

MY PUPPY

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JUDUL: MY PUPPY

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MY PUPPY

NG TIONG LEE

This report is submitted in partial fulfillment of the requirements for the
Bachelor of Computer Science (Media Interactive)


FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
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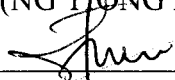
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DECLARATION

I hereby declare that this project report entitled
MY PUPPY

is written by me and is my own effort and that no part has been plagiarized without
citations.

STUDENT :  Date: 30/6/2010
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DEDICATION

To my beloved parents, fine colleagues, friends, course mates, supervisor, and lecturers.

ACKNOWLEDGEMENTS

Firstly, I would like to thank my parents for their undying love and support that has motivated me to complete the project. I would also like to express my gratitude to my course mates and friends who have helped me either directly or indirectly in the completion of the project. Next, I would like to give credits to my supervisor, Dr. Faaizah bt Shahbodin who has guided me and corrected my wrongdoings throughout those few months of finalizing the project. Last but not least, I would like to thank those people whom I have not mentioned who have aided me in my project.

ABSTRACT

This 3D animation project revolves around the story of a boy who has just adopted a puppy. There is a moral value in this animation which is to instill the care and love of animals to the young generation. As such, the target audience for this animation is children of the age between 7 to 12 years old. The duration is about three minutes. It is hoped that this animation can contribute in creating awareness among the society to treat animals with love and care. Research and analysis of existing products that have dog as its main character have been conducted. The twelve principles of animation have been reviewed and some are utilized in the project. Different types of camera angles and shots have been studied to aid in the flow of animation. Also, storyboard in form of scene sequence diagram has been sketched in order to determine the order of sequences. The primary objective is to instill the moral value of love and care towards animals. Meanwhile, the main problem is the neglecting society towards animals and the contribution that this project hopes to achieve is the creation of awareness among society of the importance to show love and care to the animals.

ABSTRAK

Projek 3D animasi ini menceritakan kisah seorang kanak-kanak lelaki dengan seekor anak anjing. Nilai moral yang tersemat dalam animasi ini memupuk generasi muda agar menunjukkan kasih dan cinta terhadap binatang. Lantaran itu, sasaran penonton untuk animasi selama 3 minit ini adalah kanak-kanak yang berumur antara 7 hingga 12 tahun. Kajian dan analisa produk-produk yang mempunyai anjing sebagai karakter utama telah dibuat serta beberapa teknik daripada 12 prinsip animasi telah digunakan. Pelbagai jenis sudut kamera dan tangkapan telah dikaji serta jalan cerita dilukis untuk membantu dalam proses animasi. Objektif utama projek ini adalah untuk memupuk generasi muda agar menunjukkan kasih sayang terhadap binatang. Manakala, masalah utama yang didapati adalah masyarakat kini mengabaikan binatang dan diharapkan bahawa projek ini dapat membawa kesedaran kepada masyarakat supaya melayan binatang dengan kasih dan sayang.

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CHAPTER I

INTRODUCTION

1.1 Project Background

The project that will be developed is a 3D animation short story. The animation, entitled “The Puppy” is about the life of a puppy that is living with its master. The target users are children between the ages of 7 to 12. The Puppy 3D animation is developed with existing 3D animations having a dog character as reference such as Bolt and UP. Moral values will be included in the animation for the purpose to educate younger generation of the importance of caring and loving.

3D animation digitally models manipulated by an animator. In order to manipulate a mesh, it is given a digital skeletal structure that can be used to control the mesh. This process is called rigging. Various other techniques can be applied, such as mathematical functions (example gravity, particle simulations), simulated fur or hair, effects such as fire and water and the use of Motion capture as to name a few, these techniques fall under the category of 3D dynamics. Many 3D animations are very believable and are commonly used as Visual effects for recent movies.

Currently, there are many 3D animations being produced by animation studios all around the world which include Pixar, Warner Bros. Animation, Dreamworks Animation, AnimaxAsia, Inspidea, Les’ Copague, Fat Lizard, Silver Ant, and many more. Obviously, the type of industry which will be implemented is 3D animation industry.

The problems that might arise from current animations include difficulties in animating animal movements which are different from human movement, per se, time-consuming in character rigging once the modeling is completed, smooth flow of animation without quiriness, and last but not least the intricacies in developing a three-dimensional environment.

1.2 Problem Statements

At present, there are many pet owners who may tend to cats, dogs, rabbits, birds and many more. However, sad to say that many of them are neglecting their pets especially cats and dogs. Those irresponsible pet owners abandoned the animals in various places such as wet markets or in the vicinity of hawker stalls and restaurants in the hope that the animals would survive on the food leftovers.

These cats and dogs contributes to the increase of stray animal population and many of them end up becoming old and sickly in addition to some of them who are inflicted with skin diseases. This poses a health issue to the community.

Therefore, the 3D animation is being developed to raise an awareness among the society of the importance to care for their own pets and be more responsible to themselves, their pets and lastly to the public. Hopefully, after having watched this animation, younger generation will learn the moral value which is integrated in this animation.

1.3 Project Objective

Several objectives have been ascertained:

1. To produce an animation involving a human and an animal.
2. To discover the method of character modeling and rigging.
3. To animate the movements of an animal and a human.
4. To apply the 12 animation principles.
5. To instill the moral value which is to love and care for animals.

1.4 Project Scope

The product from this project is targeted for school children from the age of 7 to 12 years old. The modules to be developed consist of modeling, rigging and animation. The primary focus will be on the animal movements, how they are created with the bones constraints, the flow of change in movement, and how they are represented in a 3D world.

1.5 Project Significance

This project will bring benefits to those who are involved in the animation production, be it an animator, visual effects team, character modeling team and many more. Those people mentioned can venture into the whole process of the 3D animation and might be able to acquire some ideas from it. Besides that, the product can also be a guide or a sample to those who are still new to the animation field.

When the project has been successfully developed, it will give more insights on the behavior of animals in terms of their movements. In addition, those who have access to the product will have an even better understanding of the differences between animal and human movement, as well as to the way of character modeling and rigging. Lastly, the sole main purpose comes to the creation of an industry-level 3D animation at par with other products from huge animation production companies.

1.6 Conclusion

The expectation from this project is to develop an animation of industrial level which can compete with those in the current market. Moreover, hopefully this animation will gain much praises and compliments from those who have reviewed it.

In the next chapters, there will be literature review and methodology, analysis of the project, project design, implementation, testing and evaluation, and project conclusion.