WITHIN THE WOODS

Mack Harris

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Introduction

For this project I will be creating a 3D animation in blender. The animation will act as a short preview for a horror film set in a forest and will be focusing on an abandoned cabin. The animation will have a dark and mysterious tone and will show a car on its way to a cabin that is seemingly abandoned, the reason for the cabin being abandoned is unknown however the strange atmosphere alludes to the cabin being haunted. The animation will have a realistic art style and will display over the top camera movements and techniques much like in a film and will also try to simulate handheld camera footage. I will also use lighting effects such as light rays and God rays to cast a mysterious and creepy light upon the scene that will hopefully resemble moonlight in a slightly over the top way. The scene will also be quite foggy creating an eeriness and a sense of mystery for the viewer, the fog will also be used for optimization as the fog will mask some unadded detail allowing me to render the animation quicker and for the animation to have a smoother framerate. Finally, my animation will contain realistic 3D models of trees, grass and other foliage to create an immersive environment.

Purpose

The purpose of my animation is for it to be a promotional video, preview, or trailer for a horror film. The animation is supposed to give the viewers an idea of what to expect with the film as well as set the mood and atmosphere for them and finally to generate excitement and anticipation for the film.

Visual Inspiration

While researching ideas for my animation I have found a lot of visual inspiration in different films that I feel will help me when making my animation. The research gathered will allow me to develop ideas and identify techniques such as art style, colour, lighting, camera positions/movement, visual aesthetic and sound that could be used in my animation.

The first film that I have researched is the exorcist. I have found a lot of inspiration from this film regarding the lighting and colours.

This shot in particular has given me a lot of inspiration on what my animation could look like visually. The blue tone of the shot has helped me come up with the colour pallet of my animation as I like how the blue tone gives a cold and mysterious look to the scene. I was also inspired by the light being cast as it contrasts nicely with the foggy atmosphere and creates an ominous looking effect that I felt could work well in my animation. Finally, I like how the Light ray is piercing through the fog illuminating the fog in a single area and creating a smoky looking ambiance.

Figure 1 displays a shot from the film The Exorcist (1973).

Figure 1

The next film that I researched was The Evil Dead.

For the film Evil Dead, I took a lot of inspiration from the opening sequence where a car is seen driving towards a Cabin. I really liked how the camera would show the car from different angles and how it would create the feeling of the car being watched from the point of view of the viewer, I also liked how the camera would follow the car and lock on to it through the cracks and openings of the forest, this added to the paranoid feeling the scene gave off, I have also taken a lot of inspiration from the design of the cabin, I liked how run down it looked and how ominous it looked from close up, I also have taken influence from the colour of the wood and the material of the roof, as well as the design of the front part of the cabin.

Figure 2 displays a shot from the film The Evil Dead (1981)

Figure 2

Other areas I took inspiration from with this film is the ominous shot of the lake at the start, I was very inspired by how naturally the camera moved around the lake as if the viewer was watching from the eyes of a monster and wanted to include this in my animation. I also liked how the camera would move through foggy areas and the way the fog contrasted with the water.

The last film I have taken inspiration from is The Blair Witch Project. For this film I have been inspired by its use of mainly diegetic sounds (sounds that exist only within the film). The film has almost no music and relies mainly on sounds like footsteps, wind, and the creaking of trees. The film relies heavily on these realistic, on-screen sound sources to create a sense of dread and isolation. I felt that this may be useful as my animation is going for a more gritty and realistic tone and using this could enhance viewers emotions by making the animation seem more grounded.

Figure 3 displays a shot from the film The Blair Witch Project (1999)

Figure 3

<u>Planning and designs</u>

To help plan for my animation I created several different design documents that have been useful in creating my animation by helping understand come up with new ideas for visuals, colour sound, and narrative. These documents are also useful as they act as a reference image for when I'm modelling or creating my animation. The first design document I created for this project was a mood board.

Figure 4 displays the mood board I created for my animation.

Figure 4

I created this mood board as a visual representation that communicates my desired aesthetic while also helping me come up with new ideas for my animation and setting a vibe and mood for each scene. The mood board ended up helping me figure out the tone and art-style of animation I wanted to create as well as the colour scheme, lighting and setting. Each image also contributed to the shots and camera angles seen in my animation; I really liked how the car looked in the foggy atmosphere and I knew that I wanted to create something resembling the images I found I also liked the way the cabin was illuminated and ominously lit in an otherwise eerily dark forest, I felt this and all the other images found could somehow be interpolated into my animation, and the mood board also sometimes acted as a reminder of what I should be aiming for visually with my animation.

Figure 5 shows the colour swatches I made for my animation.

Figure 5

The next piece of planning/designing I did for my animation was the character sheets. Figure 6 displays a character sheet made for the planning of my animation.

Figure 6

I decided to create a character sheet for the purpose of mapping out details and ideas for my animation while also providing myself with a reference to create from when modelling.

The character sheet I created for the trees in my animation was essential for me when modelling. This is because the trees gave me a lot of detailed information on the size of each tree, so I was able to replicate the height that was needed for the tree, the width, and the diameter for the tree. Through these sketches and the research, I conducted I was also able to replicate the designs of the trees when modelling, by helping me understand the basic shape of the tree and also where a branch would start on a specific tree as well as the dispersion of the branch and also the way the leaves are attached to I was able to model fairly accurate looking trees. The character sheet was also useful when finding colours for the models, since the codes were written I already knew the shade of the texture that I needed for the tree and the leaves.

Figure 7 shows some research I did on different pine trees that I had to model.

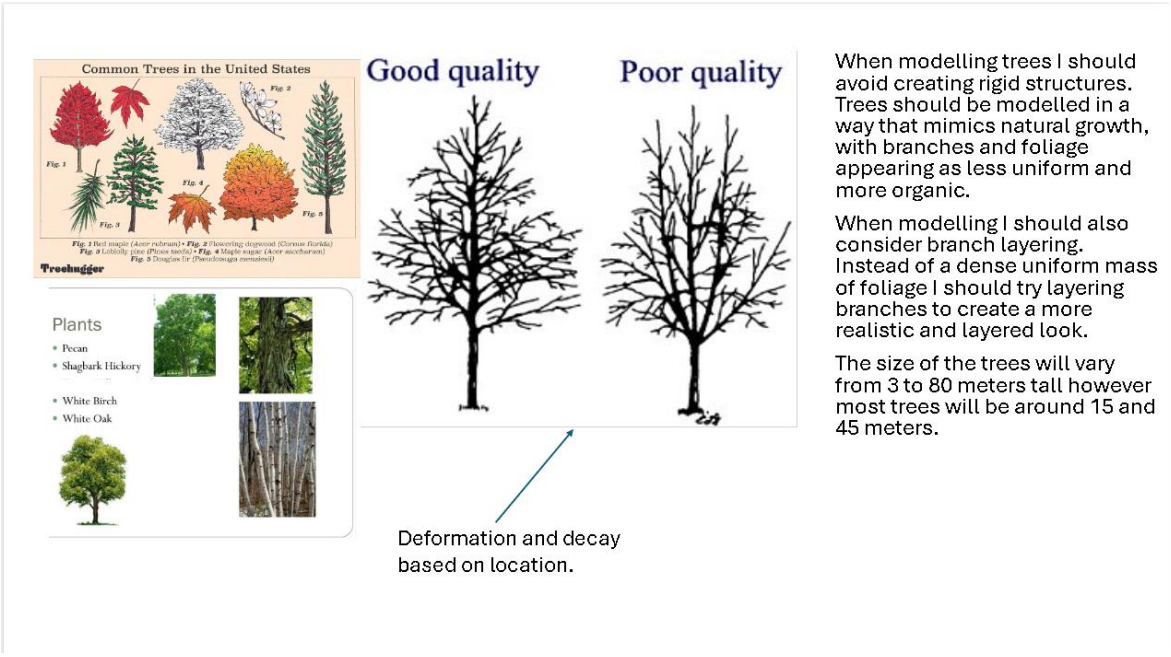


Figure 7

This document was useful as it allowed me to understand more about the shapes of the trees as well as the deformations in different trees. This document was also especially useful as I knew these where the exact type of trees that would be seen in the type of forest I was planning to make.

Figure 8 shows some research I did on different leaves that I had to model.

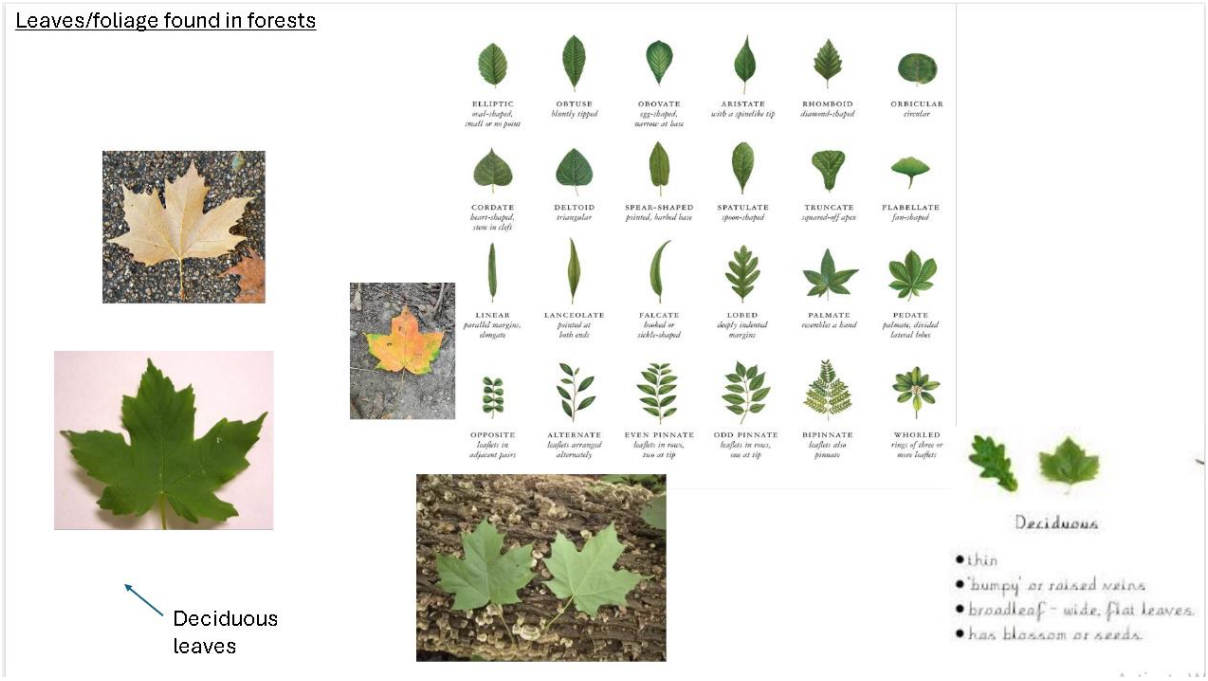


Figure 8

The research I carried out on leaves helped me model accurate types of leaves for each specific tree I was going to make.

Figure 9 shows research I did on Salix/weeping willow trees.

Figure 10

Although I didn't make any weeping willow trees, I still found this planning document useful in understanding how to model Branch distribution on trees.

Figure 9 shows research I did on tree types of tree barks to texture when modelling.

Figure 9

I found that this was useful in understanding different types of tree bark to use for specific trees.

After that I decided to create a Character sheet for the cabin in my animation.

Creating the character sheet for the cabin was very useful to me when making the asset, like in my other character sheet I provided good detail regarding height and width and added other details such as leaves on the roof, lights, a chimney and electrical cables to copy/reference. Having sketched different angles for the cabin helped me when modelling as it gave insight into the geometry and dimensions of the mesh and how it should look from all angles. Finally, this character sheet was useful as it provided me with colours to use for my cabin as well as the codes for the colours so that I could find the exact shade and also provided me with the textures to use and the types of textures, for example I made sure to preface that the wood used is spruce as I felt it was the most common type to be used based on where the cabin is located, I also mentioned that the roof must be rusty so it gives the cabin a more run down look.

Figure 10 shows the other character sheet I did for the cabin.

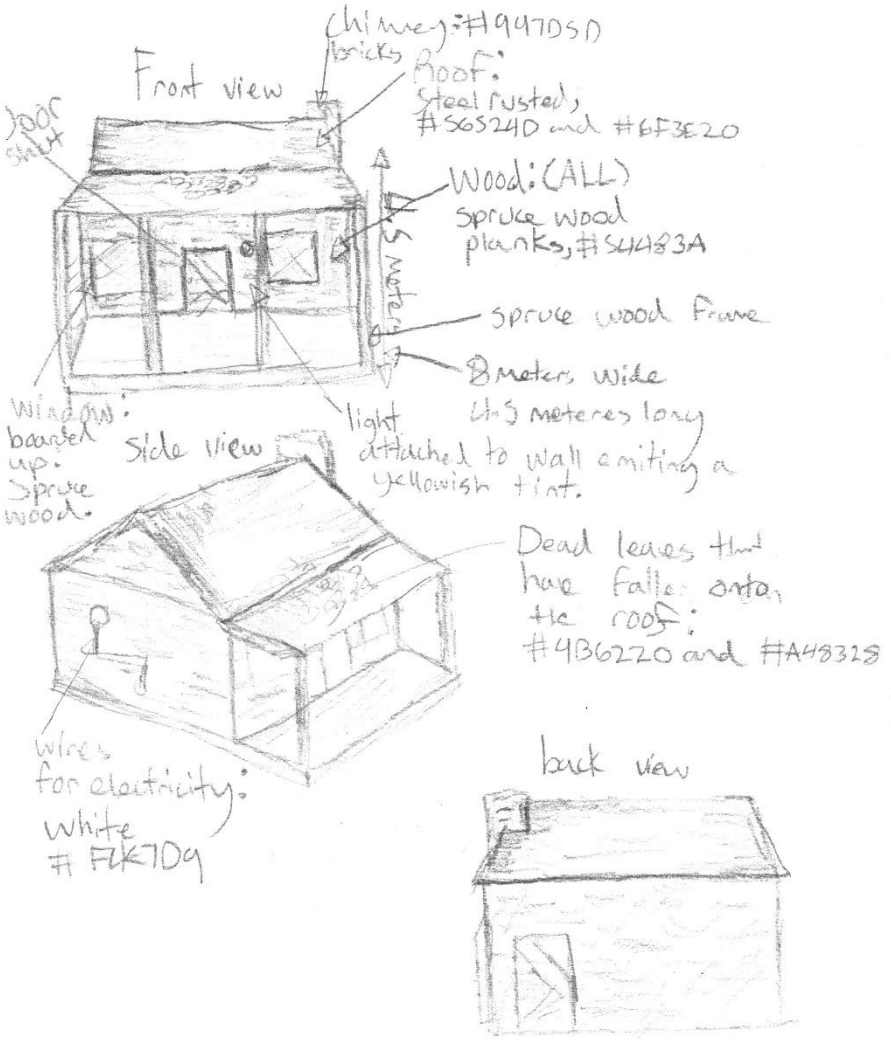

Front view
Chimney: #947D5D bricks
Roof: Steal rusted, #565240 and #6F3E20
Wood: (ALL) spruce wood planks, #5C4B3A
5 meters
spruce wood Frame
8 meters wide
4.5 meters long
light attached to wall emiting a yellowish tint.
Window: boarded up. Spruce wood.
Side view
Dead leaves that have fallen onto the roof: #4B6220 and #A49318
wires for electricity: white #F2F7D9
back view

Figure 10

Figure 11 shows research I did on different cabins that I took inspiration from.

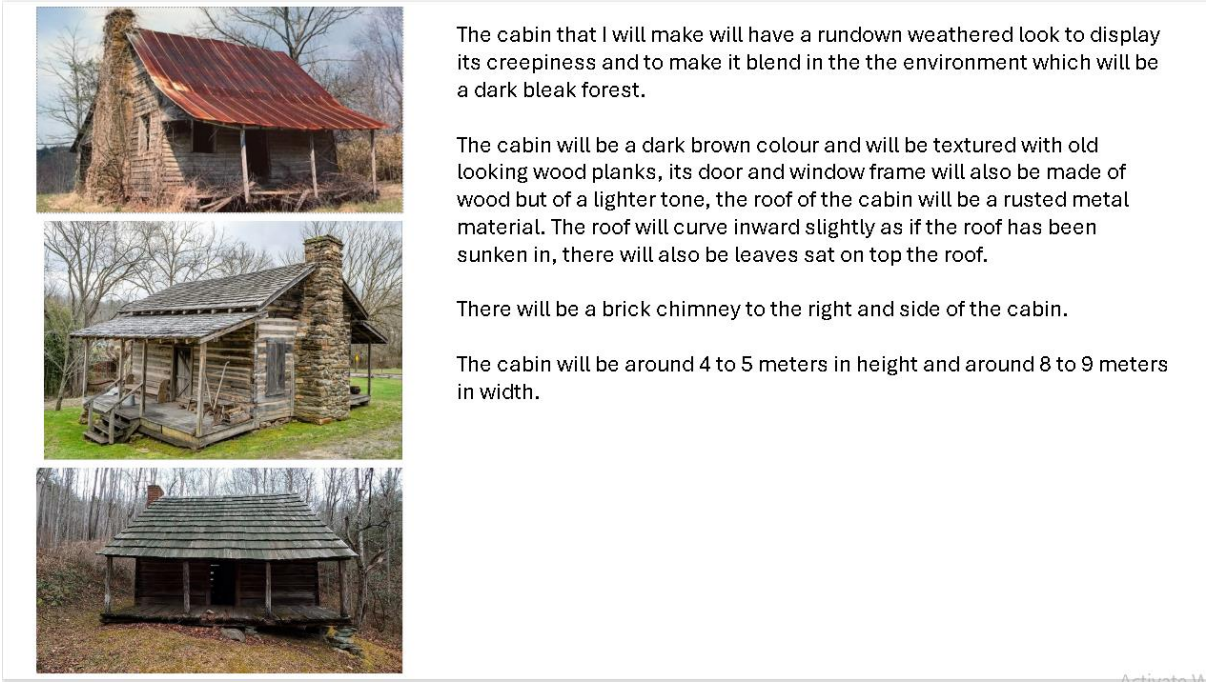
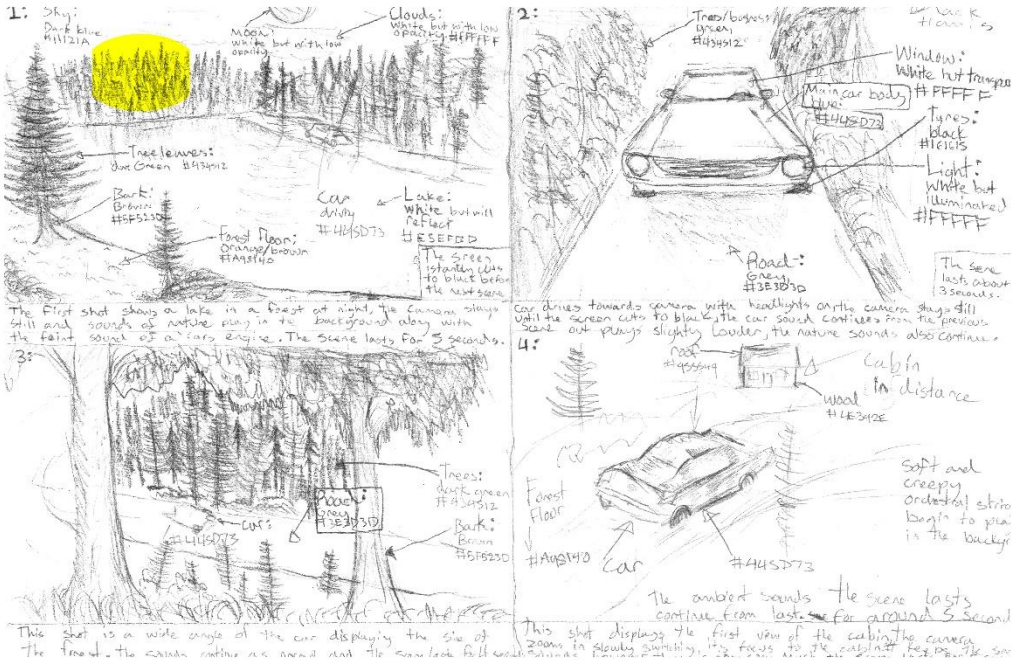


Figure 11

The research I carried out here helped me come up with ideas for the style shape and texture of the cabin I made.

The next document that I created to plan for my animation was a storyboard.

Figure 12 shows the storyboard I mad for my animation.



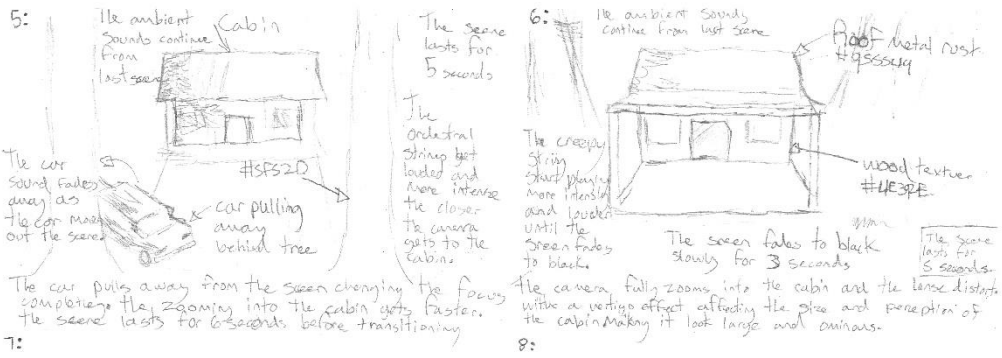


Figure 12

I decided to create a storyboard so that I could communicate the concept of my animation through the narrative and setting while also displaying the order each scene would play and the sounds that would play with them. Creating a storyboard also helped me see 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 and what scene certain assets would show up in. Like in my character sheets I provided a lot of detailed information regarding textures and colours which was helpful when texturing each scene. The storyboard was also very descriptive with what was going on, for example each scene described where the car was heading and the position of the camera, this was very useful and helped remind me what I should be animating. I felt showing how long each scene lasted and showing how it transitioned to the next scene was also very helpful as it allowed me to create the length of the scene by frames before I finally rendered them giving me an idea of the speed that things needed to move at. Finally, I felt that how I wrote where each sound would play and how long it would play for was very useful and informative as it allowed me to piece together where sounds would play a lot quicker therefore saving me time and allowing me to lay out the sounds beforehand instead of inserting them as I went along.

<u>Audience – Gender Representation</u>

Due to my animation having a darker and more realistic tone I feel like it will be more accessible to an older and more mature audience even though it doesn't depict or show any sort of violence, I feel that younger children would not find interest in a preview for a horror film and may be scared by it or not understand it in a way that teens and adults may. I feel it will also target fans of horror films due to the classic horror film conventions and aesthetic it adheres to. The animation will target people ages 15-24 as this is the common demographic for horror films, so they are more likely to enjoy it. My animation is not targeted towards any gender and is very accessible to all people.

<u>Semiotics/symbolism</u>

Figure 13 displays a screenshot of my animation to reference some semiotics.

Figure 13

In my animation, there are semiotics that are used to evoke different feelings for the viewer such as fear, tension, and suspense. The first example of my animation using semiotics is with the point of view camera shots, this is where I have angled the camera and animated it in a way that symbolises the point of view of someone doing a certain action, in this instance I have used it to make the viewer feel as if they are being watched which creates a sense of fear and uneasiness. The abandoned cabin seen in my animation also evokes feelings of isolation, confinement, and a sense of danger lurking in the wilderness. The reason the cabin represents these emotions is because, Cabins are frequently situated in remote areas far from any immediate help, this isolation creates the feeling of being exposed to whatever danger lurks within the forest around the cabin. (Taborska, 2024) In my animation the colour also conveys different emotions, for example the dark atmosphere that my animation has symbolizes the unknown, fear, evil, and something being hidden or concealed. It creates a sense of unease, mystery, and dread, and may also represent the absence of light and death. (Lewis, 2022)

The blue colour palette used in my animation is meant to represent moonlight, however, could also symbolise coldness, psychological tension, unease sadness, melancholy, and depression and emphasises the darkness of the scene (Lewis, 2022), blue is also emphasized within the animation as the colour of the car is also blue. In my animation there is a fog that covers the area it is set in, this fog adds to feel of the atmosphere and enhances the viewers feelings of isolation, uncertainty, and mystery by obscuring visibility adding to the fear of the unknown while also while also suggesting the presence of unseen or supernatural dangers. Finally, the car in my animation may evoke feelings of fear, this is because the car is the central focus of the animation and is seen driving towards danger or into the unknown, therefore viewers may put themselves in the shoes of the driver.

Codes and conventions

My animation adheres to various different codes and conventions that commonly used in films and other media. For example, I have used various camera angles and techniques in my animation. The first technique is called the crash zoom, the crash zoom is a cinematic technique where the camera zooms in or out very quickly, creating a sudden jarring effect. This technique is often used to draw attention to a specific subject, emphasize a dramatic moment, or add a sense of excitement to a scene. In this case I used it to draw attention to the cabin. The next camera technique I used was the dolly zoom; the dolly zoom is a filmmaking technique were the camera moves towards or away from a subject while simultaneously adjusting the zoom lens in the opposite direction. This creates the illusion that the background is shrinking or expanding while the subject remains the same size within the frame, resulting in a disorienting visual effect. The technique is used to create a sense of disorienting unease or emotional intensity (Tools, 2025) Finally the last camera technique I used in my animation was a point of view shot. The point of view shot is a technique that shows the audience a scene from a character's point of view. It's a technique used to create a sense of immersion and intimacy, making viewers feel like they are experiencing the scene from the characters perspective. However, in this case I used the technique as a way of viewing the scene from the monster's perspective.

Figure 14 displays the text that shows up at the start of my animation

Figure 14

Other codes and conventions I used in my animation include the text that shows up at the start and at the end. The font that appears in the animation is Aura Std regular; the font is bold and around 48pt, I made the font bold as I felt it would stand out better. I also coloured the text red as I felt it would stand out better and because the colour red could indicate some of the themes that the animation and genre include as the colour red is often linked to danger, violence, blood and intense emotions (Taborski). In the final scene I also used the same Aura Std regular font in the same colour and the same size, I also made the font bold as well to emphasize the text.

Figure 15 shows the text that shows up at the end of my animation.

Figure 15

Regulatory rules (laws)

During this assignment, there were several different laws that I needed to adhere to. For example, the first law that I followed was the copyright law. The copyright law protects a creators work from being used or duplicated without any form of permission. To make sure that I followed this law I make sure that I credited and linked each part of my animation that I did not create myself in an asset list that I made. This was the case for a car model that I decided to use, all of the sounds I used, and I also added links to where I found each texture. All of the sounds models and textures I used where also all royalty free and where able to be downloaded of various websites (kenton, 2024).
The next law that I followed while working on this project was the law of accessibility. The law of accessibility is used to make sure that what you are making is perceivable, operable, understandable, and robust. I tried to follow this law to a certain extent albeit lightly, for example I included sound into my animation to enhance the narrative/immersion therefore making it understandable for all viewers, I also added headings at the start and at the end to make the animation more perceivable and operable, there was no need for subtitles in the animation as there was no dialogue however I could have written a description of what sounds where playing in the scene at the bottom.

The next law that I followed for this project was the law of Plagiarism. The law of 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 whole of my FMP, for example every sound I used that was not mine I credited on my asset list, I referenced sources of information I found into my diary, I also credited others work through citations and Harvard referencing, and I also used several references that can be seen in 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 did not depict any gore or show any blood even

though it's targeted towards an older audience. I have also specified that my animation targets people ages 15-24 due to its darker tone and creepy atmosphere.

Modelling practice

The first thing I decided to create for my project was the cabin.

Figure 16 shows the first stage of modelling for my cabin.

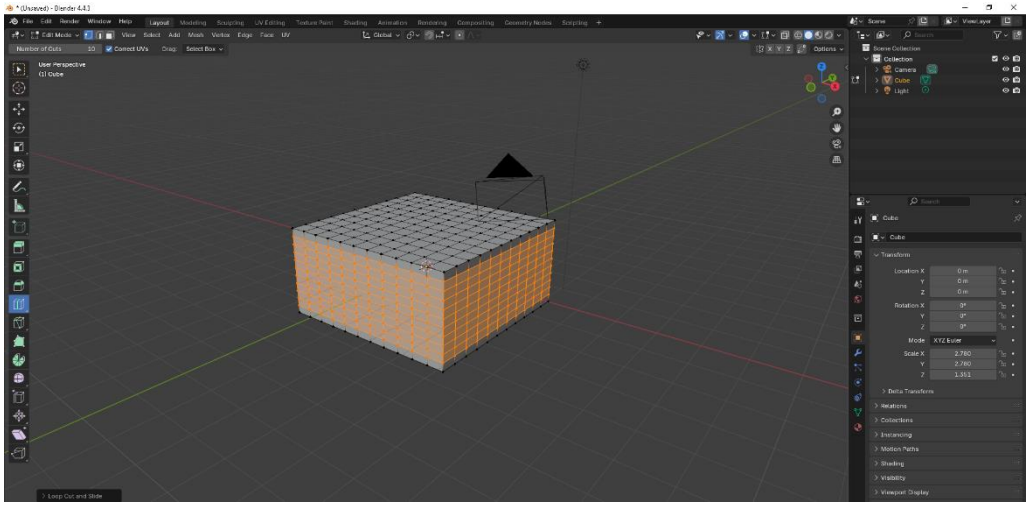


Figure 16

First, I started off with a single cube. After that I then resized the cube horizontally and vertically and added loop cuts so the faces could be manipulated. After I did this, I then extruded another cube at the bottom to act as a porch, and I then placed another plane on top to act as the roof of the cabin. I also did not face any problems during this stage as it was very simple.

Figure 17 shows the second stage of modelling for my cabin.

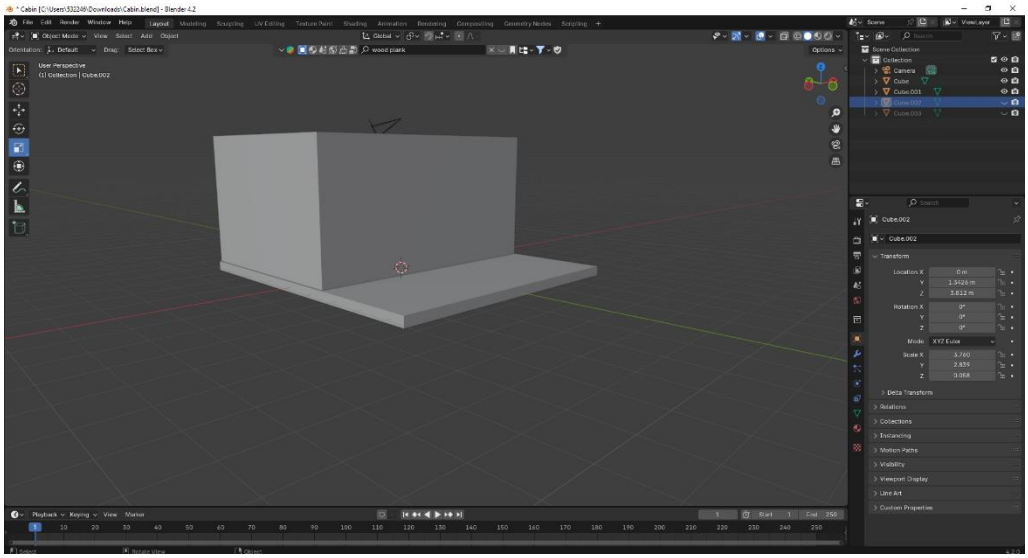


Figure 17

For the roof I added one single loop cut and then raised it so that the roof would be slanted, I also then added vertices on the loop cut and rotated them down so that the roof appeared slightly sunken in. This stage was also very easy, and I did not face any challenges.

Figure 18 shows the third stage of modelling for my cabin.

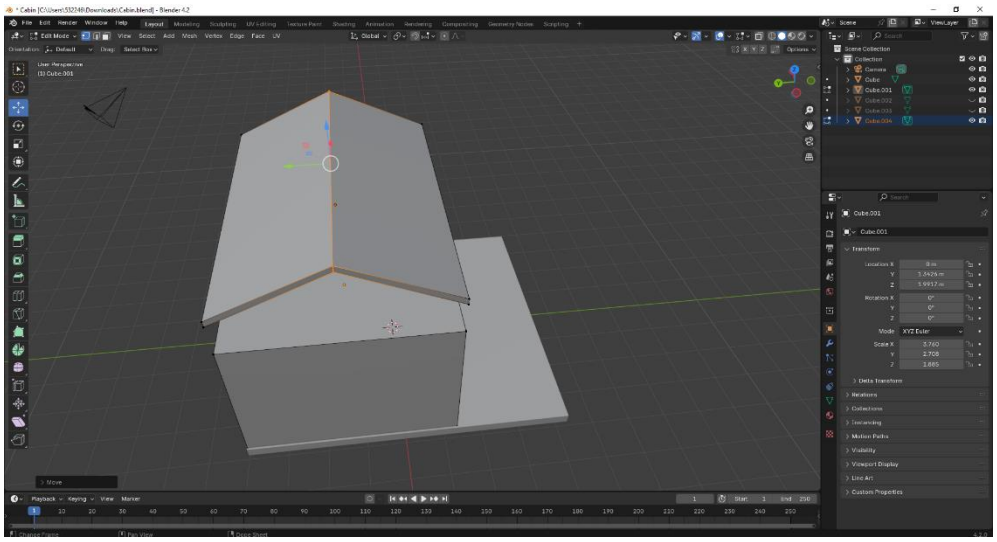


Figure 18

After I did that, I then cut out some faces at the front of the cabin for the windows and door, I then added a Boolean modifier to a plane and cut out the shape of the roof to fill in the sides. I also added a cube and increased the height and then extruded and bevelled the side to make a chimney. I did not face any challenges during this stage.

Figure 19 shows the fourth stage of modelling for my cabin.

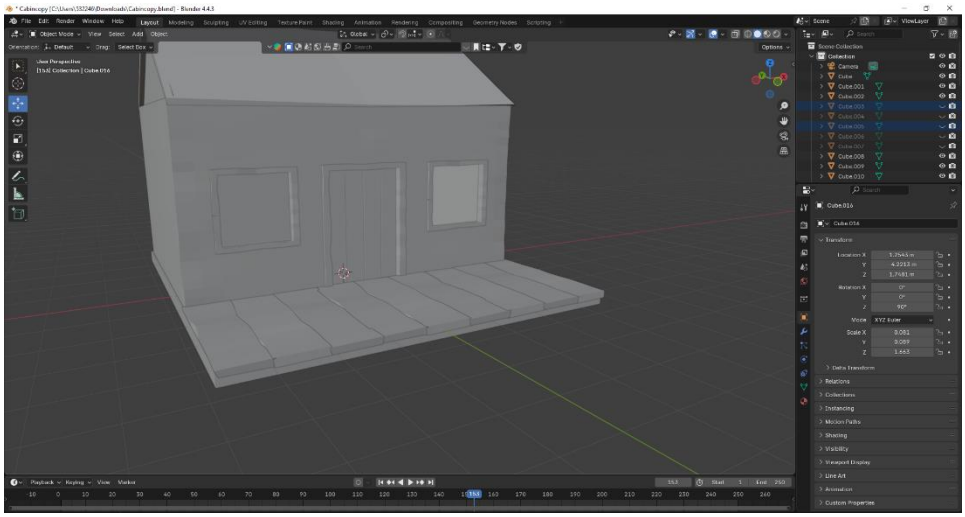


Figure 19

After this I then added ten individual planes next to each other and sculpted some roughness and decay and then placed them on the porch to act as the planks on the, I then did the same technique with the door only smaller. I also made the door and window frames using cubes that I cut the shape of I then also used the sculpt tool to make sure that they look older and more weathered.

For this stage I found it quite difficult to come up with ideas for the door of the cabin. I overcame this problem researching different cabins to see what different doors looked like. This allowed me to understand that most doors in cabins consist of planks placed together which is where the idea of copying the planks from the floor came from.

Figure 20 shows the fifth stage of modelling for my cabin.

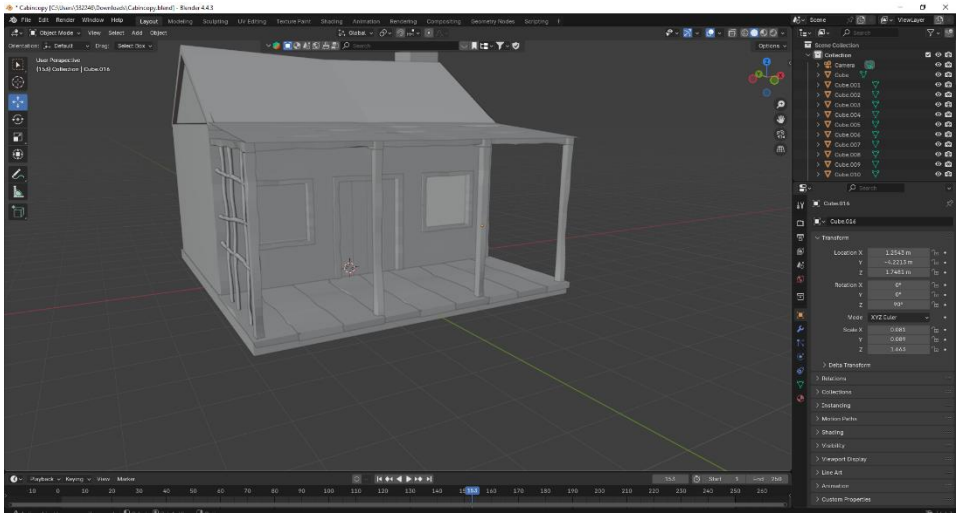


Figure 20

Next, I then created the frames for the porch, to do this I simply extruded the top of some small cubes to make them taller, I then sculpting them a little like before to add the rough Wethered look. For the roof I simply rotated a plane slightly until on part touched the frames and the other touched the top of the cabin. I found this stage very easy as well and I did not encounter any challenges.

Figure 21 sows the sixth stage of modelling for my cabin.

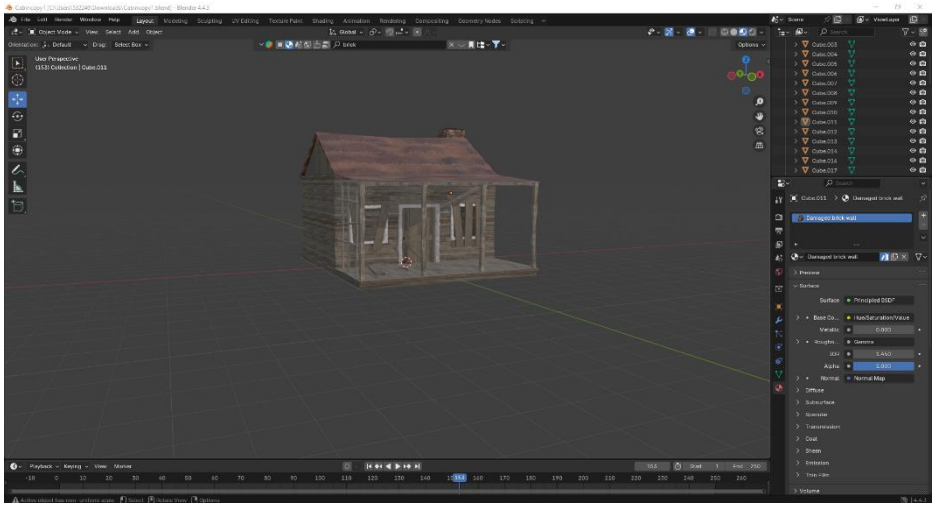


Figure 21

To finish off my cabin, I then copied individual floor planks and placed them over the window of the cabin to act as if the windows had been barricaded. I then textured everything with textures that I found online and resized each texture to fit each part using UV editing.

During this stage I found it difficult to come up with ideas for how to make the windows of the cabin. Therefore, I decided to have them be barricaded.

The next thing I decided to create for my animation was the trees.

Figure 22 shows the first stage of modelling for my tree.

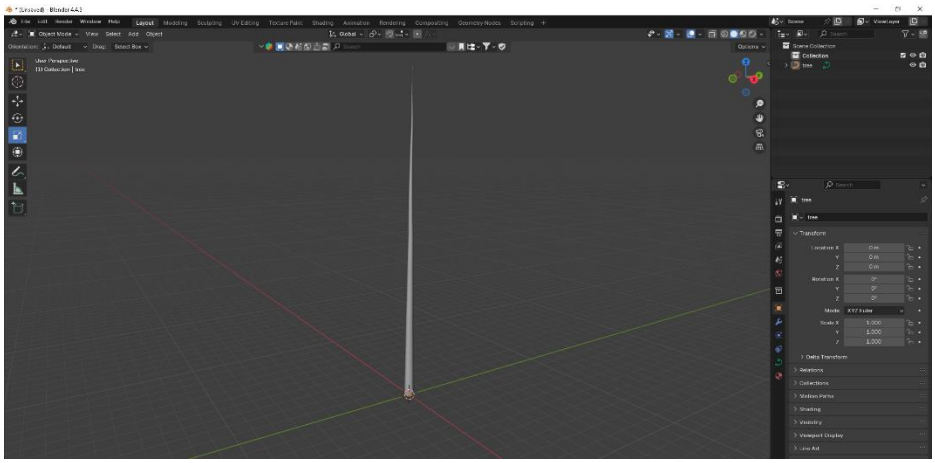


Figure 22

First, I started off with a cylinder that scaled horizontally, after that I added some loop cuts and extruded the top while making each loop cut thinner to make the top form a sort of spike. I then sculpted out a detailed shape of a tree on the cylinder to make it look more like a trunk.

Figure 23 shows the second stage of modelling for my tree.

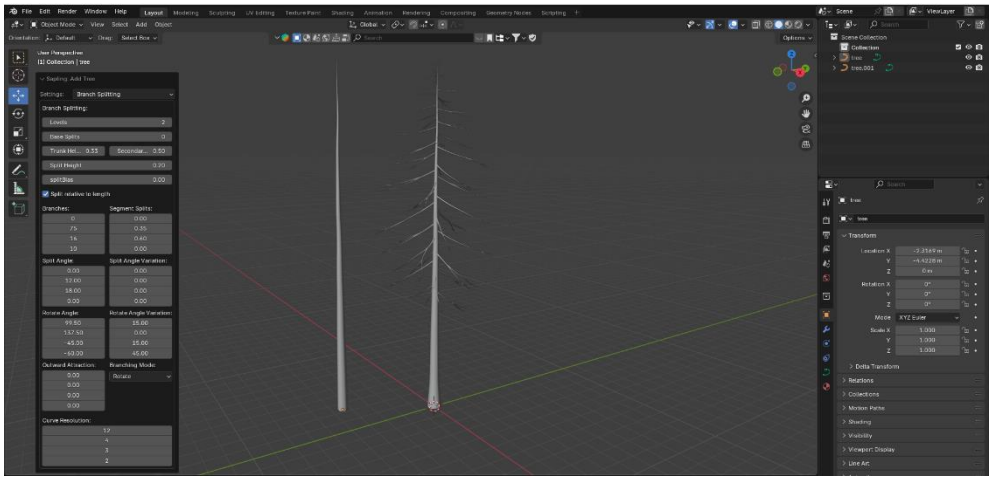


Figure 23

After I did that, I then used the tree sapling tool to generate branches and then I deleted the trunk from the one that blender generated and replaced it with the detailed model I made. I then did my best do connect each branch to the trunk of the tree by moving the vertices, however not all of them connected properly and some of them became slightly deformed.

Figure 24 shows the third stage of modelling for the tree I made.

Figure 24

After that I then used the branch splitting tool to procedurally generate smaller branches on the ones I already had made and to make them naturally split and expand outward from each other.

Figure 25 shows the fourth stage of modelling for the tree I made.

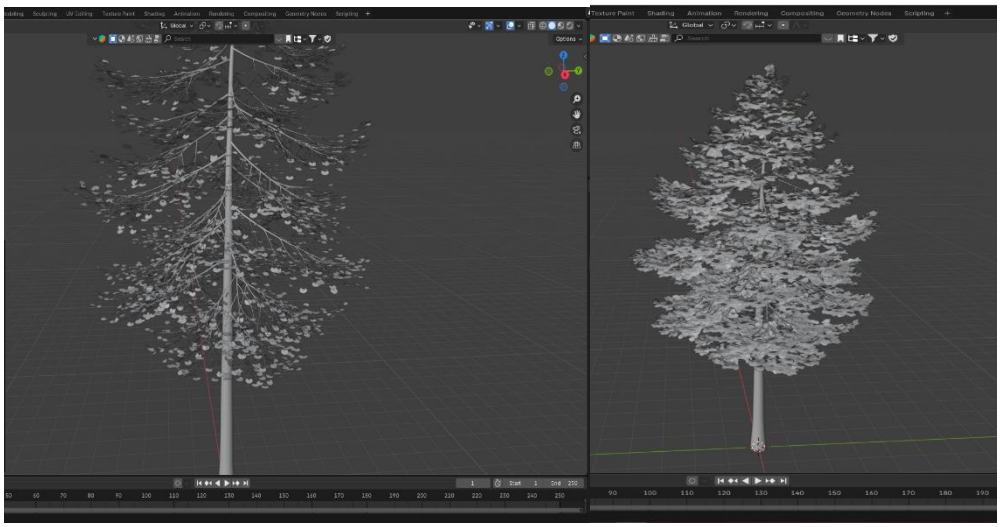


Figure 25

Next, I then used the leaves particle tool to generate leave on the branches, however I felt that they came out a little bit too small. To fix this I copied the particles multiple time and shrieked them, after that I then placed them behind the already existing leaves to add more depth.

Figure 26 shows the fifth stage of modelling for the I made.

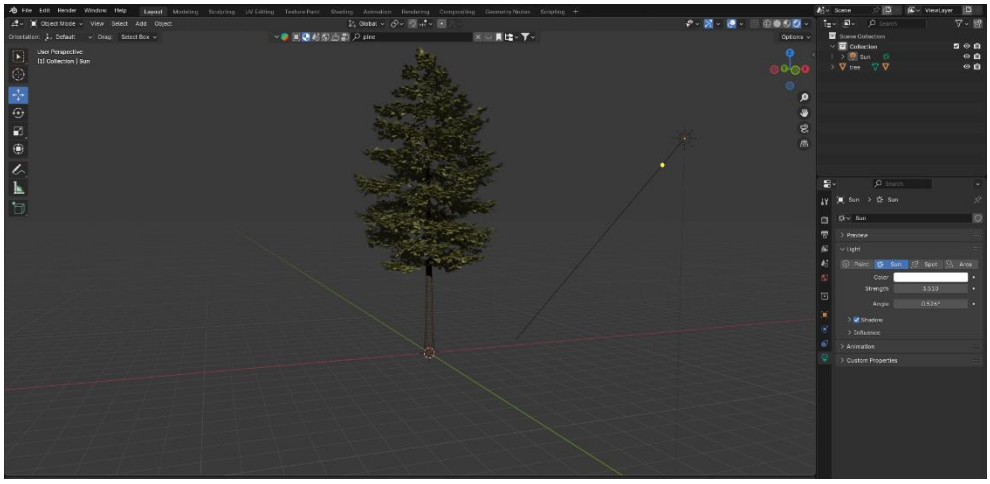


Figure 26

To finish off the tree, I first converted it to a mesh so the textures could be mapped in the UV mapping area. After that I then found a bark and leaves texture online and downloaded them. From there I first added the leaves texture, however I felt that the colour was the wrong shade of green, so I altered it in the material section of blender until I felt the colour was accurate. I didn't UV map the leaves texture as it already fit perfectly on the model. After this I then placed the bark texture on the tree trunk, this on the other hand did need altering in the UV mapping section so I then changed the scale until it fit the model.

After this I then decided to create the bush model, which was very simple, all I did was cut out the top part of the tree and change the size and dimensions slightly.

Figure 27 shows the bush model that I made.

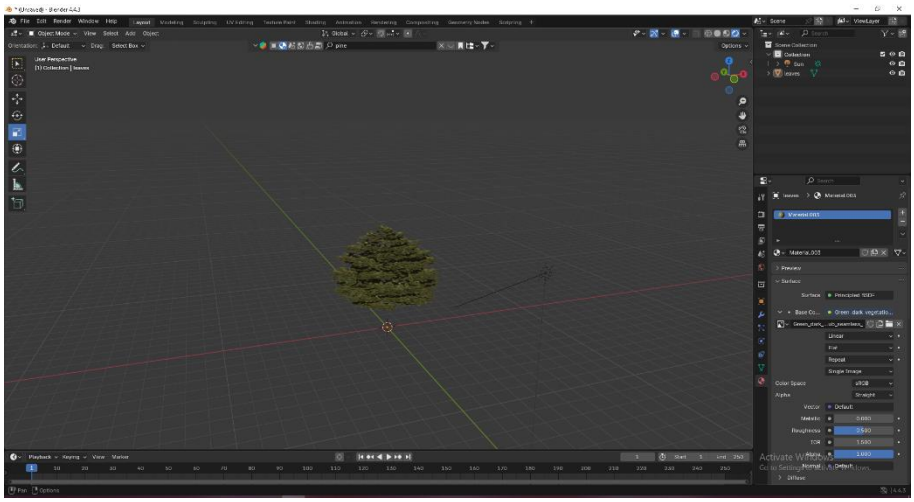


Figure 27

After making these models I decided to create the model for the rock/stone in my animation.

Figure 28 shows the first stage of the modelling of the rock I made for my animation.

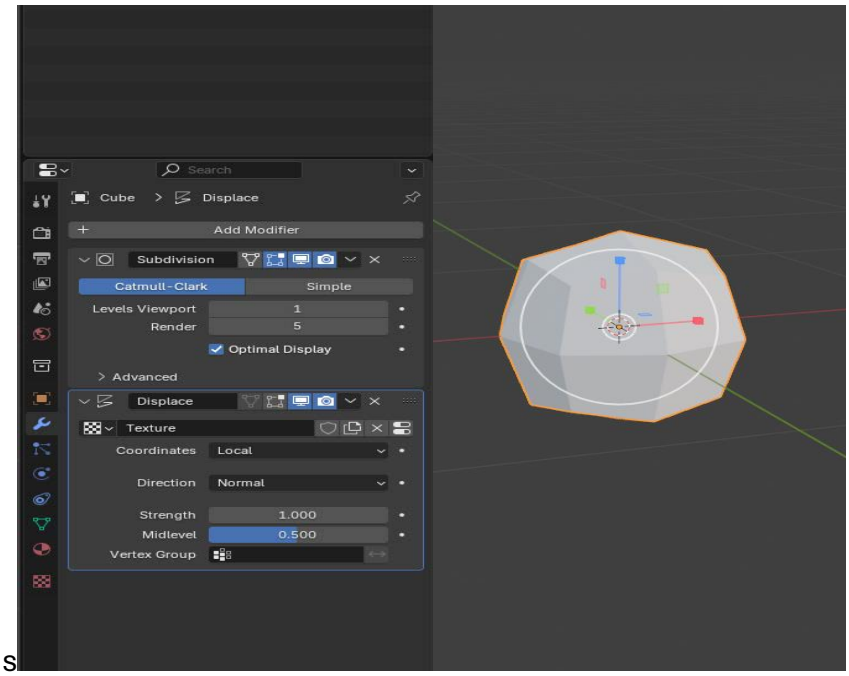


Figure 28

I started off with a single cube, after that I then added a subdivision surface modifier to the cube and then a displace modifier. From there I then selected new texture under the displace tab and then chose the Voronoi texture.

Figure 29 shows the second stage of modelling for the rock I made for my animation.

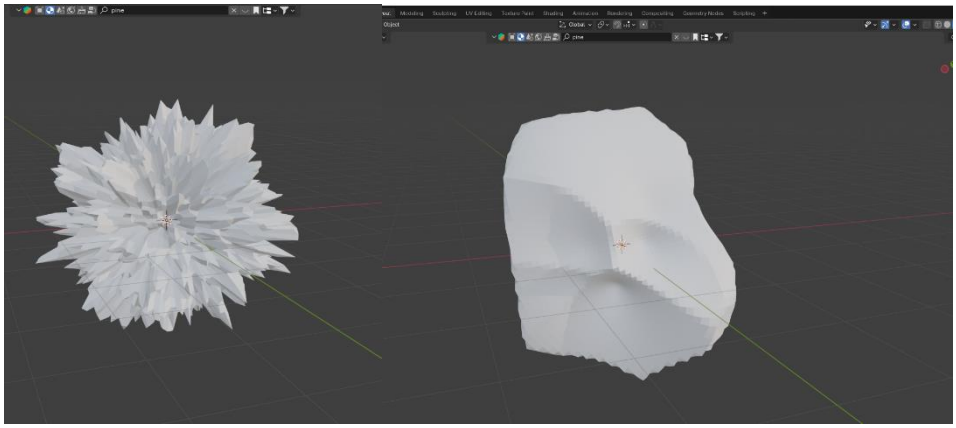


Figure 29

After this the cubed transformed into a strange shape, to fix this I then turned down the size and intensity on the modifier, after doing that the cubed had a more rock-like shape.

Figure 30 shows the third stage of the modelling for the rock I made for my animation.

Figure 30

Finally, to finish off model of the rock I first added a rock texture that I found online. After that I then added it to the mesh and made it fit and wrap around the model perfectly using UV mapping. To add the leaves, I used a separate texture and placed it over a copy of the model, after that I then placed the other model over the copy and moved it around until the leaves were showing.

I found that while creating the rock adding two different meshes over the top of each other impacted performance, to fix this problem I joined the two together, this stopped the two meshes colliding and also stopped the flickering of the textures. To improve performance even more I also turned on back face culling.

Figure 31 shows the first stage of the scene for my animation.

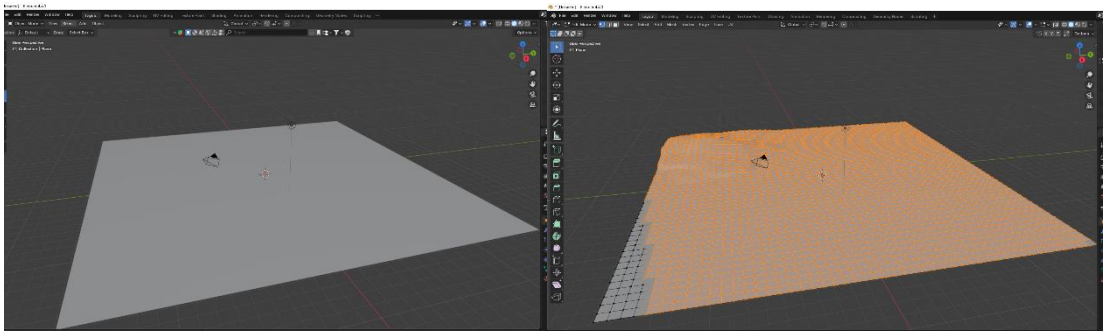


Figure 31

First, I imported a 2D plane that to act as the terrain for the scene. I then added the loop cuts and played around with the sculpting tool until I shaped it into something resembling terrain. After that I formed a slight dip in the centre of the plane to act as the space for the water/lake to go.

Figure 32 shows the second stage of creating the scene for my animation.

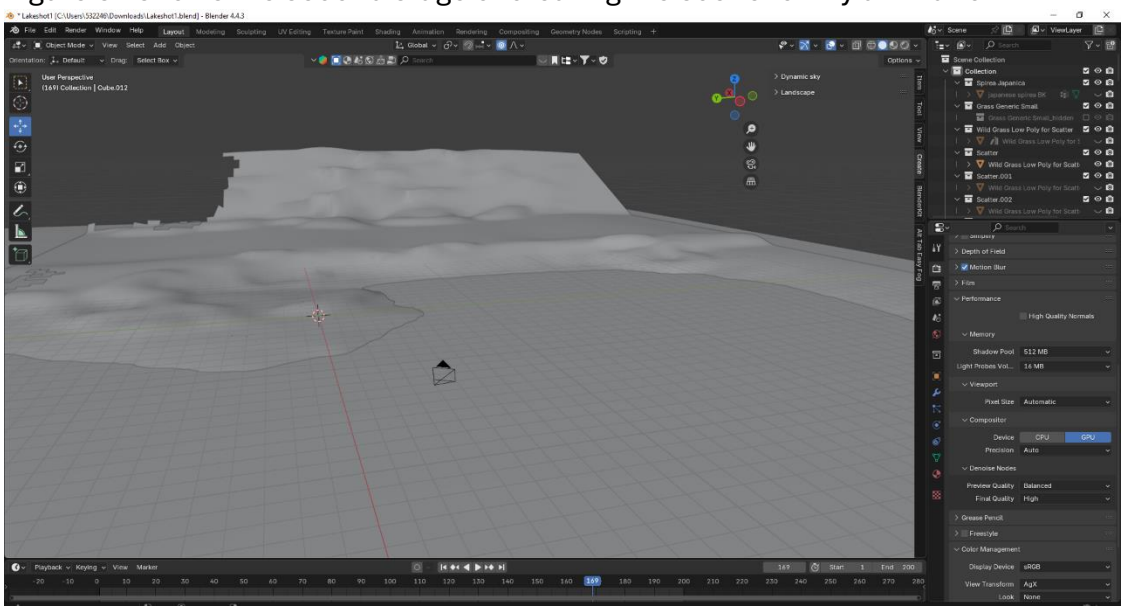


Figure 32

After altering the plane, I removed the areas that would not show up on the camera to save some space and to help me render the scene quicker, I then created a new plane to act as the lake and placed it over the area of terrain that had been shaped for the lake to be placed.

Figure 33 shows the third stage of creating the scene for my animation.

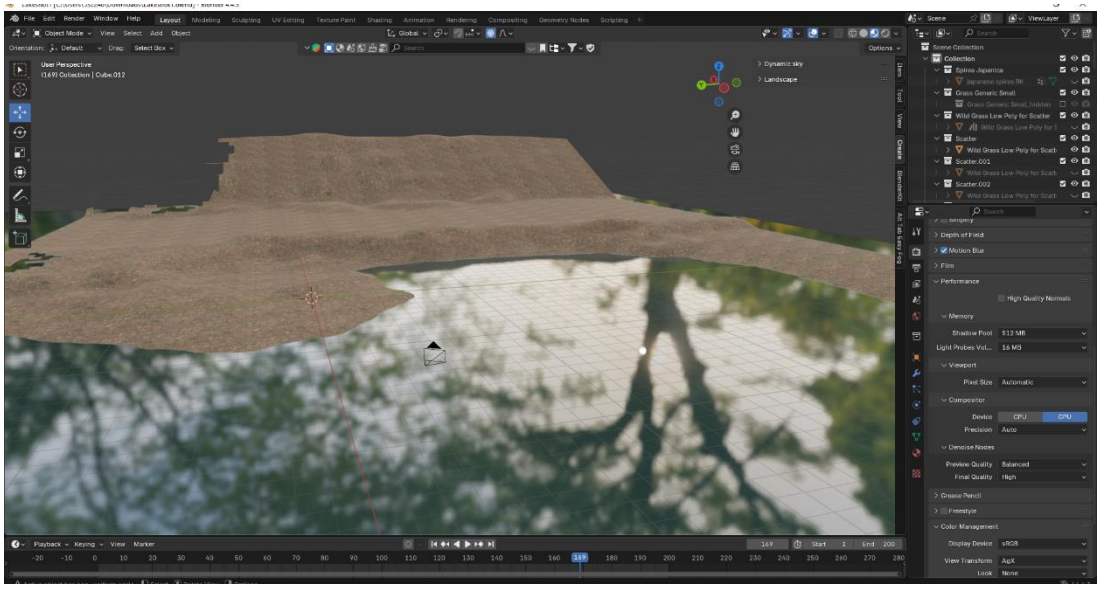


Figure 33

After that the next thing I did was texturing. Both textures where premade and the shading for the lake texture was also premade as well. The first thing I decided to texture was the terrain; I used an image I found online and then added it to the material slide and placed it onto that plane. I felt that the texture was a little bit too small, so I then decided to resize it using UV mapping to get the size that I wanted. After that I then added the water texture to the plane and then turned up the roughness to make it shinier and I also turned on Raytracing to enhance the reflections.

Figure 34 shows the fourth stage of creating the scene for my animation.

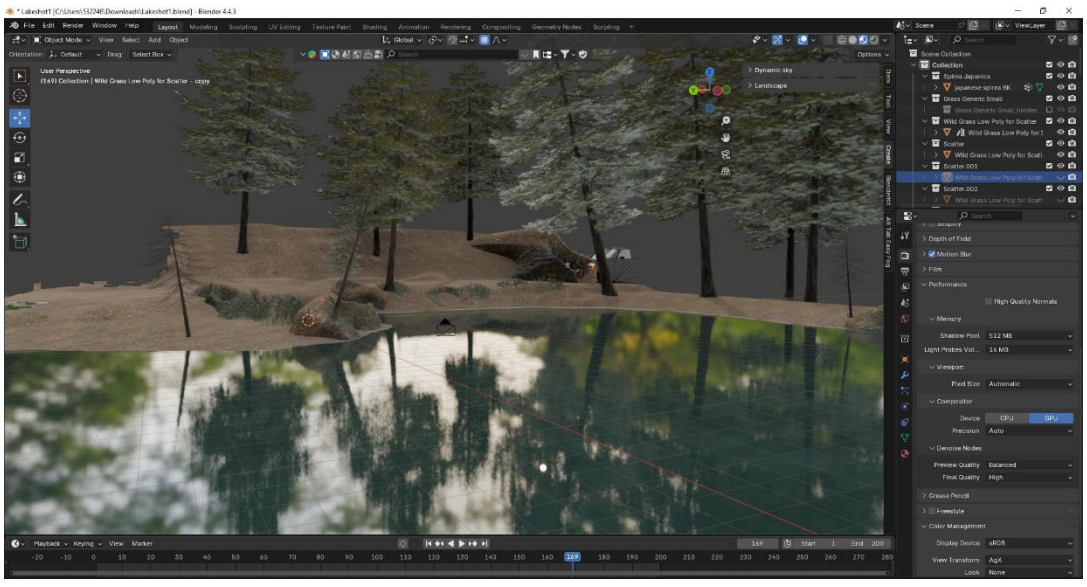


Figure 34

The next thing I did was I added the trees, rocks and bushes I made previously. I also added some grass by scattering some fur particles that I coloured green onto the plane. When placing the trees I also made sure that they were a realistic distance away from each other and that they are random in their size and rotation.

Figure 35 shows the fifth stage of creating the scene for my animation.

Figure 35

After that I then used the dynamic sky modifier in blender to create a dark nighttime sky, I was also able to change the brightness of the scene which I chose to turn down, I also changed the colour of the light being cast to blue so that it resembled moonlight and empathised the darkness of the scene.

Figure 36 shows the fifth stage of creating the scene for my animation.

Figure 36

Finally, to finish off the scene I added a fog around the area to add a bit of eeriness and ambiance. To do this I first placed a cube over the scene, after that I then went into shading mode where I deleted the already existing BSDF and replaced it with a volume

scatter node. After that I then linked volume node of the volume scatter with the volume of the material output. After that I then was able to change the density of the fog and how much light passes through it.

While working on this scene it was impacting the performance due to the scale and amount of detail. This made it very difficult to render and kept on crashing. To fix this problem I turned down the number of samples that needed to be rendered from 100 to around 40, this helped the performance of the scene and even allowed it to be rendered quicker.

I was also faced with the challenge of hiding the size of the scene as it is not very large even though it is set in a forest. Using the fog helped with this as it was able to hide some areas or details that looked unpolished or unrealistic.

Figure 37 shows the nodes used to create the fog for the scene.

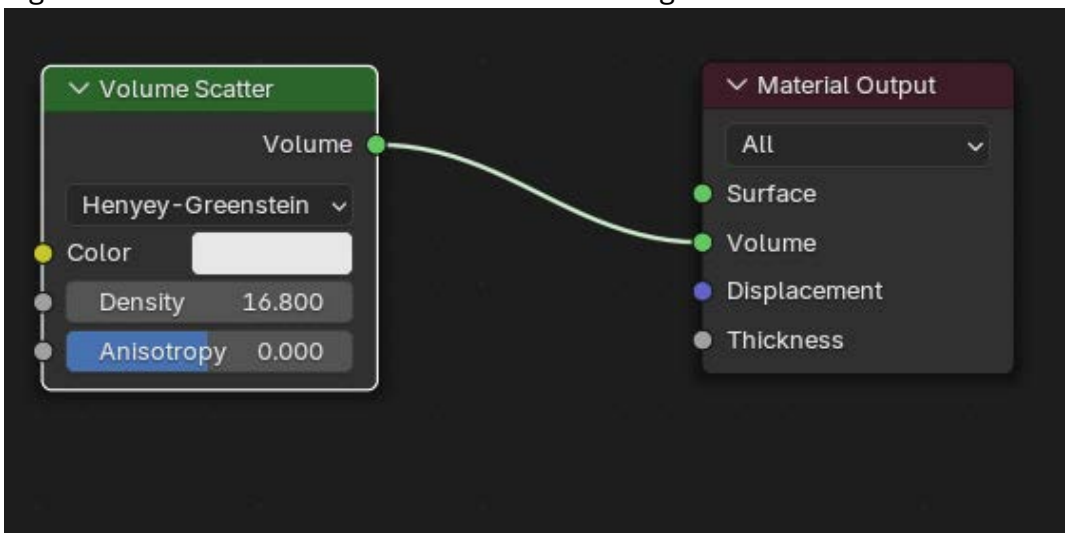


Figure 37

Evaluation

Overall, I feel that my animation turned out well. I am happy with how it looks visually I think that the colours stand out very well and I am also quite happy with the atmosphere that it has, and I am also happy with the narrative of it. I think that all of the assets I made are of high quality and fit well within the scene, matching the art-style. I am also happy with the motion and animation; I really like how the camera has a handheld effect as it adds immersion to the animation and also makes it feel grittier and more believable. I think that the way the car moves is very good, it maintains a steady pace and doesn't feel to fast or too slow, the way I added motion blur is also very nice as it too makes everything feel realistic. The fog in my animation is very good looking, it emphasizes the eeriness of the scene while making it look cinematic and also adds very nice-looking light rays. The fog also hides some of Blender's limitations and makes the scene feel large and ominous even though it has a limited number of assets.

I am happy with how the usability test I received test turned out, it helped me reflect and evaluate my animation and helped me see the flaws that my animation had. I think

that it provided good criticism, and I feel it also provided me with some good feedback on how I could improve. With the feedback I was given I feel that it has shown me things I could improve on in the future, for example I need to add less detail to lighting and visual effects as it is quite distracting and takes too long to render, I also need to learn to make longer scenes as each scene was very short making the jump cuts quite disorienting. I also learned that I must add the smaller details that are less noticeable, for example the wheels in my animation where not moving, I thought that this was not very noticeable and viewers wouldn't spot this, however the tester for my animation did notice that the wheels where not moving. In my usability my tester also mentioned how the audio was too loud and inconsistent in its volume. I feel this is helpful as it will also me adjust the volume to a level that is not too high or low and to make the volume sound right for the viewer. However, I do disagree with the tester's criticism on the inconsistencies with the volume, this is because the inconsistencies with the volume were made like that on purpose as it was depicting the car from various different distances as well as panning the volume from ear to ear based on the camera movement. I also disagree with the criticism about the camera movement being too shaky, this too was a stylistic effect made to make the animation look like its being filmed with a handheld camera. There was also some good feedback I received on the black screen at the beginning being too long, while I felt that this may help build tension, I can see how it can be a problem for the viewer, and I could shorten it to keep the viewer more engaged. I also agree that the scenes need to be longer as the pacing is slightly inconsistent and each scene jumps from each other in a not very cohesive way, making the scene longer would also help the animation in length as it is only 47 seconds when I was aiming for 1 minute.

To advertise my product, I feel that is be best suited on the platforms YouTube and TikTok. I think this because of how it is fragmented and cut together like a trailer or a preview/teaser of a short film. I also believe that it would suit these platforms due to it being relatively short form in length, therefore, it can be viewed on platforms that showcase shorter form content like YouTube and TikTok. I feel that the animation could also work as a skippable advert on either of these sites as YouTube allows creators to advertise their product when a video is clicked on and TikTok have ads that viewers can find randomly when scrolling, the creepy atmosphere and dark aesthetic may end up attracting fans of the horror film genre through these platforms. The final reason I feel my animation would be suited for YouTube and TikTok is because of its popularity, both sites are very popular especially with my target audience (Genz age 13-28), so it has a higher chance of reaching its target demographic and means that my animation will get more exposure.

In the future I would try to use some more complex techniques in my animation. For example, my animation did not include rigging, this could have easily been added to the trees to add more depth and to bring the scene to life more. Doing this would have also showcased more of my skills and knowledge inside Blender than what was shown. In the future I would also try to create all assets myself, this too would showcase more skill from me and would make each asset fit in with the scene a little more. I also with I created some shaders and reflections for the water and the windows myself as I feel

that doing this would be faster and showcase my skills a little bit more than if I used premade shaders.

In the future I would try not to make my scenes look super complex, large and detailed. I would like to learn how to create scenes that still look good but are optimized well too as my animation took too much time to render which ended up impacting the final product as it could have been a little longer, however parts of it were slightly rushed. With the feedback that I received from my usability test and the experience I gained from creating my animation I feel that I have been set up well for the future. I think this because after creating this animation new career paths have opened up for me. For example, I now have learned how to use Blender and how to make 3D models and 3D animations, this is very useful and has allowed me to develop new skills in an industry I was not familiar with prior to learning Blender. The experience could help me find work in the future within 3D modelling and I have also developed skills in other programs like Audacity and Adobe Premiere Pro.

Overall, I am very happy with the work I have done during this assignment, I feel I have communicated my ideas well and have shown great knowledge in Blender. I also feel that I have shown very good and detailed planning and research that has helped me in the creation of my animation.

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UAL L3 Diploma Creative Media Production & Technology

Diary/Journal of activities Unit 13 Final Major Project

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
	Fri 14.03.24	Today I began planning for my FMP.	I decided to create a mood board to help me visualise and come up with a good tone, style, and colour palette for my animation as well as gather ideas and inspiration for it. To do this I simply searched online for images depicting a dark forest with a car, and also a dark forest with a cabin. Doing this helped me find the tone I wanted for my animation, and I decided to choose images with a slightly blue tint.	Microsoft. (1983). *Make your words shine with smart writing assistance, document designs, and collaboration tools.* [Online]. Microsoft Word. Last Updated: 25 October. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 2 May 2025]. Google. (2014). *Where teaching and learning come together*. [Online]. Google Classroom. Last Updated: 12 August. Available at: https://edu.google.com/workspace-for-education/products/classroom/ [Accessed 2 May 2025].	I gained knowledge and new ideas for colour palette, art style, setting, tone and atmosphere of my animation.

	Sat 15.03.25	Break			
	Sun 16.03.24	Break			
24	Mon 17.03.25	Break			
	Tue 18.03.25	Break			
	Wed 19.03.25	Today I continued planning for my FMP.	I decided to research trees as the animation would be set in a forest so I felt that researching this may give me some insight and help me understand how to model trees in Blender.	Steve Nix. (2024). *Ten Most Common Trees in the United States*. [Online]. Treehugger. Last Updated: 31st August. Available at: https://www.treehugger.com/ten-most-common-trees-united-states-3971258 [Accessed 19 March 2025].	I learned about the type of trees that may be found in my animation based on the location. For example, I learned that I should create different pine trees including red pines, ponderosa pines, and Monterey pine.

	Thur 20.03.25	Today I did more research and continued planning for my FMP.	I decided to do more research on trees now that I understood the type of trees that may appear in my animation. I ended up looking at deformation of trees and how they would actually grow. I also looked at images of pine trees and kept the ones that I liked as a reference for my character sheet and animation.	Steve Nix. (2024). *Ten Most Common Trees in the United States*. [Online]. Treehugger. Last Updated: 31st August. Available at: https://www.treehugger.com/ten-most-common-trees-united-states-3971258 [Accessed 19 March 2025]. David Beaulieu. (2025). *40 Types of Pine Trees You Can Actually Grow*. [Online]. The Spruce. Last Updated: January 29. Available at: https://www.thespruce.com/pine-trees-from-around-the-world-3269718 [Accessed 20 March 2025].	I gained knowledge on visual looks and aesthetics for the tree model in my animation. For example, I found the right colour, texture and shape that I could use/create.
	Fri 21.03.25	I decided to start researching Cabins in preparation for the model I will make.	I searched old cabins on google and found images that I liked, the images I found all seemed to resemble the cabin from the film Evil Dead as this was where most of my inspiration came from.	Microsoft. (1983). *Make your words shine with smart writing assistance, document designs, and collaboration tools.* [Online]. Microsoft Word. Last Updated: 25 October. Available at: https://www.microsoft.com/en-gb/microsoft-	I gained more knowledge and insight of the overall shape/design of the cabin I will make.

				365/word [Accessed 2 May 2025]. Google. (2014). *Where teaching and learning come together*. [Online]. Google Classroom. Last Updated: 12 August. Available at: https://edu.google.com/workspace-for-education/products/classroom/ [Accessed 2 May 2025].	
	Sat 22.03.25	Break			
	Sun 23.03.25	Break			
25	Mon 24.03.25	Break			
	Tue 25.03.25	Break			
	Wed 26.03.25	I decided to start creating the model for the cabin in Blender. I decided to start creating the functionality test for my animation.	To do this I started off with a single cube, after that I then extruded it out and added loop cuts to it so that I could edit each face. After that I then placed a flat cube on top and created one loop cut on top and from there, I raised the loop cut and the cube slanted like a roof.	Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature filled.* [Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025].	I learned some skills in Blender including efficient ways of modelling a roof as the method I was doing previously did not look very good. For example, I had the idea of raising a single loop cut to create a slant in the roof.

			For the functionality test I wrote down that I need to be testing the geometry, topology, texture quality, shading, render, framerate, pacing, resolution, and sound of the animation. I then filled out whether each section was successful as I went along.		
	Thur 27.03.24	Today I decided to carry on working on my cabin. I also decided to look at some tutorials based on work that I would be doing later on.	I added more details such as the porch as well as the window and door, I also added planks to the floor of the cabin to make it look more realistic.	BlenderVitals. (2023). *Scatter Objects in Blender in 40 Seconds!* [Online]. YouTube. Last Updated: December 3. Available at: https://www.youtube.com/watch?v=shPEZM1TQ1g [Accessed 14 May 2025]. Grant Abbitt. (2021). *Isolate Areas When Texture Painting - Blender 3.0*. [Online]. YouTube. Last Updated: 13 August. Available at: https://www.youtube.com/watch?v=YqSbXxg-XMI [Accessed 27 April 2025]. Alterna Vision Studio. (2024). *Creating Easy*	I learned how to create a falling leaves effect in Blender so that leaves can fall from the trees. I learned this through a YouTube video that teaches particle techniques including leaf distribution. I learned how to paint separate textures on models so I can create detailed terrain in my animation. I gained knowledge/insight on how I wanted the forest in my animation to look. For example, I came up with ideas for the time of day, colour, tone, atmosphere and some visual effects including fog and lighting.

				Realistic Forest Environments in Blender - Beginner tutorial. [Online]. YouTube. Last Updated: 25 January. Available at: https://www.youtube.com/watch?v=10oFJ0C06RI [Accessed 27 April 2025].	
	Fri 28.03.25	I decided to carry on working on the cabin model.	I added the roof over the porch as well as smaller details such a door and window frames and chimney.	Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature-filled.* [Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025].	I learned by looking at various different image references the shape and proportions of the frame and porch for my cabin. I also gained knowledge on how parts should look worn down and how I should sculpt around the frames for the cabin to make it look more realistic.
	Sat 29.03.25	Break			
	Sun 30.03.24	Break			
	Mon 31.03.25	Break			
	Tue 01.04.25	Break			
	Wed 02.04.25	I carried on working on the cabin model.	I added the door as well as some textures like the wood texture and the roof texture. I did not create the textures	Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature filled.*	I learned effective ways on creating trees using various different methods such as, the sapling generator, loop cuts, and wireframe/curve editing. I came up with

		I began creating the trees for my animation.	myself, instead I simply found them online. To do this I started off with a cylinder, after that I then extruded it upwards until it formed a spike and added branches to it using the sapling tree generator in Blender.	[Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025]. Kenan Proffitt. (2023). *How to use the Tree Generator in Blender*. [Online]. YouTube. Last Updated: 18 April. Available at: https://www.youtube.com/watch?v=IPdF4ym7uRE [Accessed 2 May 2025]. Cinematic Cookie. (2023). *Creating Photorealistic Trees That Don't Suck! Blender Tutorial*. [Online]. YouTube. Last Updated: 20 December. Available at: https://www.youtube.com/watch?v=gD_AbaqzBl8 [Accessed 2 May 2025]	the method I used through a YouTube video.

	Thur 03.04.25	I added some stuff to my cabin. I also started to create the storyboard for my animation.	For the cabin I ended up adding some textures to the door and window frames as well as the wood beams on the porch I also began making my storyboard. I drew out the first 3 scenes and tried to make them as detailed as possible by including colour codes, textures I would use as well as a detailed description of what happens in each scene including sound and how long each scene would last.	Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature filled.* [Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025].	I gained insight on the layout of the scene for my animation as well as how each scene would look.
	Fri 04.04.25	I continued working on my cabin. I finished creating my storyboard.	For the cabin I added a decoration on the side of the porch, I saw it on an image I found online and decided to add it to my cabin. To create it I used a cylinder, I then added the loop cuts and sculpted it out to make it look like a stick. After that I placed copies of them horizontally on the side of the cabin. I created the fourth, fifth and sixth scene to my storyboard finishing it off.	Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature filled.* [Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025].	I learned how to texture meshes using UV mapping. I also learned how to create loop cuts that allow for easy manipulation of vertices and faces.
	Sat 05.04.25	Break			

	Sun	Break			

	06.04.25				
Easter	Mon 07.04.25	Break			
	Tue 08.04.25	Break			
	Wed 09.04.25	I changed to texture of the wood for the cabin in my animation.	I didn't like how the texture of the wood looked as it didn't match with the other colours, so I updated it with a new texture.	Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature filled.* [Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025].	I learned how to texture meshes using UV mapping and how to change different variables such as size, colour and depth.
	Thur 10.04.25	Break			
	Fri 11.04.25	I started working on my asset list.	I used the template provided to me on google classroom and began to list some of the textures that I would be using for my animation including all textures for the cabin, I also provided links to all textures.	Microsoft. (1983). *Make your words shine with smart writing assistance, document designs, and collaboration tools.* [Online]. Microsoft Word. Last Updated: 25 October. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 2 May 2025].	I gained knowledge on great places to find textures for Blender. While looking for textures I found the website blender kit that provides high quality textures and materials.

				Google. (2014). *Where teaching and learning come together*. [Online]. Google Classroom. Last Updated: 12 August. Available at: https://edu.google.com/workspace-for-education/products/classroom/ [Accessed 2 May 2025].	
	Sat 12.04.25	I began working on my timeline for my animation.	I used the template in classroom and began to write about what sounds I would use in my animation. I wrote how long each sound would last as well as what the sound is and if it had a script.	Google. (2014). *Where teaching and learning come together*. [Online]. Google Classroom. Last Updated: 12 August. Available at: https://edu.google.com/workspace-for-education/products/classroom/ [Accessed 2 May 2025]. Microsoft. (1983). *Make your words shine with smart writing assistance, document designs, and collaboration tools.* [Online]. Microsoft Word. Last Updated:	I gained knowledge on the different sounds I would add to my animation as well as the timing/pacing of each sound.

				25 October. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 2 May 2025].	
	Sun 13.04.25	Break			
	Mon 14.04.25	Break			
	Tue 15.04.25	Break			
	Wed 16.04.25	Break			
	Thur 17.04.25	Break			
	Fri 18.04.25	I finished creating my timeline.	I finished creating the timeline by continuing writing what sounds would be in my animation and how long each sound would last.	Google. (2014). *Where teaching and learning come together*. [Online]. Google Classroom. Last Updated: 12 August. Available at: https://edu.google.com/workspace-for-education/products/classroom/ [Accessed 2 May 2025]. Microsoft. (1983). *Make your words shine with*	I gained knowledge on the different sounds I would add to my animation as well as the timing/pacing of each sound.

				smart writing assistance, document designs, and collaboration tools. [Online]. Microsoft Word. Last Updated: 25 October. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 2 May 2025].	
	Sat 19.04.25	Break			
	Sun 20.04.25	Break			
	Mon 21.04.25 Easter Monday	Break			
27	Tue 22.04.25	I decided to create the character sheets for my animation.	I used the images I found as a reference and sketched out detailed sketches of three different trees, I added details to them including colour codes, textures, and size.	Kiersten Rankel. (2024). *Pine Tree Growth: Height vs. Width*. [Online]. Greg. Last Updated: October 9. Available at: https://greg.app/pine-tree-size/#:~:text=%F0%9F%90%A2%20Slow%2DGrowing%20Pine%20Species,environments [Accessed 22 April 2025].	I gained knowledge on the size of pine trees as well as the diameter of them through my character sheets and I also learned how to use a ruler in blender to measure the size of something.

	Wed 23.04.25	Break			
	Thur 24.04.25	Break			
	Fri 25.04.25	I practiced with Blender.	I practiced with blender by coming up with ideas for the terrain of my animation.	Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature filled.* [Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025].	learned how to create loop cuts that allow for easy manipulation of vertices and faces.
	Sat 26.04.25	Break			
	Sun 27.04.25	I added to my asset list.	I added photos of the cabin I made to my asset list including the textures and the links to where I found the textures.	Microsoft. (1983). *Make your words shine with smart writing assistance, document designs, and collaboration tools.* [Online]. Microsoft Word. Last Updated: 25 October. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 2 May 2025].	I gained knowledge on great places to find textures for Blender. While looking for textures I found the website blender kit that provides high quality textures and materials.

				Google. (2014). *Where teaching and learning come together*. [Online]. Google Classroom. Last Updated: 12 August. Available at: https://edu.google.com/workspace-for-education/products/classroom/ [Accessed 2 May 2025].	
28	Mon 28.04.25	Break			
	Tue 29.04.25	I practiced with Blender.	I continued with trying to figure out how to create the terrain for my animation.	Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature filled.* [Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025].	learned how to create loop cuts that allow for easy manipulation of vertices and faces.
	Wed 30.04.25	Break			
	Thur 01.05.25	Break			
	Fri 02.05.25	Break			
	Sat 03.05.25	Break			

	Sun 04.05.25	Break			
29	Mon 05.05.25 Bank Holiday	I practiced with Blender.	I created a lake in blender as practice for creating it for my FMP.	Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature filled.* [Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025]. Blender Inferno. (2024). *How to Make a Reflective Material in Blender! | Blender Material Tutorial*. [Online]. YouTube. Last Updated: 9 April. Available at: https://www.youtube.com/watch?v=JZBHWlYj21A [Accessed 5 April 2025].	I learned how to create a reflective material that could act as a lake in my animation. I learned this through a YouTube tutorial that shows how to make reflective textures using shader nodes.
	Tue 06.05.25	Break			
	Wed 07.05.25	I carried on creating the trees for my animation.	I created the leaves for the model by adding them to the branches in the sapling generator. After I did that, I	Ton Roosendaal. (1994). *Blender 4.4 Action-packed and*	I gained knowledge on how I could add leaves to my tree in Blender using the sapling generator as well the UV mapping tool.

			then copied and pasted them under each layer of the branches to add more depth.	*feature filled.* [Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025].	
	Thur 08.05.25	I decided to texture the trees. I also started animating and creating each scene for my animation and I created a functionality test for the animation adding to it as I went along.	To do this I used textures I found online to add to the trees, I didn't like the colour of the leaves texture initially, so I ended up changing it, I also had to resize the bark texture as it did not fit perfectly on the model. To start the animation, I began with the creating the scene. I started off with a 2D plane that I added loop cuts to; I then used the sculpt tool to create the shape of terrain and I also made the lake and the texture of the lake to go over the plane. I found both textures for the terrain and water online, I only had to alter the terrain texture using UV mapping.	Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature filled.* [Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025].	I learned how to use the shader tool to manipulate textures in size and depth that are not on a regular mesh. I learned how to create a reflective material that could act as a lake in my animation. I learned this through a YouTube tutorial that shows how to make reflective textures using shader nodes.
	Fri 09.05.25	I began creating the report for my animation I also continued with my animation.	To start my report, I began by introducing my animation I discussed what it was and the purpose, after I did that, I then talked about the visual	CG Geek. (2020). *How to Create Low Poly Rocks in 1 Minute*. [Online]. YouTube.	I learned how to create a rock model using a heightmap

			inspiration I had and what inspired me, I ended up discussing the films The Exorcist, The Evil Dead, and The Blair Witch Project. I added the tree models to the scene, and I also made a bush model using the top of the tree as well as a rock model using a heightmap.	Last Updated: 24 February. Available at: https://www.youtube.com/watch?v=4EqLyGsu3AA [Accessed 9 May 2025]. Michael Blyth. (2016). 10 great forest horror films. [Online]. bfi.org.uk. Last Updated: 15 September. Available at: https://www.bfi.org.uk/lists/10-great-forest-horror-films [Accessed 5 March 2025]. Media Studies. (2023). The Codes and Conventions of Horror Films. [Online]. Media Studies. Last Updated: October 21. Available at: https://media-studies.com/horror-	

				genre/ [Accessed 7 March 2025]. Ask Cathy Marketing Group. (2023). A Brief History of Horror Movies, And Films That Use Silence to Build Suspense! [Online]. Askcathy. Last Updated: 27 October. Available at: https://www.askcathy.com/blog/a-brief-history-of-horror-movies-and-films-that-use-silence-to-build-s [Accessed 11 March 2025].	
	Sat 10.05.25	Break			
	Sun 11.05.25	Break			
30	Mon 12.05.25	Break			
	Tue 13.05.25	Break			
	Wed 14.05.25	I continued working on my animation.	I added grass to the scene as well as improved it visually by adding a volumetric fog, I also	BlenderVitals. (2023). *Scatter Objects in Blender in 40 Seconds!* [Online].	I learned how to scatter grass in Blender. For example, I learned this through a tutorial video that taught me to scatter objects using a scatter node.

			added a car model I found online to the scene.	YouTube. Last Updated: December 3. Available at: https://www.youtube.com/watch?v=shPEZM1TQ1g [Accessed 14 May 2025]. Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature filled.* [Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025].	
	Thur 15.05.25	I began to animate the car model and camera using my storyboard as a reference.	To animate these objects and make them move I used keyframes to suggest the major impacts in movements each object made for the car I only need to add a few keyframes as the car's movements were very simple. However, for the camera I placed a lot of random ones in various different positions to create a handheld effect.	Default Cube. (2019). *How To Move Animated Objects (Blender Tutorial)*. [Online]. YouTube. Last Updated: 23 December. Available at: https://www.youtube.com/watch?v=HPD3LhCLxCE [Accessed 14 May 2025].	I learned how to make objects move in Blender using keyframes. I learned this by moving around the nodes at the bottom frame by frame, by doing this I learned how to make objects move.

				Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature filled.* [Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025].	
	Fri 16.05.25	I added to my report.	I discussed some of the planning that I had done in for preparation for the animation, I wrote about my character sheets, my storyboard, and some research I had done	Steve Nix. (2024). *Ten Most Common Trees in the United States*. [Online]. TreeHugger. Last Updated: 31st August. Available at: https://www.treehugger.com/ten-most-common-trees-united-states-3971258 [Accessed 19 March 2025]. David Beaulieu. (2025). *40 Types of Pine Trees You Can Actually Grow*. [Online]. The Spruce. Last Updated: January 29. Available at: https://www.thespruce.com/pine-trees-from-around-the-world-	I gained knowledge on visual looks and aesthetics for the tree model in my animation. For example, I found the right colour, texture and shape that I could use/create.

				3269718 [Accessed 20 March 2025].	
	Sat 17.05.25	Break			
	Sun 18.05.25	Break			
31	Mon 19.05.25	Break			
	Tue 20.05.25	I added to my report.	I discussed the audience and gender representation for my animation, I wrote about how my animation targets older people due to its darker tone.	Rebecca Rubin. (2018). Diverse Audiences Are Driving the Horror Box Office Boom. [Online]. Variety. Last Updated: 25 October. Available at: https://variety.com/2018/film/box-office/horror-movies-study-1202994407/ [Accessed 14 March 2025].	I gained knowledge on the demographic that consumes horror films, that being people in Genz from the ages 13-28.
	Wed 21.05.25	I added to my report. I continued with my animation.	I discussed the semiotics seen in my animation, I wrote about the representation of colours in my animation as well the tone and some objects seen in it.	Anna Tarborska. (2024). *Horror Essentials: Key Elements and Their Cinematic Uses*. [Online]. Radiance. Last Updated: 10 September. Available at: https://raindance.org/unveiling-the-essentials-of-horror-	I learned the colour blue symbolise coldness, psychological tension, unease sadness, melancholy, and depression and emphasises darkness. I also learned that Cabins are associated with fear as they are frequently situated in remote areas far from any immediate help, this isolation creates the feeling of being exposed to whatever danger lurks within the forest around the cabin

				key-elements-and-their-cinematic-uses/#:~:t [Accessed 21 May 2025]. Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature filled.* [Online]. Blender. Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025].	
	Thur 22.05.25	I finished my animation I added to my report.	To finish my animation, I made I rendered the whole thing however it was taking too long, to fix this I rendered it in sections and turned down the number of samples it used. I then imported it into premiere pro where I was able to add the sound that I found from my asset list, and then from there I was able to export it as an mp4 file. For my report I wrote about the codes and conventions seen in my animation, I discussed the text, the colours and the different camera angles, after	Will Kenton. (2024). *Copyright: Definition, Types, and How It Works*. [Online]. Investopedia. Last Updated: August 11. Available at: https://www.investopedia.com/terms/c/copyright.asp [Accessed 22 May 2025]. Ton Roosendaal. (1994). *Blender 4.4 Action-packed and feature filled.* [Online]. Blender.	I learned about the laws of copyright, and how protects a creators work from being used or duplicated without any form of permission. For example, I how I followed the copyright law by crediting original owners of work I used, including textures, models, sounds, and research. I learned about the laws of accessibility and how it is used to make sure that what you are making is perceivable, operable, understandable, and robust.

			that I then wrote about the laws I adhered to when making it. After doing that I then pasted in the images I took from creating the animation and wrote about each stage of it.	Last Updated: 2 January. Available at: https://www.blender.org/ [Accessed 2 May 2025].	
	Fri 23.05.25	Finalising FMP to Hand in Today I finished my report and created a presentation.	To finish my report, I just had to write my evaluation, I wrote about what I liked in my animation as well as what I didn't, I also wrote about how the animation would help me for the future and also, I wrote about the feedback I got from my usability test. I also wrote what social media platforms I could promote my product on. For the presentation I created it using PowerPoint. I discussed a variety of different subjects including the planning, target audience, semiotics, rules and laws, the skills I learned while working on it, and the strengths and weaknesses of it. I also hyperlinked the animation so that it could be viewed through the presentation. I also wrote about the research I did behind the trees; I wrote how they helped me when modelling as they acted as a reference, I also wrote about the tutorials I	Google. (2014). *Where teaching and learning come together*. [Online]. Google Classroom. Last Updated: 12 August. Available at: https://edu.google.com/workspace-for-education/products/classroom/ [Accessed 2 May 2025]. Microsoft. (1983). *Make your words shine with smart writing assistance, document designs, and collaboration tools.* [Online]. Microsoft Word. Last Updated: 25 October. Available at: https://www.microsoft.com/en-gb/microsoft-365/word [Accessed 2 May 2025].	I gained knowledge and experience through my usability test as it outlined areas that could make my animation better. For example, I learned that turning down the exposure could improve the visual look of my animation while not making it look too bright, I also learned how the jump cuts in my animation look a little unprofessional, disorientation, and don't look very cohesive. I gained knowledge from different YouTube tutorials providing tutorials on how to do things in Blender. For example, I learned how to create reflective shaders, how to create a detailed looking forest, how to create distribution of leaves, how to create trees, how to create fog, and how to animate scenes and make objects move. I learned that horror films attract a younger audience as they tap into anxieties, fears, and uncertainties common during youth.

			followed and how they helped me when modelling for my animation.	Rebecca Rubin. (2018). Diverse Audiences Are Driving the Horror Box Office Boom. [Online]. Variety. Last Updated: 25 October. Available at: https://variety.com/2018/film/box-office/horror-movies-study-1202994407/ [Accessed 14 March 2025].	