

RESIDENT EVIL 2 REANIMATED

A sequel to the Resident Evil Collab in 2020. Based on one of the best playstation games and arguably one of the best resident evil games. Resident Evil 2. An amazing team of artists and animators recreated the opening to Resident Evil 1. Now one year after the release, the horror returns more deadlier.



The goal is to recreate and reanimate the opening fmv from Resident Evil 2 and release it for 2022. This is an animated project that animators and artists who are fans of Resident Evil, Horror, or generally interested can join.

The reanimated will contain both Leon and Claire openings.

This is a NON-PROFIT collab.

Official Collab Email - REAnimationCollab@gmail.com

[Complete Edit WITH NUMBERS:](#)

https://drive.google.com/file/d/1y3xIDN2ZfwbN5aqbVhFF5_KcefOBtjCr/view?usp=sharing

“What is this?”

This is an animated collaboration where a team of animators get together to reanimate or animate an episode or existing project scene by scene. It is a great way to showcase talent with different styles of animation.

After the successful completion of Resident Evil Reanimated. We bring you Resident Evil 2 Reanimated.

“How do I apply?”

To Apply, please email examples of your animated work (showreels, animations shots, personal projects, anything) to REAnimationCollab@gmail.com

Please submit the following;

Your Contact Email

Links (twitter, website, youtube, newgrounds or etc)

Previous Work

No experience is required. However your work **MUST** include or show that you understand the fundamentals of animation; timing, anticipation, staging, acting, lip sync etc.

Once your application has been reviewed and you are accepted. You will be emailed with links to the files and shots for you to choose. You will also be invited to the discord server where you can share and interact with other people on the project.

Next you will send an email saying which shot you'd like to animate. An email will be sent back to confirm if you have the shot.

Please note that this is a **FIRST COME FIRST SERVED**. Please understand and try not to get disappointed if you don't get the shot you're after. Unless changes in circumstances arise.

SHOT SUBMISSION GUIDE AND RULES:

1. All shots must be animated and exported at **1920x1080** resolution and at **24 FPS**.
2. Accepted formats; **.MOV & .MP4**
3. Export files **WITH SOUND**

4. **NO WATERMARKS.** Everyone will be credited at the final video.
5. Shot length **MUST** stay the same. If there is a transition/fade, please try to incorporate that in your shot or add an extra few seconds where the transition occurs. If your shot has a cut, it's generally best to focus on the audio/shot, but otherwise. A note will be sent to help you out.
6. Try to keep characters recognizable and try to follow the source material. **Do interpret them in your style!** But for example; ***if there is a zombie dog in the scene and you decide to change it into something, don't put in something like a star-wars character or something unrelated.*** Then your shot will likely be rejected and **subject for changes.**
7. Keep the flow of the scene, but do experiment or go over the top if you wish.
8. **NO OFFENSIVE OR HATEFUL MESSAGES** (Porn-related, Racism, Homophobic, Sexism, Terrorist-related or discrimination) If anyone is caught doing so will be asked to change it, or be removed from the project entirely.
9. Email your completed shots to REAnimationCollab@gmail.com **WITH YOUR NAME AND SHOT NUMBER IN THE SUBJECT HEADER.**

The project accepts 2D, 3D, CGI, Stop Motion, and Pixel Art

First Check-in: March 2022

Second Check-in: June 2022

Third Check-in: August 2022

Final Deadline: September 2022

Inactivity/failure to pass check-in can result in you being kicked off the project and your shot surrendered to someone else.

FAQ

Can I have more than one shot?

Yes. You have up to two shots to start. If you complete them and want more, you can ask for more if you wish.

I never played Resident Evil. Can I still apply?

Of Course! This is meant to be fun. As long as you know animation fundamentals and elements of the shot, then you are welcome to enter!

My shot has a transition! What should I do?

You don't need to worry. Just add at LEAST two seconds to your shot or make sure it's long enough until the start of the next shot. The transition will be sorted in post-production. If you're still unsure, message BadTwin.

What if I miss the deadline or show nothing before the check-in?

If you do not complete your shot before the deadline or fail to complete check-ins, then you will be removed from the project and the shot will be up for grabs. It's frustrating for the team if the project gets pushed back.

Unfortunately, it happened in the last recollab. where an individual hasn't made any progress and just sat on their shots for several months doing absolutely nothing. Letting everyone down.

We do not want to spend months waiting on someone to complete their shot. When check-ins arrive. You will be given a certain amount of time to respond (1-2 weeks). If you do not show any signs of activity or progress. Then your shot will be given to someone else and you will be removed from the project.

If you are uncertain that you will complete your shot. Email REAnimationCollab@gmail.com with your shot number and name in the **SUBJECT HEADER**. We might give your progress to another animator who might continue that shot or come to some arrangements.

Are there any possible extensions?

It is possible, but we aim to receive all of the completed animations on the final deadline. One reason could be there weren't many animators throughout and shots have still gone unclaimed. If so, the deadline will be pushed back.

The shot I have chosen is too difficult, boring or I don't like it.

We asked at the start for you to choose your shot. Please don't let that discourage you. Like I said, you can do an experiment or animate into your style. Something that you can enjoy as long as it keeps the general flow. We want you to have fun so please don't give up.

Can we add anything to the scene?

Yes of course, **as long as it fits**. You cannot extend the scene (unless it has a transition) or add something unrelated like a death star in the background or change the night into day. However, go ahead or make something bloodier or scarier than the original.

What can I use to animate?

You choose anything as long as you export it in the correct format. There are lots of software trials that you can download like Toon Boom Harmony or Animate/Flash.

Why do I need to submit examples of my work?

We encourage everyone to try to give it their all but we also want to prevent trolls from taking shots and ruining the project for everyone. Even if you're passionate, we have to make it enjoyable for the audience.

Don't worry, we won't have Disney-level standards, just people who can create animation. This is meant to be a fun project for people. The person must have a decent understanding of animation.

Why have I not been accepted or kicked?

We understand animation is a lengthy process and we wish to take this seriously to prevent frustration among the animators. We appreciate your enthusiasm, but we cannot accept someone for certain reasons. If you haven't heard a response, it's likely you haven't been accepted. It's not personal. We have to look out for every artist on this project.

Can I post my work in progress online?

Of course! Just make sure to use the hashtag **#RECollab** and tag **@RE_COLLAB** and will retweet and promote any work related.

Where will this be uploaded?

Newgrounds, YouTube

Discord and Behavior Rules?

Simply, don't be a massive jerk. Any disruptive, drama, abusive or toxic behavior could lead to you getting removed and banned. If you are caught, you will likely be given a warning. If you don't change or behave in an appropriate manner then we will not hesitate to remove you from the project and give your shot to someone else.