

Monica Fannin

ARTC 4180: Senior Studio

Professors Ruth Burke and Margaret Lockwood-Lass

19 September 2018

Contract for Senior Thesis Project

- 1) I'll be working on art that centers around computer animation & video. It will be an animated short following a small narrative. I'm going to use Autodesk Maya as the base program within my animation, however I might incorporate effects or rain particles from Adobe After Effects. The reason I chose this medium is because I want to show off my 3D modeling and animation skills, as well as my world building skills. I'd like to showcase these skills because I plan to become a game designer. The reason I didn't choose to create a game for this project is because I'm not comfortable with coding enough to make a game and would like to produce this project by myself.
- 2) What drives my project is the idea that I had when I was little. I used to believe that the reason the rain fell was so that my mood would brighten and I wouldn't be sad anymore, or that it fell because I was sad. Going off of that idea, I wanted to make an animation where a boy made out of rain is the one responsible for brightening a girl's day through making it rain. They play together and become friends, though once the rain ends the boy can't see her anymore and will have to wait until she needs him again.

Synopsis:

Roles:

Monica Fannin: Director, Producer, Lead Artist, Folly Artist

Logline/Premise:

An ordinary girl and a boy made of rain are the most unlikely, yet charming of friends.

100-word Synopsis:

There once was a girl who believed that the rain fell for her. Proving her right, a boy made of rain appears before her and they become the most unlikely of friends. However, a drought comes and the clouds vanish, along with the boy. Within the clouds above, the boy is pushed over his limit at the sight of her grief and begins to cry. Miraculously, he appears before her again when his tears finally made it rain once more. They both smile at being united and began to play together like they never had before.

300-word Synopsis:

There once was a girl who believed that the rain fell for her. Whenever she was feeling down or gloomy, the weather would always miraculously change and brighten her day, as the clouds darkened. Maybe it had something to do with the smell of the wet mud and freshly cut grass that would relax her mind and open it to more pleasant possibilities. Although, in the back of her mind she always wondered how the rain always seemed to come at the right moment and why it felt like it was for her.

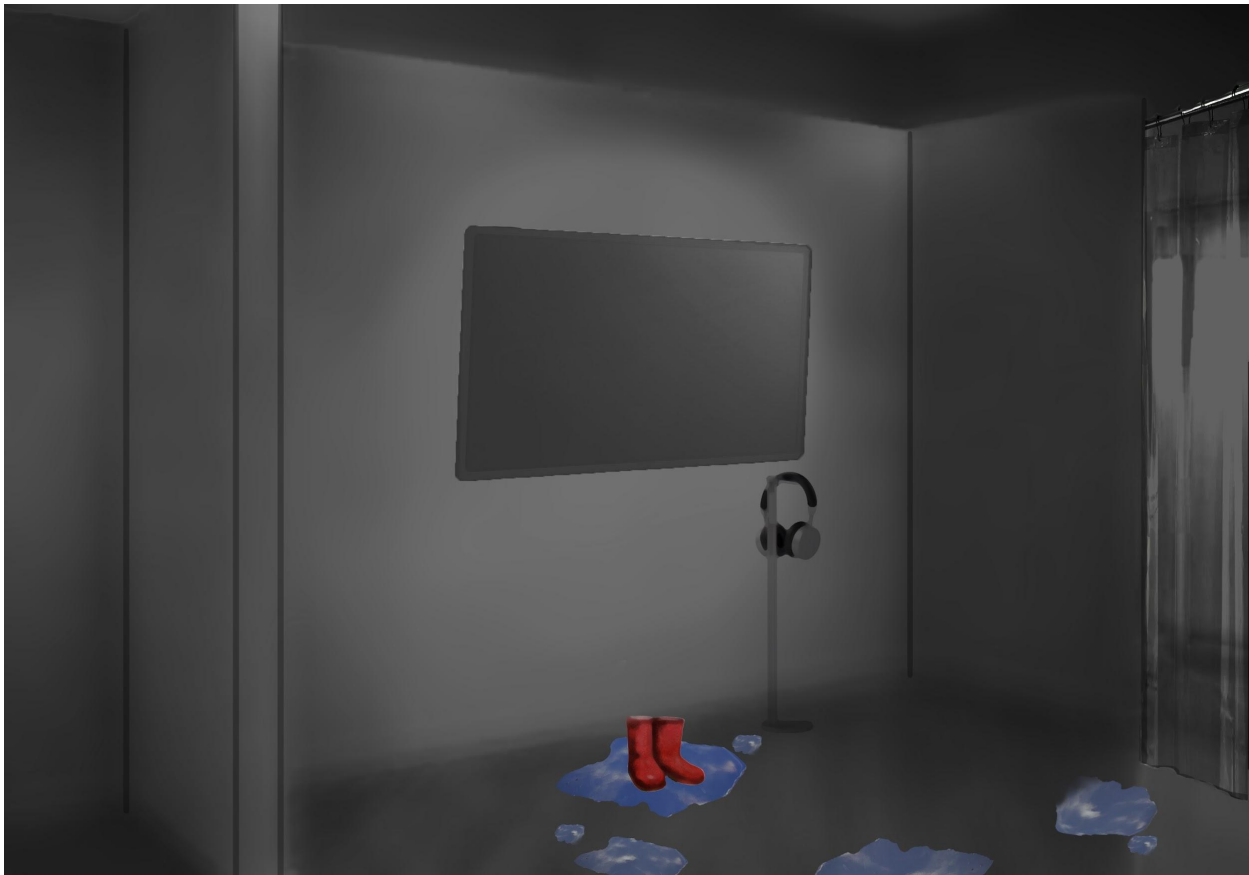
High above the room where she normally laid, deep in the clouds above, the rain took form in the shape of a boy. While he wasn't completely solid and was far from a normal boy, he had developed a sort of hobby from watching after a particular girl from down below. He had begun to notice that this girl loved the rain more than anyone else he had ever encountered. Maybe even more than himself. The flowers didn't seem to absorb the rain as much as this girl loved to stand outside, arms splayed; beckoning for more. The newly planted seeds wouldn't beg him to make rain as much as this girl's subconscious would pull at him to feed her imagination. Even while she was traveling and felt a spout of loneliness, he would be right there beside her, gliding through the rain, watching over her and making sure her mood brightened.

However, as a drought comes and the clouds vanish, his form starts to fade and he falls to the ground, reduced to a puddle. While the girl is unaware that the boy has respawned within the clouds above, he is pushed over the edge at the sight of her grief. Since he's unable to access his power, because he overused it with her, he gets lonely and begins to cry. Miraculously, he appears before her again when his tears finally made it rain once more. They both smile at being united and began to play together like they never had before.

- 3) For this project I'm going to be creating a Digital 3D model of the girl within Autodesk Maya and either using particles in Maya or After Effects to create the silhouette of the boy made of rain. I would like the girl to have an umbrella, red rubber boots, and a double breasted coat. She'll look like she's around nine years old. For the color palette, I was hoping to keep it a little muted, except for when the rain comes.

This supports my theme because the girl is in a sad mood before the rain comes and I'd like to visually show the shift of her mood, once she becomes happy at seeing the boy made of rain. Furthermore, I chose 3D animation because I want to show my skills as an animator and modeler, since my dreams are to become a game designer. I didn't chose a game as my platform because I have limited coding experience and would like to be able to produce this project by myself. Additionally, I'm currently learning about particle effects in another course, which I think will help me be able to produce the rain effects within this animated short.

- 4) For the final format of this project I'm planning on exporting this animation from Maya at HD 720 resolution and then exporting the final product as a H.264 media file from Media Encoder. The media file will be uploaded onto a television. I would like the screen to be displayed around eye-level within my display space. Within the gallery, I would like to make my display a type of installation with little red boots sitting in the floor near the television screen and resin rain puddles on the floor that lead up to the screen. If possible I could also section off my area with curtains and have headphones for the audience to be able to fully hear my animation.



1. Diagram of gallery display
2. I won't need any additional materials to create this animation. For the installation I'll need a television and maybe some headphones to be provided for by the college. Otherwise some speakers would work to have the audience hear my animation. Towards the end of the semester I'll find little red rain boots to use for the installation, a headphone stand, and will create the resin rain puddles myself. If it fits the space, I can also find some curtains to section off my area.
3. Production Calendar and Task List

Today	◀	▶	📅 December, 2018				Day	Week	Month	Agenda
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday				
25 < 📅 Put Together Installation	26 < ✓ Take notes	27	28 < ✓ Take Notes < 📅 Final Render	29 📅 Final Changes/Post Produ... >	30	01				
02 < ✓ Final Post Production chan... < 📅 Final Changes/Post Produ...	03 📅 Final Defense of Animation	04	05	06	07	08				
09	10	11	12	13	14	15				
16	17	18	19	20	21	22				
23	24	25	26	27	28	29				
30	31	01	02	03	04	05				

Today	◀	▶	📅 November, 2018				Day	Week	Month	Agenda
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday				
28 < ✓ Animate Part 1	29	30	31	01	02	03				
04 < ✓ Find all Sounds < ✓ Animate Part 2	05	06	07	08 📅 Draft Artist Statement Due	09 < ✓ Finish animating trailer II	10 < ✓ Render Trailer II				
11 < ✓ Post-Production for Trailer II	12 < ✓ Take notes for improvement	13	14 < ✓ Take Notes	15 📅 Final Animation >	16	17				
18 < ✓ Clean up Animation	19	20	21	22 📅 Thanksgiving Day < 📅 Final Animation	23 📅 Put Together Installation > < ✓ Post-Production for Final 📅 Final Render >	24				
25 < 📅 Put Together Installation	26 < ✓ Take notes	27	28 < 📅 Final Render < ✓ Take Notes	29 📅 Final Changes/Post Produ... >	30	01				
02 < 📅 Final Changes/Post Produ... < ✓ Final Post Production chan...	03 📅 Final Defense of Animation	04	05	06	07	08				

Today	◀	▶	📅 October, 2018				Day	Week	Month	Agenda
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday				
30 < ✓ Rig Character < ✓ Draft Environment	01	02	03	04	05 < ✓ Create the Setting < ✓ Finish UV of character < ✓ Rain-Boy	06 < ✓ Animate a trailer/clip				
07 < ✓ Render the clip	08 < ✓ Continue Rendering	09 < ✓ Work on Trailer	10 < ✓ Final trailer	11 < ✓ Midterm Defense Presenta... < ✓ Practice Presentation	12 < ✓ Take notes 📅 Senior Thesis Midterm Defen...	13				
14 < ✓ Model Aspects for the Envi...	15	16	17	18	19	20				
21 < ✓ Complete models for Envir... < ✓ Set up the Environment	22	23	24	25	26	27				
28 < ✓ Animate Part 1	29	30	31	01	02	03				
04 < ✓ Animate Part 2 < ✓ Find all Sounds	05	06	07	08 📅 Draft Artist Statement Due	09 < ✓ Finish animating trailer II	10 < ✓ Render Trailer II				

Today	◀	▶	📅 September, 2018				Day	Week	Month	Agenda
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday				
26	27	28	29	30	31	01				
02	03	04	05	06	07	08				
09	10	11	12	13	14	15				
16	17	18	19	20	21	22				
	< ✓ Finish Written Contract		< ✓ Create Schedule for Contra... < ✓ Create Diagram for Contract 📅 Contract Due							
23	24	25	26	27	28	29				
< ✓ Modeled Character < ✓ Design Rain-Boy						< ✓ Facial Expressions				
30	01	02	03	04	05	06				
< ✓ Rig Character < ✓ Draft Environment					< ✓ Finish UV of character < ✓ Create the Setting < ✓ Rain-Boy	< ✓ Animate a trailer/clip				

- ✓ Final Post Production changes | Monica F. | Due 2 Dec
- ✓ Take Notes | Monica F. | Due 28 Nov
- ✓ Take notes | Monica F. | Due 26 Nov
- ✓ Post-Production for Final | Monica F. | Due 23 Nov
- ✓ Clean up Animation | Monica F. | Due 18 Nov | 0
- ✓ Take Notes | Monica F. | Due 14 Nov
- ✓ Take notes for improvement | Monica F. | Due 12 Nov
- ✓ Post-Production for Trailer II | Monica F. | Due 11 Nov | 0
- ✓ Render Trailer II | Monica F. | Due 10 Nov
- ✓ Finish animating trailer II | Monica F. | Due 9 Nov
- ✓ Animate Part 2 | Monica F. | Due 4 Nov
- ✓ Find all Sounds | Monica F. | Due 4 Nov | 0
- ✓ Animate Part 1 | Monica F. | Due 28 Oct
- ✓ Complete models for Environment | Monica F. | Due 21 Oct | 0
- ✓ Set up the Environment | Monica F. | Due 21 Oct | 0
- ✓ Model Aspects for the Environment | Monica F. | Due 14 Oct | 0
- ✓ Take notes | Monica F. | Due 12 Oct | 0
- ✓ Midterm Defense Presentation | Monica F. | Due 11 Oct | 0
- ✓ Practice Presentation | Monica F. | Due 11 Oct | 0
- ✓ Final trailer | Monica F. | Due 10 Oct | 0
- ✓ Work on Trailer | Monica F. | Due 9 Oct | 0
- ✓ Continue Rendering | Monica F. | Due 8 Oct | 0
- ✓ Render the clip | Monica F. | Due 7 Oct | 0
- ✓ Animate a trailer/clip | Monica F. | Due 6 Oct | 0
- ✓ Rain-Boy | Monica F. | Due 5 Oct | 0
- ✓ Create the Setting | Monica F. | Due 5 Oct | 0
- ✓ Finish UV of character | Monica F. | Due 5 Oct | 0
- ✓ Rig Character | Monica F. | Due 30 Sep | 0
- ✓ Draft Environment | Monica F. | Due 30 Sep | 0
- ✓ Facial Expressions | Monica F. | Due 29 Sep | 0
- ✓ Modeled Character | Monica F. | Due 23 Sep | 0
- ✓ Design Rain-Boy | Monica F. | Due 23 Sep | 0
- ✓ Create Diagram for Contract | Completed on 19 Sep | Monica F. | Due 19 Sep
- 🟡 Create Schedule for Contract | In Progress | Monica F. | Due today | 0
- ✓ Finish Written Contract | Completed on 19 Sep | Monica F. | Due 17 Sep