About my animation and the purpose of it

For this project I will be creating an animation based around a western cowboy setting. The main idea I have come up with while planning this project is to create an animation of cowboys depicted in an over the top, friendly, and comedic way. The purpose of the animation I am planning is to entertain the audience by providing an exciting and entertaining animation that is not boring and does not lack action. **The purpose is also to act as a type of advertisement to a western film, the animation will also act as a piece of promotion for it.** I believe the art style will also complement the excitement/ entertainment of my animation. Creating the animation will help develop my creative skills and provide experience in animating for me and creating this animation idea for my assignment will help provide experience for me. This will also help me in the future as I will have more experience if I wish to work in the animation industry, and if I also wish to work as a designer so through working on this assignment, I will also have the experience with creating assets.

The audience/demographic of my animation

Due to the animations light-hearted and comedic tone it will be more accessible to younger audiences. Although the animation will be suitable for a younger demographic it should be noted that it that the animation will depict violence and may have some graphic content. Because of this I believe that the animations demographic will be early to late teens. The animation also does not target any gender as it is easily enjoyable for both male and female so therefore can be viewed by anyone.

I think my animation should be viewed by people from ages 13-18.

The sources I have influenced me

While planning for this project I have taken influence from multiple different sources. For example, I have taken inspiration from different films based around cowboys. The first film that I have taken inspiration from is called "The Ridiculous 6".

Figure 1 displays the front cover of the film "The Ridiculous 6".

Figure 1

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While planning my animation "The Ridiculous 6" was a big influence, this is because of its friendly nature and comedic tone. I felt that my animation would fit the style of this film and I felt confident in making an animation that is not too serious. I also like the colours used in the film, it comes across as quite colourful and it adds to its light-heartedness and makes the film feel less serious overall.

Figure 2 shows a scene of the film showcasing the colours used.

Figure 2

In this film there are also some characters that have influenced the designs of the characters in my animation. For example, this film gave me inspiration to create a character with an eyepatch, after looking at some scenes from the film I felt that it would be a fitting accessory for a cowboy to have. It also helped as I was able to find inspiration on the type of clothing I wanted the characters to have in my animation.

Figure 3 displays a man with an eyepatch.

Figure 3

Other areas this film influenced me are the over-the-top movements of the actors and how the movements give the film cartoony feel, I felt this would be easy replicate as giving the characters a lot of different animations would provide more emotion in the characters and make the animation more

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believable. The final bit of inspiration I took from this film was the title, I liked the font used in the movie and the colour scheme, so I decided I wanted to create a similar look.

Figure 4 shows the title screen in my animation.

Figure 4

The second film I have taken inspiration from is called "A Million ways to die in the west".

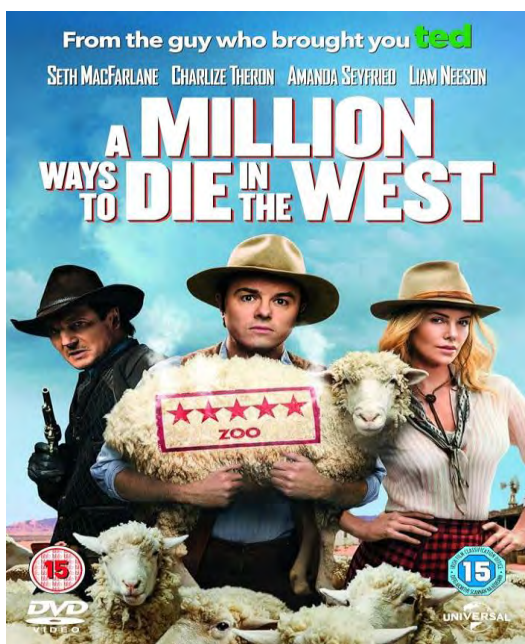**Figure 5** displays the front cover of the film A Million ways to die in the west.

Figure 5

Like the Ridiculous 6 this film is also a comedic depiction of the wild west. This film influenced me by the way the desert areas where been shot, by looking through photos of different scenes I was provided with inspiration and was given a good example of how I was going to make the desert in the background of my animation. Because of the images I found I was given influence on the colour of the ground, the different plants, and the shade of the sky.

Figure 6 shows the image of a desert I was inspired by.
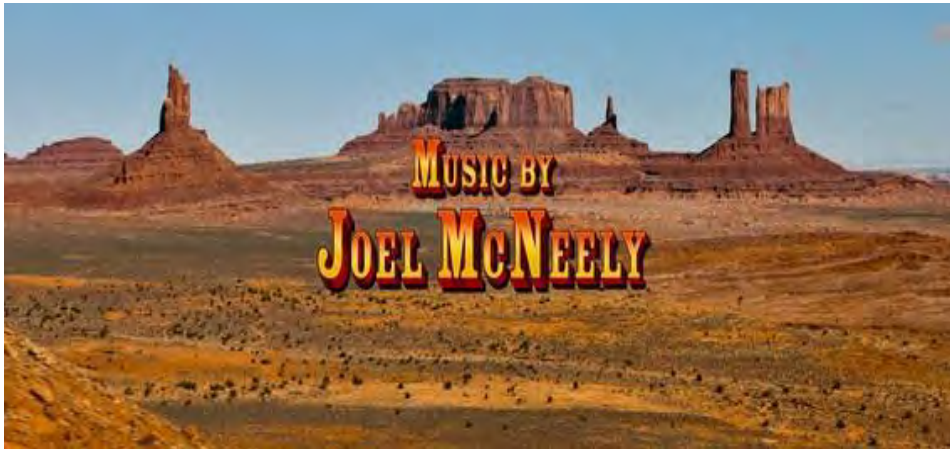
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Figure 6

The colours and semiotics used in the animation

My animation uses colour to set certain moods or feelings. I have used colours to define the characters personalities in my animation, for example the cowboy with the Mustache and the red shirt is seen as quite serious and courageous, the main colour used to represent him is red which represents aggression, danger, and courage which helps show his role in the animation. This is different to the other character who is seen as more timid and less confrontational, the colour that represents him is blue. The colour blue represents sensitivity and sincerity which I believe matches the characters personality well.

Figure 7 shows an image showcasing the colours used on the characters in my animation.
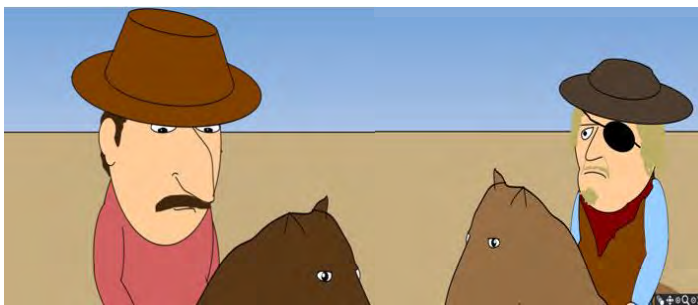

Figure 7

The planning/designs of my animation

To help plan for my animation I created several different design documents. The first design document I created to plan for my animation was a mood board.

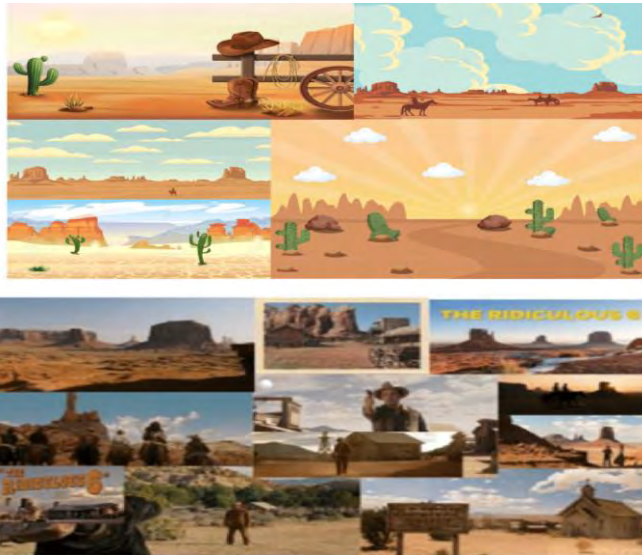**Figure 8** shows an image of a mood board.

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Figure 8

The image shown above is of the mood board I made for my animation. A mood board is an arrangement of images, materials, pieces of text, intended to evoke or project a particularly style concept or feeling. Creating a mood board was helpful to me because, it allowed me to take influence from different pieces of media and helped define an art style, colour palette, and overall feel for my animation. It was useful to use and look at as it helped me realise a style for my animation, I also took influence from the colour of the desert, the colour of the sky, what a desert scene should look like, and I also was able to take inspiration from how each photo is laid out and the composition of the photo.

Figure 9 shows an image of my storyboard.
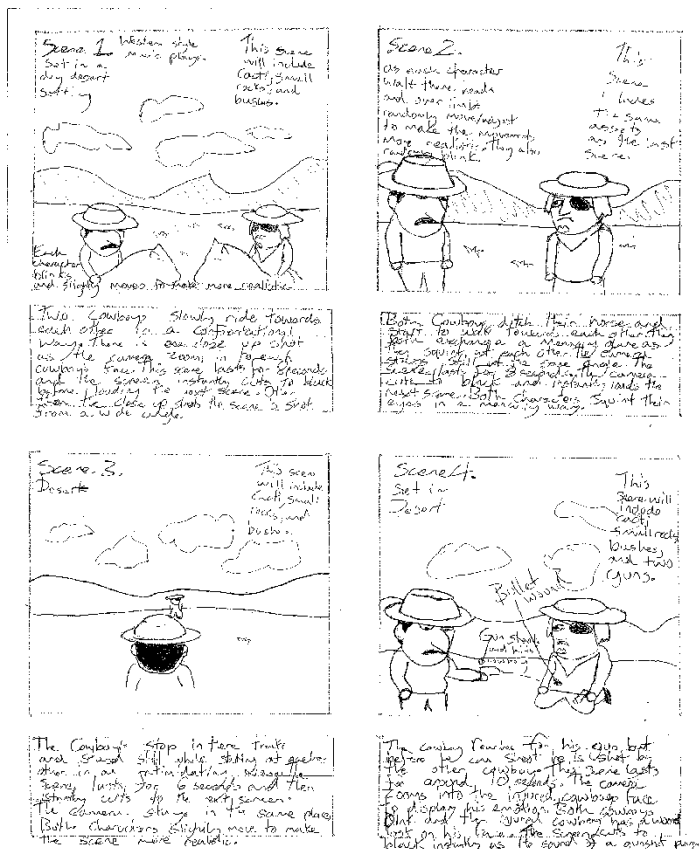
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Figure 9

The image shown above is of a storyboard, the idea of the storyboard is to create scenes and important shots for an animation while also providing information on what the animation is about. Creating a storyboard was a helpful process in the planning stages of my animation. Creating a storyboard helped me see the what the project would look like and was a great reference to take from. For example, in my storyboard I wrote a lot of information that would be useful to me, the first thing I found useful where I listed the assets in the scene. This was useful as I was able to know what things to place in each scene of my animation and I provided myself with a lot of information of what assets would be seen, I also provided information on the sounds that would be used. **The storyboard also helped me out with frame usage when making my animation as I was able to see when a keyframe should start and end, it also helped when trying sync the sounds as my storyboard specifies when each sound is introduced, what frame the sound plays, and how long it plays for.** Another reason I found my storyboard useful when creating my animation was because of how I wrote down how long each scene would be, this would prove useful as it allowed me to understand what do and how many frames to place in my animation. Finally, the last reason I feel my storyboard proved useful was how I explained each scene with clarity, this helped me remember what the animation was about and was useful when I could not understand what was going on in the sketches.

The third design document I created for my animation where character sheets.

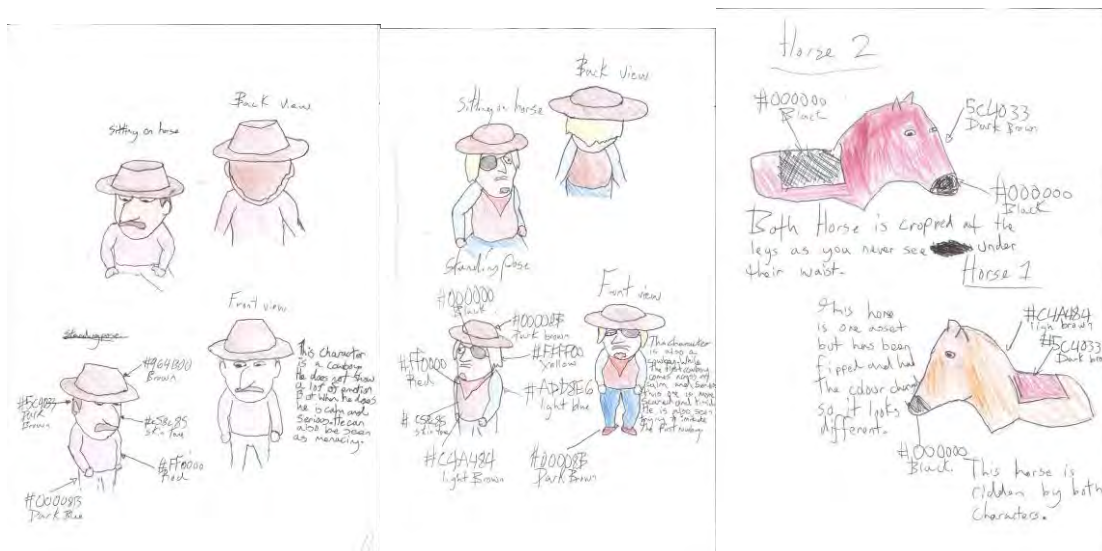**Figure 10** shows a collection of all my character sheets.

Figure 10

Creating character sheets helped me a lot when creating my animation. This is because they displayed information on the personalities of the characters, and they also provided me with information regarding their role in the animation. Another way the character sheets helped me was the colours, the colours where good for me to copy, having all the characters coloured in saved me a lot of time in the creation process of my assets that would have been wasted trying to find the right colours for characters. I was also provided with the codes for each colour which I found useful as when I was creating.

I was able to type the codes of each colour and I was able to find the exact shade of colour. Finally, the last reason I found **my character sheets helped me when making my animation** was because I drew a very detailed picture of each character from every angle, and of each character doing different poses this **helped me understand the dimensions of each character and helped me understand the look of the character from all angles**. Having this was also helpful when trying to recreate the assets on a computer, this is because I provided myself with a reference to copy from and I was able to get a better

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understanding of the characteristics, movements, poses, shapes used, and angles of each character I had to create.

The creation stages of my animation

My animation went through several different designs and stages of creation.

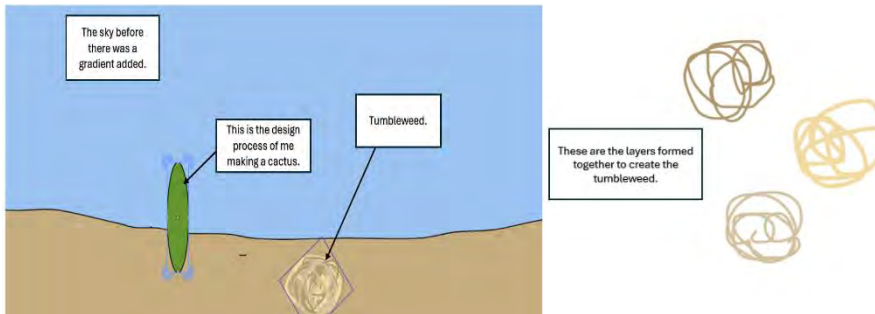**Figure 11** shows the design process of scene 1.

Figure 11

List of assets in scene: Cactus, Tumbleweed, and sky.

For my first scene I wanted to make a tumbleweed move across the screen as if it was being moved by the wind. When working on the first scene I encountered various different obstacles. The first challenge I encountered was trying to animate the tumbleweed. I was struggling trying to smoothly animate it, to fix this I created three different layers of the tumbleweed and then grouped them together and used the tweening technique to make sure that it moved across the screen smoothly. I also struggled when trying to make the asset of the cactus as it was very difficult to add detail and make assets look nice in Wick editor, I managed to overcome this problem by creating each part individually and then putting it together, creating a template of the cactus and placing it where I wanted it to go also helped come up with ideas on what I wanted the asset to look like. The final problem I encountered when making this scene was creating a realistic and believable sky, I did not like how the sky before was a single colour and because wick editor does not have a gradient tool I created a better looking sky inside of illustrator, I then exported the gradient sky as a PNG and was able to import it as a readymade asset inside wick editor.

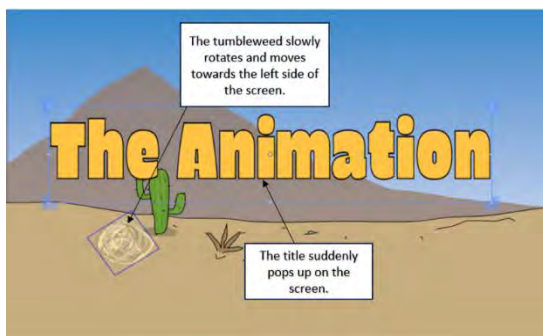**Figure 12** shows the finished version of scene 1.

Figure 12

List of assets in scene: Cactus, Tumbleweed, Gradient sky, rocks, background mountains, and desert plant.

Font: Erica one, size 24, colour yellow FFC446.

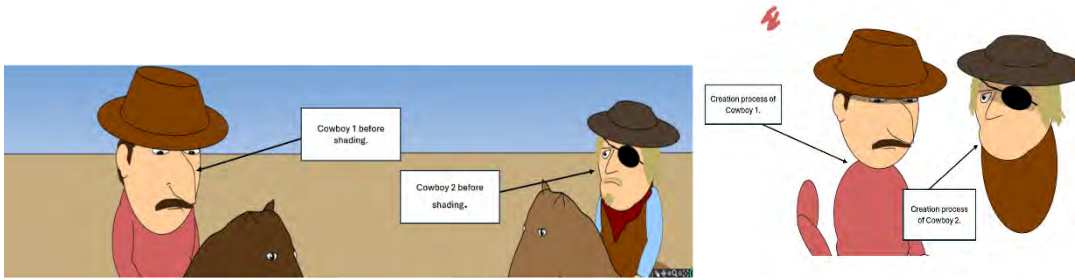**Figure 13** shows the design of scene 2.

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Figure 13

List of assets in scene: Cowboy character 1, Cowboy character 2, sky.

For the second scene I wanted to have two characters on a horse slowly ride towards each other. While I am happy with how the assets turned out I did encounter various issues when creating them. The issues I had where trying to animate them moving without looking stiff and static. To fix this I separated each limb of the characters and from there I was able to individually animate each part which allowed me to create believable and realistic movements. Another problem I had was with the background, I found that it looked flat and lacked detail, to fix this I added the various different assets that I used from the last scene, and I also added shadows to give it more depth. Finally, the last problem I encountered with this scene was trying to make the horses move in sync with the sound, Unfortunately Wick editor does not allow you to alter or edit the sound files so I placed the sound of the horses' footsteps into Audacity where I could slow it down and make it sync slightly better with the animation.

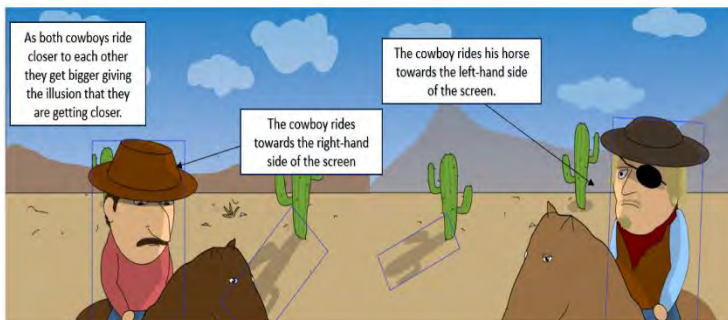**Figure 14** shows the finished version of scene 2.

Figure 14

List of assets in scene: Cowboy 1, Cowboy 2, rocks, background mountains, desert plants, gradient sky, and cactus.

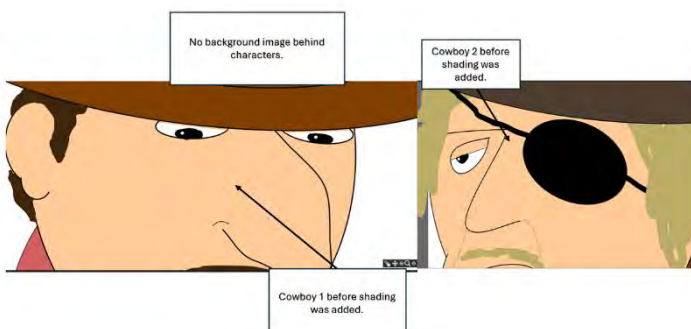**Figure 15** show the design of scene 3.

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For the third scene I wanted to make a close up shot of each character so that I could display some sort of emotion. The main problem I encountered with scene 3 was making the characters look more professional. As I stated before Wick editor isn't the best software for creating complex assets, so I found it hard to add detail and make each asset look polished. To fix my problem with scene 3 I first added shading to each character, this helped add some depth and believability to the scene without spending much time adding detail. After that I felt that the shot the first cowboy didn't look serious enough and I felt it didn't represent the characters personality well. To fix this I added a thin line on his eye and used the fill bucket the to fill it with the colour of his skin. After doing this it gave the character a squint and gave a more menacing and meaner look to him which was what I was trying to <mark>achieve.</mark>

List of assets in scene: Cowboy 1 and Cowboy 2.

Figure 16 shows the finished version of scene 3.
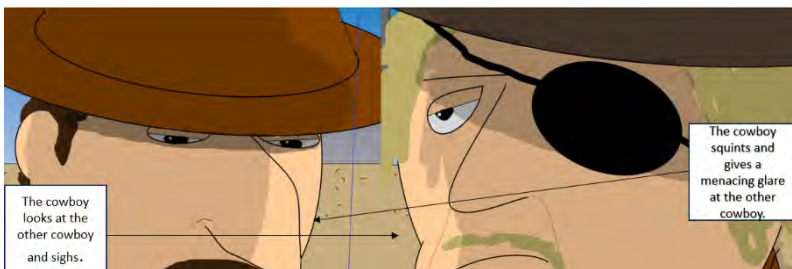
Figure 16

List of assets in scene: Cowboy 1, Cowboy 2, gradient sky, and background mountains.

Figure 17 shows the design of scene 4.
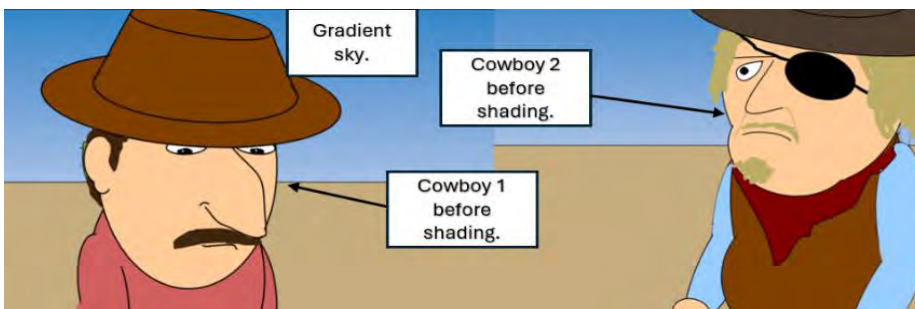
Figure 17

List of assets in scene: Cowboy 1, Cowboy 2, and gradient sky.

For scene four I wanted to make a scene where the two cowboys get off of their horses and slowly walk towards each other. Like in scene 3 I struggled adding detail to each character but when I did, they turned out a lot better. I also was having trouble making the sound of the footsteps sync with the characters walking, but because I already encountered this problem, I managed to overcome it again by slowing down the audio clip in Audacity and then importing it into my animation. I also struggled with making the characters stay in the same angle while moving forward at first, to fix this I used the onion skinning tool which allowed me to see the outline of the character's positions from the previous <mark>frame,</mark> from there I was able the align the characters into the correct position.

Figure 18 shows the finished version of scene 4.
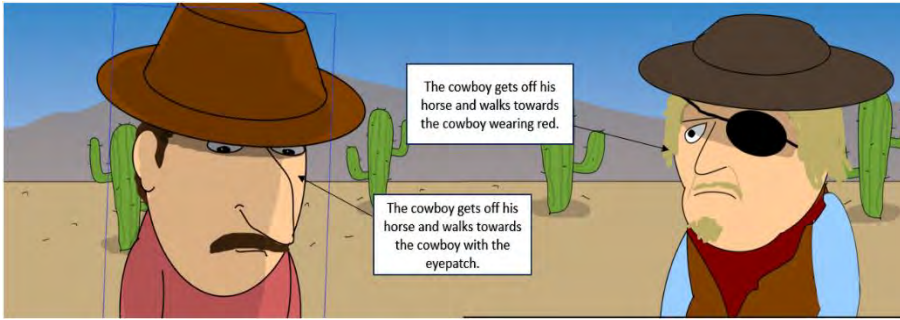
Figure 18

List of assets in scene: Cowboy 1, Cowboy 2, cactus, rocks. Gradient sky, and background mountains.

Figure 19 shows the design of scene 5.
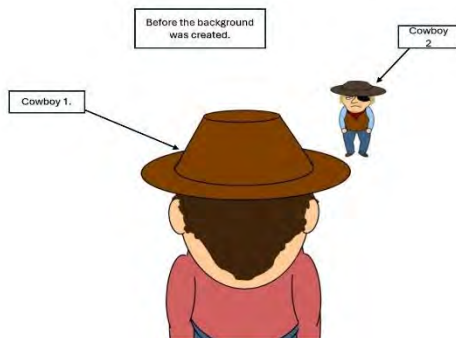
Figure 19

List of assets in scene: Cowboy 1 and Cowboy 2.

For scene five I wanted a wide shot of each character as they menacingly glare at each other. While creating scene 5 I struggled to make the music match the transition of the scene. I could not slow the audio clip down as it made the audio sound a lot worse. To fix this problem I used the fading tool in Audacity which made the audio clip get quieter until it is complete silence, after that I just cropped the part of the audio clip and separated it from the other. From there I was able to place each sound in separately and was able to make it sync with the animation. I found creating the scene behind the two characters difficult, so I created a separate layer underneath where I made the background, I also added shadows under each character to make the shot seem more realistic.

Figure 20 shows the finished version of scene 5.

Figure 20

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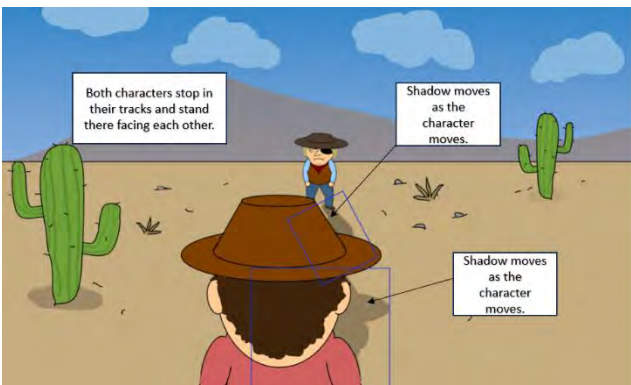
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List of assets in scene: Cowboy 1, Cowboy 2, desert plant, rocks, background mountains, gradient sky, and cactus.

Figure 21 show the design of scene 6.
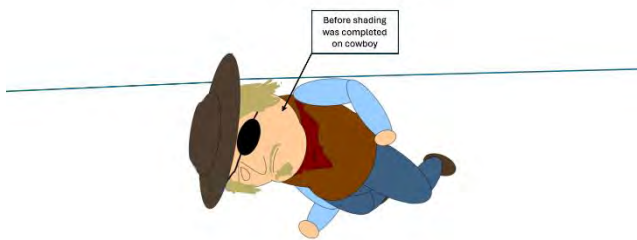
Figure 21

List of assets in scene: Cowboy 1.

For the final scene I wanted both characters to shoot at each other and then fall to the ground. The problem I faced when making scene 6 was that I felt it was not impactful enough when the gun was fired and when the characters hit the ground. To fix this I copied one frame of the scene and grouped it all together so that it would form one asset, after that I turned the opacity down and rotated it so slightly off centre, this made it look as if the screen was shaking when the gun was fired and when the character fall to ground giving the scene more impact.

Figure 22 show the finished version of scene 6.

Figure 22

List of assets in scene: Cowboy 2, desert plant, rocks, cactus, gradient sky, and background mountains.

<u>The software I used</u>

To create my animation, I used the software Wick editor. I found this software relatively useful as I have had previous experience working with it. I chose to use Wick editor over Adobe animate as I felt it provided a more easily accessible and understandable tools, for example I previously found it challenging to add sound to an animation when using Animate. This was different with Wick editor as all I had to do was place the sound in where I wanted it. Wick editor is a good piece of software to animate frame by frame, this is because it as a simple layout that is easy to understand, Wick editor also provides useful animating tools such as Tweening, onion skinning, and rigging. Wick editor is also useful as it is on the browser so it can be edited on different devices. One constraint with Wick editors' tool is the rigging is very difficult and not very reliable therefore I found myself animating each scene frame by frame which was quite time consuming. Another problem with Wick editor is it does not have a gradient tool. I wanted to use this tool as I wanted to have a gradient in the sky but because Wick editor can only make flat colours, I was forced to create the asset inside of Adobe Illustrator and then import it to Wick editor, this made the overall quality of the asset less clear.

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Another problem I had with Wick editor was when an animation is exported the resolution is not the best and the quality isn't either. For the sounds in my animation, I used Audacity. I did not create the sounds using Audacity but it was a useful piece of software for exporting audio and I was able to add various different effects to audio clips, for example I used an audio clip of a woman laughing and I used Audacity to pitch down the voice so that it better resembles a male voice, I was also able to add and customise white noise to the program which was useful in creating some background noise. Overall, both Audacity and Wick editor proved to be useful pieces of software that helped with my ==animation.==

How will I advertise/promote my project?

To advertise my project, I will upload it as a video file to various different platforms. This will help advertise my project as will bring viewers to my animation which will be good as it will provide more attention to my animation, and I will also hopefully receive feedback on things I can improve therefore helping me improve for the future. The platforms I will advertise this animation on are YouTube, Instagram, twitter, and Facebook. All these sites have a huge social community which will be useful in the promotion of my project. I feel that the animation will be advertised best on YouTube as it has the most people on it and the site is dedicated to videos specifically which is perfect for me uploading my animation to.

The codes and conventions my animation adheres to

While creating the animation I followed various different codes and conventions. One code and convention I followed was Tweening. Tweening is a process of generating images that go between keyframes. This proved useful in my animation for when the tumbleweed moved and rotated at the start of the animation, this saved a lot of time and proved to be more useful than animating the tumbleweed frame by frame. The next code/convention I followed while creating my animation was onion skinning. Onion skinning is the process of displaying multiple frames of an animation at once, with each frame slightly transparent and superimposed on top of each other. This was helpful for when I animation scenes frame by frame, using this technique I was able to see where assets should be placed and what poses I needed to give the characters.

The other technique I used was layering. Layering is the process of creating multiple layers to organise new keyframe animations. This technique was used in a similar way to onion skinning but instead of being able to see the last frame I was able to anticipate the pose of the character in the second frame. This again proved useful when I was animation scenes frame by frame. **Another code and convention used was the title that appeared in scene one, my animation used a large title in the Erica one font, I coloured the text yellow as I wanted it to be bright and I wanted it to stand out among the slightly less colourful background. I also made the text bold so that it also stands out more. I also used a code and convention in the final scene, I again had a title display on the screen. The colour of the title was white as this is the best colour to stand out on a black background. The font type is also LD sidewalk, this makes the text look like it has been handwritten and gives a nice look to it. There is no more text or symbols in my animation, so the last code and convention used was colour. I used colour in my animation to set a certain mood and feel, the colour seen in the animation is not too colourful while still having a cartoon feel, I feel that all colours match each other really well and I think that they are all the correct tone for the type of animation I made. Colour was also used in my animation to give the viewer an impression of the personalities of both characters. For example, character one is seen as meaner and menacing and the colour red represents him quite well, whereas character two is seen as more anxious and laid ==back== so the colour blue matches his personality.**

The laws I followed while creating my animation

When creating my animation I adhered to several different laws.

The first law I had to follow was the copyright law. The copyright law protects a creator's original work from being used or duplicated without their permission. To make sure I was following this law I created all

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assets myself. I also made sure all the sounds I did not record myself where royalty free and had the creator's permission, **although I did not receive permission personally the creator put the sound <mark>on a site where they allowed you to download it</mark>**.

The second law I followed for this project was the law of accessibility. The rules of accessibility are to make sure that what you are making is perceivable, operable, understandable, and robust. I followed this law to a certain extent, for example I added a lot of sound to make the animation more understandable to all viewers, I also included titles and headings to make the animation more perceivable and operable.

The next law I followed was the law of Plagiarism. Plagiarism is when work is presented from another source as your own, without the owner consent or without giving acknowledgement to the original source. I followed this law throughout my hole FMP, for example every sound I used that was not mine I credited on my asset list, I pasted links from sources of information I found into my diary, and I also used several references that can be seen inside my bibliography.

The final law I followed was the law of Age ratings and classification. The age rating law is the process of giving age ratings and content advice to films and other audiovisual content to help children and families choose what is right for them. I followed this law by making sure that my animation is child friendly, I did this by making sure the violence shown was very minimal, also tried to make the animation itself appear child friendly with a light-hearted and vibrant art-style. I also specified in my report that the animation depicts some violence and is most suitable for early to late teens **from ages 13-18.**

Evaluation and plans for the future

Overall, I feel that my animation turned out really well. I am very happy with how it looks, plot of it, how it plays, and the art style. I am also happy with the assets in the animation, I think that all assets are of high quality and fit in well with the style, the designs of the characters look great, and I like the motions of them and how I have been able to make them move in a realistic/believable way.

I am happy with how the usability test I received turned out, it helped me evaluate my animation and helped me see the flaws that my animation has. I think it provided good criticism and I feel that it also provided me with useful feedback and how I could improve. With this feedback I feel that it has shown me things I could improve on in the future, for example I could add a little more detail to some assets like the horses and the guns, I could have also double checked for any glitches or interruptions as at some point in the animation the bandanna for one of the characters glitches out a bit.

In the future I will use different software for my animation. This is because I felt that the software, I used was too easy and did not present much of a challenge to me. This made it harder for me to write about the process of making my animation as because of the simplicity of the animation there was not a lot to say. The software also did not have very complex features like character rigging, so a lot of the animation was done by hand. Using a different piece of software would help save time due to the better built in features. If I was to create this animation again, I would use Adobe Animate due to the features and tools it provides the user. It is also a little bit more difficult to use so I will run into more problems and therefore have more to write about. Adobe animate will also be a better program to use because it is more professional than Wick editor.

In the future I would also improve on various different parts of the animation. For example, I would make the title screen last a little bit longer. Doing this will add more impact to the opening and would provide a better effect. I would remove some of the black screens as during the animation there are quite a few frames close together where the screen turns black, this makes the section of the animation a bit confusing for the viewer. Another small detail that would like to fix for the future is both cowboys lose their shadows, this is a small mistake but takes away from the detail of the characters. While most assets have a lot of detail and are very complex there are a few that lack a lot of detail. For example, the horses seen in my animation are very simple, they don't match very well with the detailed characters and the second horse lacks some shading that the first horse has. Another asset that lacks detail are the

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guns that the characters hold. While they are only small, I could have added a lot more detail to them as like the horses they do not match well with the characters and also makes the animation look less professional.

With the feedback I received on my usability test and the experience I gained while creating my animation I feel that I have been set up well for the future. I think this because after completing this assignment many different career paths have been opened to me, with the experience of animation I feel that I would be well suited at a career in animation, I think this as I have learned a lot about different techniques that could be used to improve my skills in animation, I have also had a lot of time to use these techniques and find out what works for me. I have also gained knowledge and skill in several different animation software like Wick editor, and Adobe Animate. Animation is also not the only career path opened to me through working on this assignment, I could also pursue a career in design. This is because while making this animation I created all my own assets. This also has given me some knowledge and skills that would help me if I chose to work in designing in the future.

UAL L3 Diploma Creative Media Production & Technology

Diary/Journal of activities **Unit 8 Final Major** <mark>**Project**</mark>

Week No.	Date	Activity/what you intend to do - including independent study	What did you do and how did you do it?	**Harvard** Referencing/ bibliography	Knowledge/Skills obtained
26	Mon 15.04.24 **No college**	Today I did not do any work.			I did not gain any knowledge today.
	Tue 16.04.24	Today I intend to start the report for my FMP.	To start my report, I opened a blank word document, from there I wrote the heading "Unit 8 assignment". After that I wrote about the animation I was planning, I talked about the purpose of it, I explained the concept and the idea of the animation, and I talked about the audience/demographic.	Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 16 April 2024].

Unknown. (2016). *Westerns | Target Audience*. [Online]. iinmeda.blogspot.com. Last Updated: 3 February 2016. Available at: https://iinmeda.blogspot.com/2016/02/westerns-target-audience.htmlc [Accessed 16 April 2024]. | I gained knowledge/understanding on the purpose of the animation I was making which was to entertain an audience.

I also learned How to use the Harvard reference method to reference research I used. |
| | Wed 17.04.24 | Today I intent to carry on working on my report. | To do this I wrote about the influences I have taken while planning for my animation, I | The Ridiculous 6. (2015). [Film]. Culver City: Happy Madison | I learned about the font styles used in the in the titles of the |

| | | | talked about different films and how they inspired me, and I also talked about how I was influenced through colour pallets, character designs, and camera shots. I also talked about how I have taken influence from the titles of the films. | Productions.

A Million Ways to Die in the West. (2014). [Film]. California: Fuzzy Door Productions.

Jeff Bezos. (1995). *A Million Ways to Die in the West*. [Online]. Amazon. Last Updated: 17 April 2019. Available at: https://www.wsj.com/articles/SB10001424052702304652804579571902427286562 [Accessed 17 April 2024].

Fast Eddie. (2004). *Film/The Ridiculous 6*. [Online]. Tvtropes.org. Last Updated: 12 December 2015. Available at: https://tvtropes.org/pmwiki/pmwiki.php/Film/TheRidiculous6 [Accessed 17 April 2024].

Matt Vetrano. (2015). *Living on Netflix: Ridiculous 6*. [Online]. https://reviewersunite.com/. Last Updated: 19 December 2015. Available | films The Ridiculous 6 and A Million Ways to Die in the West. |
|---|---|---|---|---|---|

				at: https://reviewersunite.co m/2015/12/19/living-on-netflix-ridiculous-6/ [Accessed 17 April 2024].	
	Thur 18.04.24	Today I did not do any work.			I did not gain any knowledge today.
	Fri 19.04.24	Today I added to my report.	I added some things to my report, there was some spelling errors that needed fixing, and I adjusted the size of some images and adjusted layout of the document.	Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.co m/en-gb/microsoft-365/word [Accessed 19 April 2024].	Today I learned how to resize the margins to move the text and images in a word document.
	Sat 20.04.24	Today I did not do any work.			I did not gain any knowledge today.
	Sun 21.04.24	Today I did not do any work.			I did not gain any knowledge today.
27	Mon 22.04.24	Today I intend to start a storyboard. Today I carried on with my report	To create a storyboard, I got a blank piece of paper, after that using a ruler, I drew eight big boxes with one little box under each one. After this I drew each a scene in each box discussing what is happening, how long the scene will last, the actions of the characters, the assets that will be used, and the sounds.	Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.co m/en-gb/microsoft-365/word [Accessed 22 April 2024].	I gained knowledge on what my animation would look like when it is done due to me being able to draw the ideas I had on paper.

			For my report I added a few photos where necessary that are relevant to the influence I had taken.	Don Steinberg. (2014). 'A Million Ways to Die in the West': Funny West, Serious Music. [Online]. The Wall Street Journal. Last Updated: 21 May 2014. Available at: https://www.wsj.com/articles/SB100014240527023 04652804579571902427286562 [Accessed 22 April 2024]. Jeff Bezos. (1995). A Million Ways to Die in the West. [Online]. Amazon. Last Updated: 17 April 2019. Available at: https://www.wsj.com/articles/SB100014240527023 04652804579571902427286562 [Accessed 22 April 2024].	
	Tue 23.04.24	Today I finished my storyboard. I added to my report.	I had a few boxes left blank which I filled with scenes that will be in my animation. For my report I decided to write more on the purpose of my animation.	Charles Simonyi and Richard Brodie. (1983). Microsoft Word. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 23 April 2024].	I gained more understanding on the purpose of my animation and why it is supposed to entertain people.

	Wed 24.04.24	Today I created the first character sheet for my animation. I also created digital designs of the characters inside the software I am planning to use.	To do this I grabbed a piece of blank paper and drew a more detailed example of the main character of my animation. I also drew him from different angles and wrote down the codes of the colours will use. I then copied the sketch and tried to replicate it in Wick editor (the software I decided to use) so that it is there ready for my animation. I also made the other character seen in the animation, and the two horses. I also used wick editor to identify the codes of the colour shades I could not find.	Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 24 April 2024]. Dixon & Moe. (2015). *Shades of Red*. [Online]. htmlcolorcodes.com. Available at: https://htmlcolorcodes.com/colors/shades-of-red/ [Accessed 24 April 2024]. Bishop Joseph. (2024). *IMAGES: COLOR CODES*. [Online]. westlibrary.txwes.edu. Last Updated: 8 May 2024. Available at: https://westlibrary.txwes.edu/c.php?g=978475&p=7075536 [Accessed 25 April 2024].	I gained knowledge on how to use the eclipse tool on a shape to half it in Wick editor. I learned the colour code for red is #ff0000. I learned the colour code for blue is #0000FF.
	Thur 25.04.24	**Today I created colour swatches for my animation.**	**To create the colour swatches, I used the eyedropper tool to identify each colour. After I did that, I created a circle for**	Jonathan Rochelle. (2014). *Year 1 - Game Art & Animation 2023-2024*. [Online]. Google classroom. Last Updated:	**I learned how to use the eyedropper tool to identify different colours.**

		I added colour to my character sheet. Today I uploaded the mood board I made for part one of unit 8 to google classroom.	every colour in my animation, I also specified the colour codes of each colour under every circle. I added colour to the cowboy in my character sheet using colouring in pencils, I did this, so it was more obvious to viewer that this was the design for the character. Instead of creating a new mood board I used the one that was created previously for this animation from the previous assignment, I then uploaded it to classroom.	12 August 2014. Available at: https://classroom.google.com/u/0/c/NTIwMzg2OTI1NDg3 [Accessed 13 May 2024]. Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 27 April 2024].	
	Fri 26.04.24	Today I did not do any work.			I did not gain any knowledge today.
	Sat 27.04.24	Today I made some adjustments to my diary. Today I created a timeline for my animation.	Where I had placed my diary into one drive the layout was all messed up, to fix this downloaded a new template from classroom and copied and pasted all the information from my old diary to my new one. To make the timeline I first downloaded the template provided to me in classroom. From there I wrote about timeline of the sounds I used, I	Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 27 April 2024].	I gained knowledge on how I could fix my diary by downloading a new template. Today I learned what a timeline was and how to create one. For example, I did not know that the timeline was to estimate the time of the sounds and to discuss when the sounds come in.

			then wrote about the context of the sounds and how many seconds they play for.		
	Sun 28.04.24	Today I did not do any work.			I did not gain any knowledge today.
28	Mon 29.04.24	Today I started my functionality test. **Today I created the character sheets for the characters that did not already have one.** **Today I created a Font styles document.**	To do this I downloaded a testing table template from google classroom, I then wrote down different aspects of my animation that I would be tested. I wrote whether it would have a smooth framerate, whether it has high resolution and a good picture quality, I wrote whether it would have smooth transitions, and whether the sound will play in sync. **To make this character sheet I used a blank piece of paper, a normal pencil, and colouring pencils. I then copied what he looked like in the animation from different angles and then I wrote about the colours.** **To create the font styles, I opened a blank word document and title its font styles. After that I had to find the font for all the texts I used in my animation. The piece of**	Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 29 April 2024]. Mark Simonson. (1999). *Instant font identification powered by the world's largest collection of fonts*. [Online]. myfonts.com. Available at: https://www.myfonts.com/ [Accessed 21 May 2024].	I gained knowledge on how to create an efficient testing document as before I was writing the wrong things. Before I was writing about whether I would be able to create certain assets. **I gained information on what was required for a character sheet, I learned about each dimension, personality, angles, and I learned about the colours I would use when I start making my** ==animation.== **I learned how to create a font style and what to write in it, for example I did not know I had to specify the size of the font the colour and colour code, and the type of font it its.** **I learned how to find the font of any image using a website called Instant font, this lets you upload a**

			text was simple as I was able to go into wick editor the find the font but the second piece of text, I had to find using the website WhatTheFont.com. After this I then wrote down the size for each text, the colour, outline, the style, and the type of text it was.		**screenshot of some text and it tells you what font it is.**
	Tue 30.04.24	Today I started working on my animation.

Later in the day I recorded myself walking on grass for the sound of the footsteps in animation. | To do this I went into wick editor and created a new project. From there I worked on the first scene which was a tumbleweed moving in the wind. To do this I scribbled a ball shape in different shades of brown, I then grouped all shades together so it would form one shape. From there I moved the tumbleweed frame by frame while rotating it slightly at each frame to make it look like it is moving in the wind. I also created the background by using a gradient tool in illustrator for sky, I then added a sandy coloured floor and drew some mountains in the background. For the mountains I turned down the opacity slightly so that they would appear further away.

To record myself I used my phone with a microphone | Zach Rispoli and Luca Damasco. (2021). *wick editor games, animations and everything in-between.* [Online]. wickeditor.com. Last Updated: 05 February 2021. Available at: https://www.wickeditor.com/#/ [Accessed 30 April 2024].

John Warnock. (1987). *Create customized logos, icons and more.* [Online]. Adobe.com. Last Updated: 19 March 1987. Available at: https://www.adobe.com/uk/products/illustrator.html [Accessed 30 April 2024]. | I gained knowledge in wick editor, for example I learned how group objects in Wick editor. I also learned how to lower the opacity of sketches inside of Wick editor**. I also learned how to use various different techniques in the software, for example today I learned how to use tweening in this software, I used tweening when animating the <mark>tumbleweed.</mark>** |

			connected to and used the video recorder to record the sound, after that I converted the mp3 to an audio file on a computer. I recorded various different sounds for example myself walking on grass was the sound I recorded to be the footsteps, I also recorded myself scrunching up clothes for the sounds of someone jumping off of a horse.		
	Wed 01.05.24	Today I carried on working on my animation. Today I found some sounds online that I am going to add to my animation.	I started the second scene where the two cowboys ride towards each other on horses. To do this I cropped the bottom half of the cowboys so that only above their waist would show, this makes animating them less time consuming. From there I moved both characters frame by frame while increasing the size to make it look as if they were getting closer to the camera. I also added some close up shots of the characters to make it more cinematic and to display more emotion within the characters. I found several different sounds online that I was not able to create myself and placed them in my animation.	Zach Rispoli and Luca Damasco. (2021). *wick editor games, animations and everything in-between.* [Online]. wickeditor.com. Last Updated: 05 February 2021. Available at: https://www.wickeditor.com/#/ [Accessed 01 May 2024]. Hans Brammeier Sand Simon Steinberger. (2010). *Female Laugh.* [Online]. pixabay.com. Last Updated: 9 November 2010. Available at: https://pixabay.com/sound-effects/female-laugh-149494/ [Accessed 01 May 2024].	I learned how to use onion skinning in Wick editor to identify where the last frame was so I can make the next frame with the character in a different position. I learned how to add and import sounds into Wick ==editor.==

				Steve Oxen. (2024). *"The Outlaw Arrives" by Steve Oxen*. [Online]. fesliyanstudios.com. Last Updated: 19 February 2024. Available at: https://www.fesliyanstudios.com/royalty-free-music/download/the-outlaw-arrives/3269 [Accessed 01 May 2024]. Hans Brammeier Sand Simon Steinberger. (2010). *Male sigh*. [Online]. pixabay.com. Last Updated: 9 November 2010. Available at: https://pixabay.com/sound-effects/female-laugh-149494/ [Accessed 01 May 2024].	
	Thur 02.05.24	Today I did not do any work.			I did not gain any knowledge today.
	Fri 03.05.24	Today I did not do any work.			I did not gain any knowledge today.
	Sat 04.05.24	Today I finished the third and fourth scene of my animation.	To do this I animated both characters getting off their horses and walking towards each other, to make it more cinematic I added close up shots to display emotion. I also	Zach Rispoli and Luca Damasco. (2021). *wick editor games, animations and everything in-between*. [Online]. wickeditor.com. Last	I learned how to use the text tool inside Wick editor to create a title, I also learned how to change the font and the weight of the outline.

			animated the part where one of the cowboys get shot. I also added the title of the animation at the beginning.	Updated: 05 February 2021. Available at: https://www.wickeditor.com/#/ [Accessed 04 May 2024].	**I also gained knowledge on manipulating movements of each character, to do this I made each limb on each character separate so that each part of the character can be animated <mark>and</mark> adjusted to how I want.**
	Sun 05.05.24	Today I did not do any work.			I did not gain any knowledge today.
29	Mon 06.05.24 **Bank Holiday**	Today I recorded the sound of a gun getting holstered and the sound of something hitting the floor.	To create both sounds I again used my phone and recorded myself rustling a jacket.	Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 06 May 2024].	**I learned how to place sounds in sync with my animation by adding a separate layer for <mark>sounds</mark> only.**
	Tue 07.05.24	Today I finished the fifth and sixth scene of my animation.	To do this I animated a cowboy walking, to animate this I used a reference image I found online that showcases the frames of someone walking. From there I replicated that using the character I made, and I moved him forward with every frame. After this I animated him getting shot in the head.	Zach Rispoli and Luca Damasco. (2021). *wick editor games, animations and everything in-between.* [Online]. wickeditor.com. Last Updated: 05 February 2021. Available at: https://www.wickeditor.com/#/ [Accessed 07 May 2024]. Aryan Raj. (2005). *Businessman walk cycle sprite sheet*.	I learned how to import images into Wick editor, for example I imported the walking reference to copy from.

				[Online]. stock.adobe.com. Available at: https://stock.adobe.com/uk/images/business-man-walk-cycle-sprite-sheet-animation-frames-silhouette-l [Accessed 07 May 2024].	
	Wed 08.05.24	Today I finished my animation and exported it. I created an asset list including sounds.	To finish the final scene of my animation I animated the cowboy collapsing and used a black screen with the opacity turned up by every frame to make the screen fade to black. I also added a title saying the end. To create my asset list, I first downloaded the template provided to me inside classroom. After that I isolated every asset for my animation and gave them a white background. After that I copied and pasted it into my asset list and described what it was. For the sounds I did not record I copied and pasted the links into the asset list and explained what they were.	Zach Rispoli and Luca Damasco. (2021). *wick editor games, animations and everything in-between*. [Online]. wickeditor.com. Last Updated: 05 February 2021. Available at: https://www.wickeditor.com/#/ [Accessed 08 May 2024]. Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 08 May 2024].	I learned how to fade a screen to black using opacity layers inside of Wick editor. **I also learned how to isolate assets by grouping each part of the asset together and then removing ==everything== around.**
	Thur 09.05.24	**Today I finished off my testing table.**	**To finish my testing table, I added a few more tests, for example the tests I added where whether each sound I needed would ==work,==**	Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October	I did not gain any knowledge today.

			whether those sounds would work in sync, whether all movements/animations planned for the characters will work, and whether the background music will play.	1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 06 May 2024].	
	Fri 10.05.24	Today I discussed some semiotics of my animation in my report.	To do this I talked about some colours I used in the animation and what there represent. I also discussed how the colours represent each character's personality.	Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 10 May 2024].	I learned that the colour red represents sacrifice, danger, and courage. I learned that the colour blue represents sincerity, sensitivity, and calmness.
	Sat 11.05.24	Today I did not do any work.			I did not gain any knowledge today.
	Sun 12.05.24	Today I did not do any work.			I did not gain any knowledge today.
30	Mon 13.05.24	Today I did not do any work.			
	Tue 14.05.24	Today I scanned my character sheets so they could be accessed on a computer.	I put my character sheets into a scanner and emailed it to myself, that way I can now access them on a computer.	Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-	I also learned how to scan paper and email it to myself as I forgot how to do it.

				365/word [Accessed 14 May 2024].	
	Wed 15.05.24	**Today I added a little more detail to my report.**	**To do this I wrote more under about the purpose of my animation. I wrote more about why I was making the animation, and what the point of it was.** **I also wrote more about the audience; I was more specific about the age of the people who would view the animation.**	Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 15 May 2024].	**I did not gain any knowledge today.**
	Thur 16.05.24	Today I did not do any work.			I did not gain any knowledge today.
	Fri 17.05.24	Today I wrote about the planning of my animation.	To do this I converted all my planning documents from pdf to PNG, after that copied and pasted them into my animation. From there I was able to write about them, I wrote about how I found them useful when creating my animation and how they helped me, I also wrote a bit about the process of creating them.	Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 17 May 2024].	I did not gain any knowledge today.
	Sat 18.05.24	Today I did not do any work.			I did not gain any knowledge today.
	Sun 19.05.24	Today I did not do any work.			I did not gain any knowledge today.
31	Mon 20.05.24	Today I started my critical reflection.	To do this I downloaded the template provided to me inside	Charles Simonyi and Richard Brodie.	I gained knowledge on my problem-solving skills, and how I

			of Google classroom. After that I opened it inside of Microsoft Word and answered various questions. The questions asked where what I was most proud about so far in my FMP, what I felt was going well, and times I showed problem solving skills.	(1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 20 May 2024].	used them. For example, I wrote about how I was having trouble trying to crop my animation and how I managed to overcome that problem.
	Tue 21.05.24	Today I scanned my storyboard downloaded it as a pdf.	To do this I placed my storyboard into the scanning machine and then emailed it to myself in a PDF format.	Charles Simonyi and Richard Brodie. (1983). *Microsoft Word*. [Online]. Microsoft Word. Last Updated: 25 October 1983. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 21 May 2024]. Zach Rispoli and Luca Damasco. (2021). *wick editor games, animations and everything in-between.* [Online]. wickeditor.com. Last Updated: 05 February 2021. Available at: https://www.wickeditor.com/#/ [Accessed 21 May 2024].	I learned how to create a font style and what to write in it. I learned how to find the font of any image using a website. I learned how to identify the colour code of an image online.

| | Wed 22.05.24 | **Finalising FMP to Hand in**

Today I finished my report.

Today I finished my critical reflation. | To finish my report, I had to write about the codes and conventions I followed when making my animation, and the laws I followed. For the codes and conventions, I wrote about different conventional techniques I used. The techniques I discussed where, Tweening, **which <mark>is the</mark> process of generating images that go between keyframes**, **Onion skinning, which is the process of displaying multiple frames of an animation at once with each frame slightly transparent and superimposed on top of each other, and layering which is the process of creating multiple layers to organise new keyframe animations.**
For the laws I researched about plagiarism **which is the practice of taking someone else's work or ideas and passing them off as one's own**, copyright which is the law **that protects your work and stops others from using it without your permission**, accessibility which is the law **that makes sure that what you are making is** | Unknown. (Unknown). *Conventions of Animation*. [Online]. wepresentsite.wordpress.com. Available at: https://wepresentsite.wordpress.com/about/ [Accessed 22 May 2024].

Homer Gaines. (Unknown). *The Four Principles of Accessibility*. [Online]. guides.cuny.edu. Last Updated: 16 April 2024. Available at: https://guides.cuny.edu/accessibility/whyitmatters#:~:text=WCAG%202.0%20is%20based%20on,operable%2C% [Accessed 22 May 2024].

Will Kenton. (2024). *Copyright: Definition, Types, and How It Works*. [Online]. investopedia.com. Last Updated: 17 February. Available at: https://www.investopedia.com/terms/c/copyright.asp [Accessed 22 May 2024]. | I gained knowledge on the laws that I followed when creating my FMP. For example, I did not know that the age rating law required recommendations for parents to help decide whether a piece of media is suitable for children.

I also learned about the names of some of the techniques used, for example I did not know that layering was the technique used when you place other frame over others with lower opacity to be able to anticipate the next movements/poses of a character. **I also gained knowledge on how I used tweening to generate certain images that go between keyframes when making the tumbleweed for my animation**. |

| | | | | **perceivable, operable, understandable, and robust for all people**, and finally the age ratings/classification law **which is the process of giving age ratings and content advice to films and other audiovisual content to help children and families choose ==what== is right for them.** | Peter Collins. (2022). *What is the law on accessibility?* [Online]. webusability.co.uk. Last Updated: 16 June 2022. Available at: https://info.webusability.co.uk/blog/what-is-the-law-on-accessibility [Accessed 22 May 2024].

 Dani Zur. (Unknown). *A parent's guide to movie age ratings*. [Online]. theschoolrun.com. Last Updated: Unknown. Available at: https://www.theschoolrun.com/parents-guide-movie-age-ratings#:~:text=What%20are%20age%20ratings%20fo [Accessed 22 May 2024]. | |