered	Zhongrui Long	
7	Easy	SleepParalysis5	First person perspective, Girl looks around	288	Medium shot	Introduce the reason for the fright of the girl	None	Rendered	Zhongrui Long	
8	Med	SleepParalysis6	Overhead shots, the overall re-shots of the girl is closer	24	Prospect to medium	Upstairs action	None	Rendered	Zhongrui Long	
9	Easy	SleepParalysis6	Rotate the camera from the first point of view to the girl's face	72	Medium shot	Introduce the location of the girl	None	Rendered	Zhongrui Long	
10	Easy	SleepParalysis7	Fixed camera shooting mask changes	24	Medium shot	Mask switching	None	Rendered	Zhongrui Long	
11	Hard	SleepParalysis8	Fix the camera position, rotate the mask, and then switch to the starting position	336	Medium shot to Close-up	Mask bloom and close	None	Rendered	Zhongrui Long	
12	Med	SleepParalysis8,1	Shoot from the front of the girl to the side	288	Medium shot	The mask rotates with a smooth walking path	None	Rendered	Zhongrui Long	
13	Hard	SleepParalysis9	Shoot from the front of the girl to the side of the oblique composition	72	Prospect to Medium shot	The girl bowing her head	None	Rendered	Zhongrui Long	
14	Easy	SleepParalysis9	Fixed-camera shooting	24	Medium shot to Close-up	Girl looks at hands	None	Rendered	Zhongrui Long	
15	Med	SleepParalysis10	Look around from a first-person perspective, reflects the girl's rapid breathing sensation	336	Medium shot to Close-up	The zombie is close to the face	None	Rendered	Zhongrui Long	
16	Hard	xnh91	Shoot the girl sleeping first, then shoot the whole room with the soul	336	Medium shot	Souls appear slowly, Room items rise	None	Rendered	Zhongrui Long	
17	Med	xnh91	Rotate the camera to shoot the girl	168	Medium shot	The girl spins gracefully	None	Rendered	Zhongrui Long	
18	Easy	xnh91	Shoot the whole with a fixed camera position	432	Medium shot	The girl spins gracefully	None	Rendered	Zhongrui Long	

Editing Showcase

- In fact, it's still a matter of weight brushing, and the girl's clothes are all torn out when rendered, and then the animation is modified frame by frame in the editing software Procreate Dreams software.



Statement of intent relating to personal role

- From doing FMP on my own, I realized that I was actually better at roles like scene modeler and animator. Although I was able to go from the very beginning of the schedule to the production of the full CSI process, the construction of the scene and the production of the animation module are still the parts I am best at.
- For me, I especially enjoy the process of building a model that looks similar to the image I drew little by little when I didn't have anything at the beginning. This kind of starting out from nothing fills me with a sense of accomplishment. In addition, in the process of production, we often encounter all kinds of strange problems, such as software problems, self-operation problems, and problems that need to be consulted by others or find answers on the Internet, and in the process of solving these problems, it is an opportunity for self-improvement. For example, in this project, I learned that the simple low poly model can actually achieve a circle shape by softening the edges and hardening the edges, without the need to modify it on a round object like before. Working on this project also made me more proficient in using maya and Adobe Substance 3D Painter software. I can become more proficient at making material renderings for the scene blueprints I design.

- I chose Animator Development because from the beginning of my freshman year to the end of my junior year, this is one of the modules that I am most interested in. I especially like to study the exercise path and read the book "Original Animation Basic Course", many walking and running cycles I can refer to and complete, and if you don't know, you can find online tutorials to solve it. Thank you very much for this book that has been with me for three years and has really helped me in animation. I'm still most interested in the production of horror themes and cartoon stories, so I still want to try to complete it in the same way as this project.
- After the animation module, I plan to try to make exaggerated and distorted cartoon animations, so that the graphics will be more dynamic and the story will be more interesting.