

The art book of
**AN AWAKENING
ADVENTURE**

A FILM BY KAY KWAN



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Introduction

'An Awakening Adventure' is a short 3D animation that tells the story of an eyeball that escapes its owner and embarks on an adventurous journey, ultimately reveals itself as the human's nightmare due to his tiredness from overworking.

The project inquiry is, 'How to raise awareness of overworking through an adventure story about an eyeball using 3D animation.' To address the inquiry, the video showcasing a boy's tiredness from overworking in a dramatic way, depicting the eyeball's adventure story as it escapes from the boy, exaggerating the scariness when the boy realizes he's losing his eyeball in his dream, and finally blurring the line between reality and dream at the end to engage the audience's imagination. The video also employ character and environment design, sound design, storytelling, and animation infused with a slightly humorous tone to create a relaxed mood.

The ultimate goal is to raise awareness about overworking and encourage better eye care through this 3-minute short animation. The intent is for individuals to recognize that excessive work is unsustainable and can lead to health problems. Ideally, the project could bring some encouragement and motivation to those who face job-related burnout and aspire to make positive changes in their lives.

The story revolves around a boy who dreams about his eyeball escaping due to his constant overworking. In his dream, he discovers his eyeball escaping from his body and goes outside to play, even swimming in the pool and bathing in the bathtub. This frightens him, leading to an abrupt awakening from the dream. Although he finds his eyeball still here when he wakes up, he remains doubtful about the line between reality and the dream, especially as he gazes at the bubbles emerging from the hot water in the bathtub.

Overall, the mood and tone will be playful, fun, quirky, and slightly adventurous. We will incorporate various sound effects in the video, as there will be no dialogue in the animation. All the content and emotions will be guided by sound effects and music.

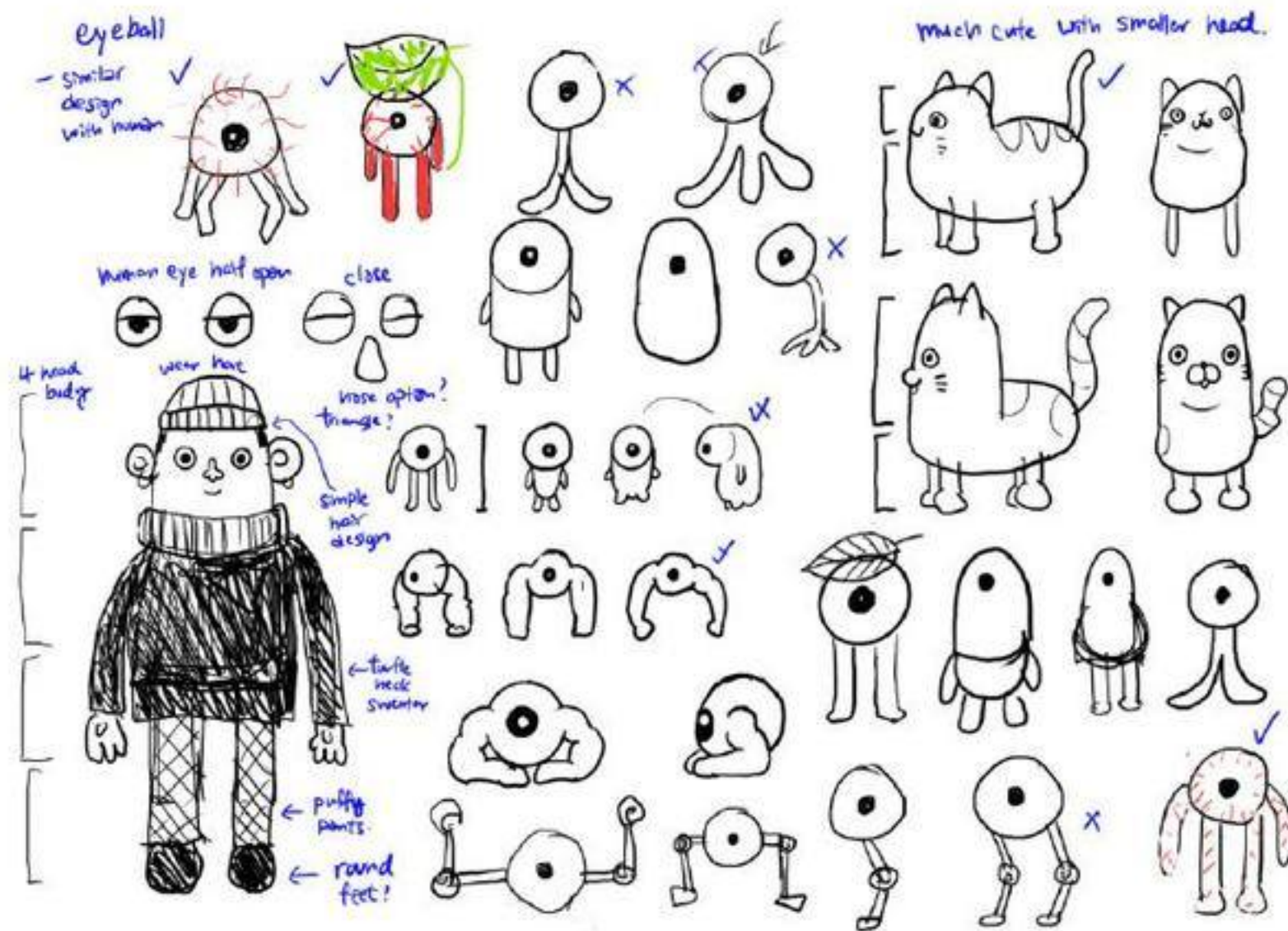
Early Development

Moodboard & Reference

Below, you'll find visual references from online sources and other artists. My main reference for character and environment design comes from online artists, while I searched for photos to create the room, bathroom, backyard, and lake. Additionally, I used some lighting and camera angle references for animation purposes.

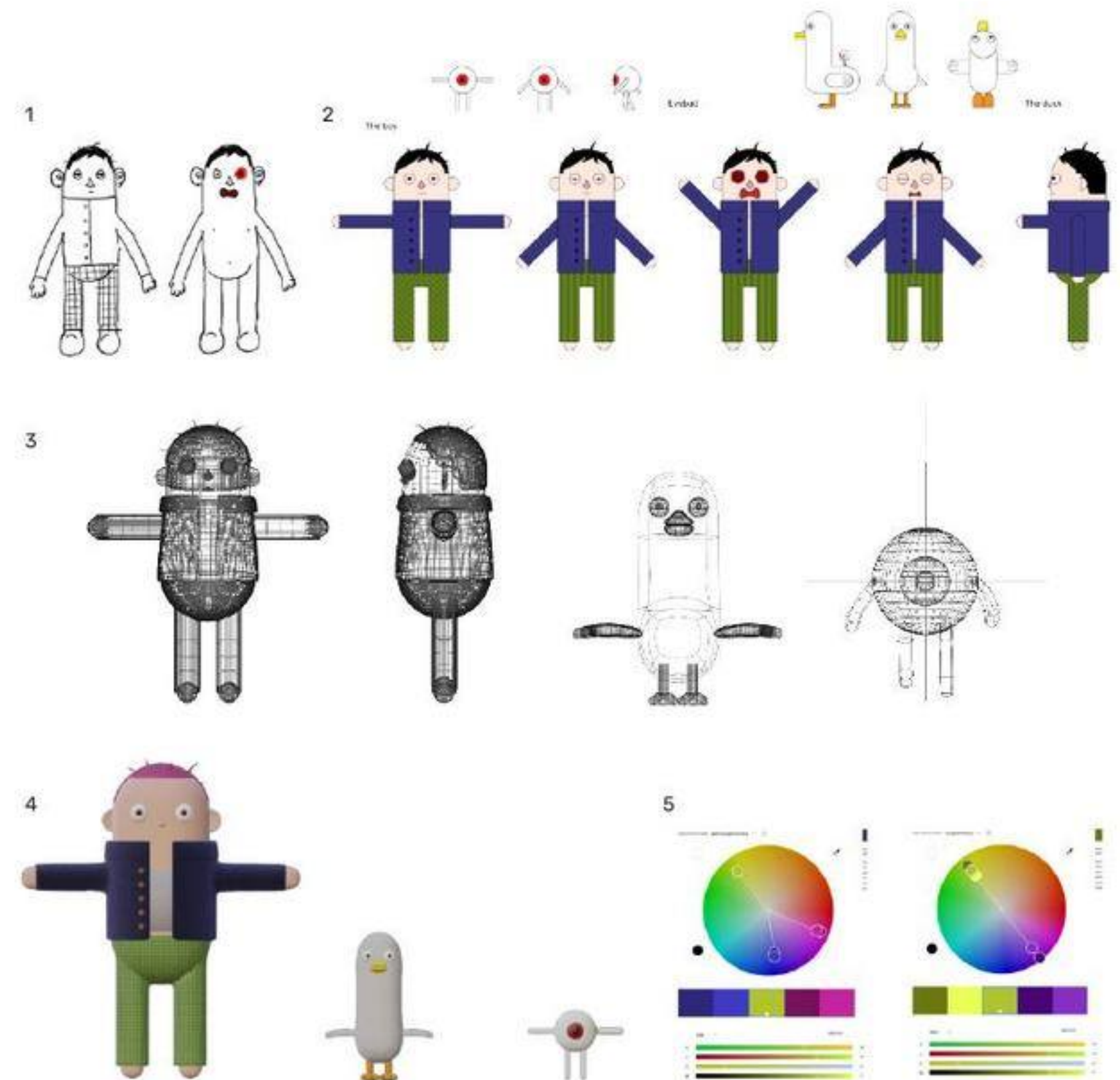


/ Early stage character design



Sketches & Testing

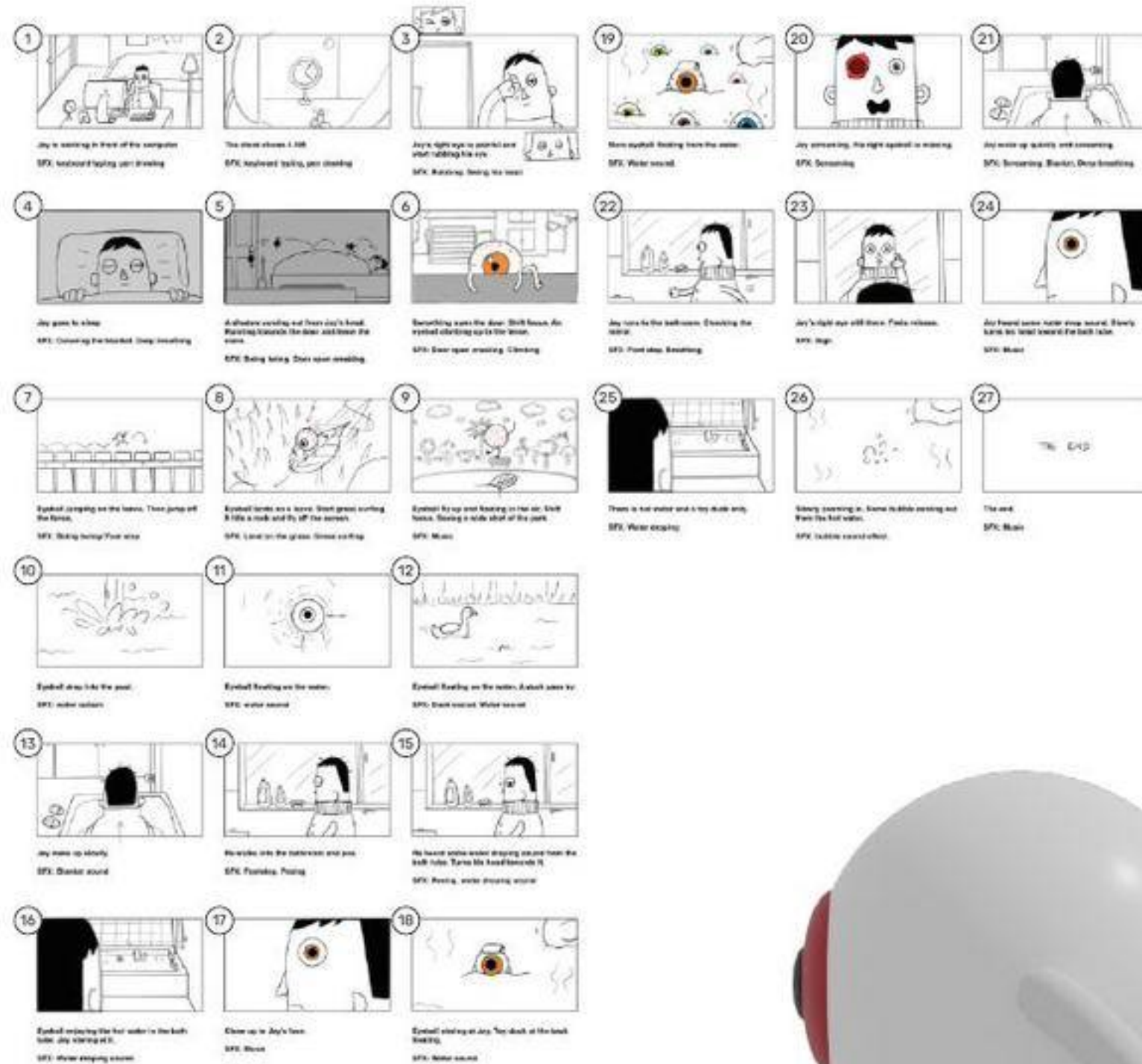
I admire the simple and unique character design in the story, which has inspired me to adopt a similar approach for my own character design. I intend for all the characters to possess a round appearance in order to enhance their cuteness. Particularly, the boy's character should complement the design of his eyeball, as there will be a close-up on his eye. The limbs of the character would also have a minimal design, inspired by those visual references.



- 1/ Sketches of the boy character
- 2/ Further design in Illustrator
- 3/ Wireframe of the models
- 4/ Testing the materials on models
- 5/ Colour palette for the animation

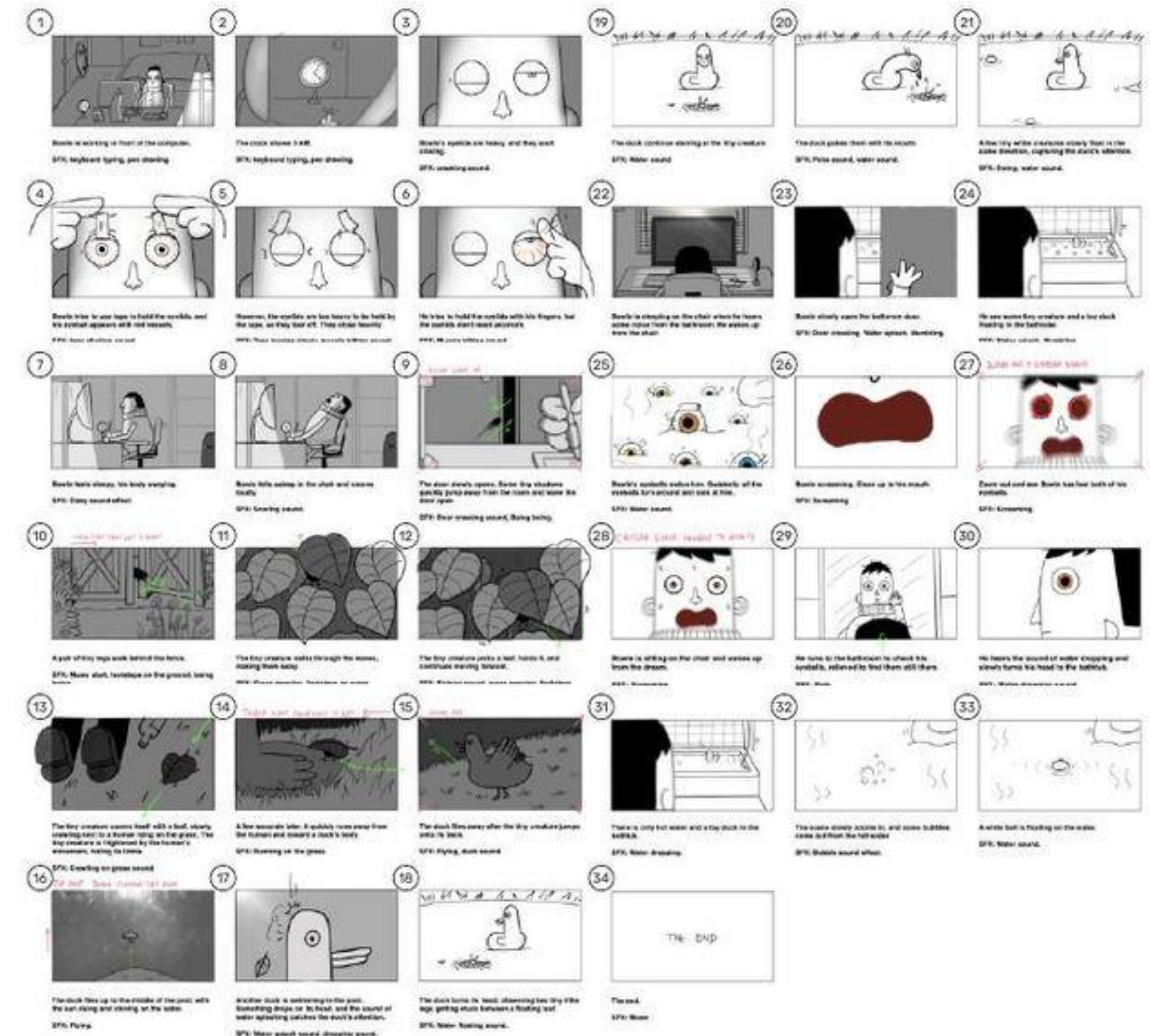
Storyboard & Animatic

/ 1st draft of the storyboard

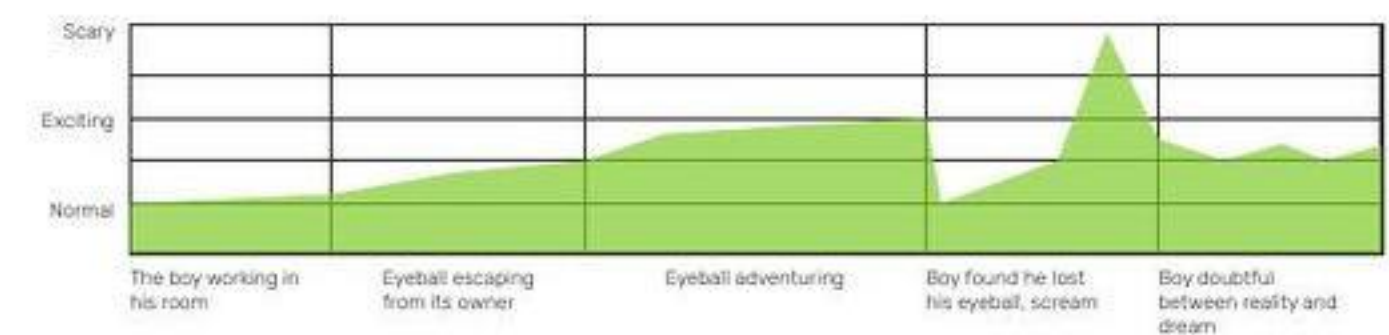


I created an animatic video based on the storyboard and edited it in After Effects. My goal was to achieve precise timing, as I intended to use this as a reference when animating in Blender. I have created multiple versions of the storyboard, and here are the first and final versions of the storyboard. I also included a depiction of the story arc to provide a better understanding of the emotional changes.

/ Final version of the storyboard

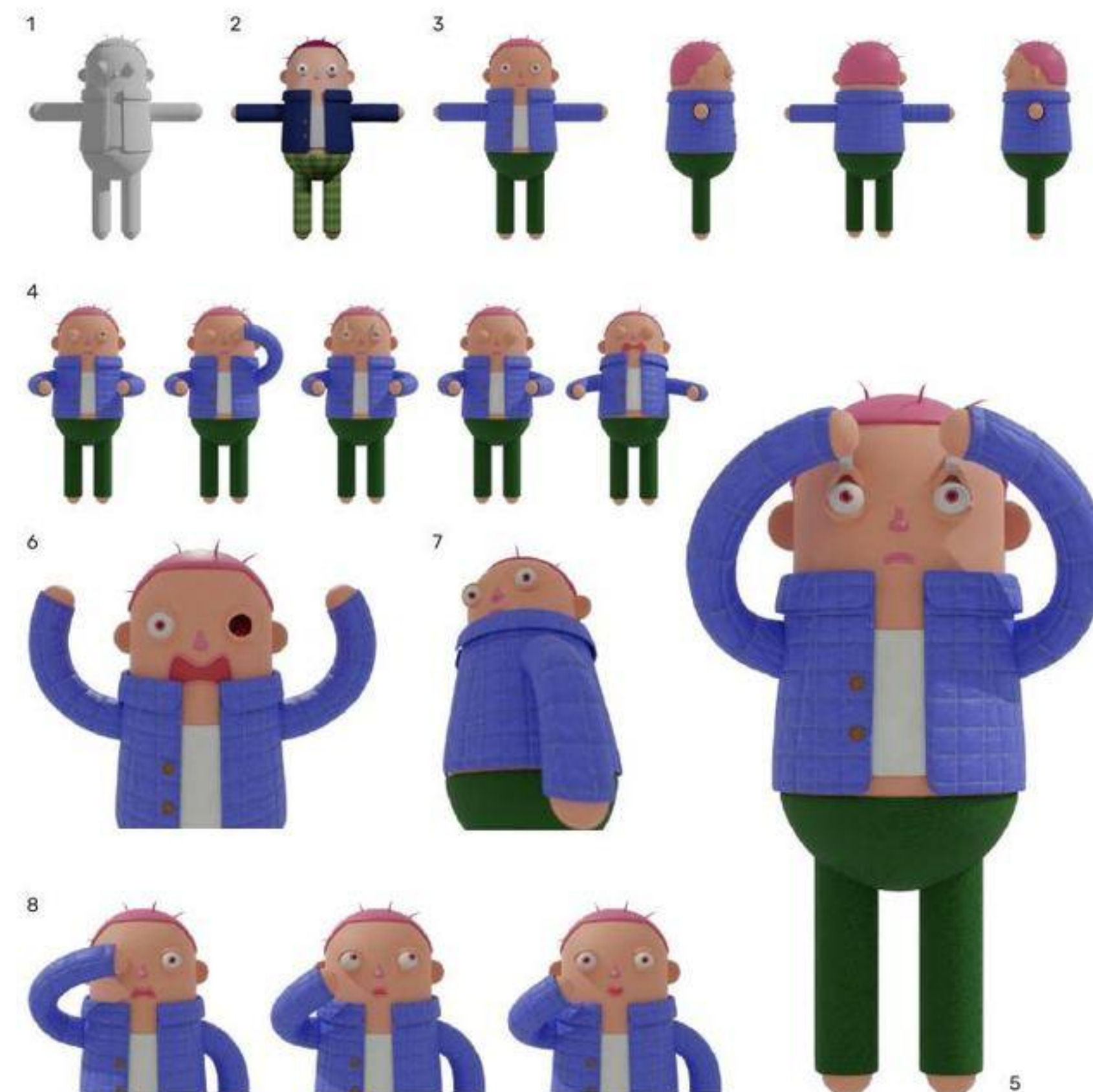
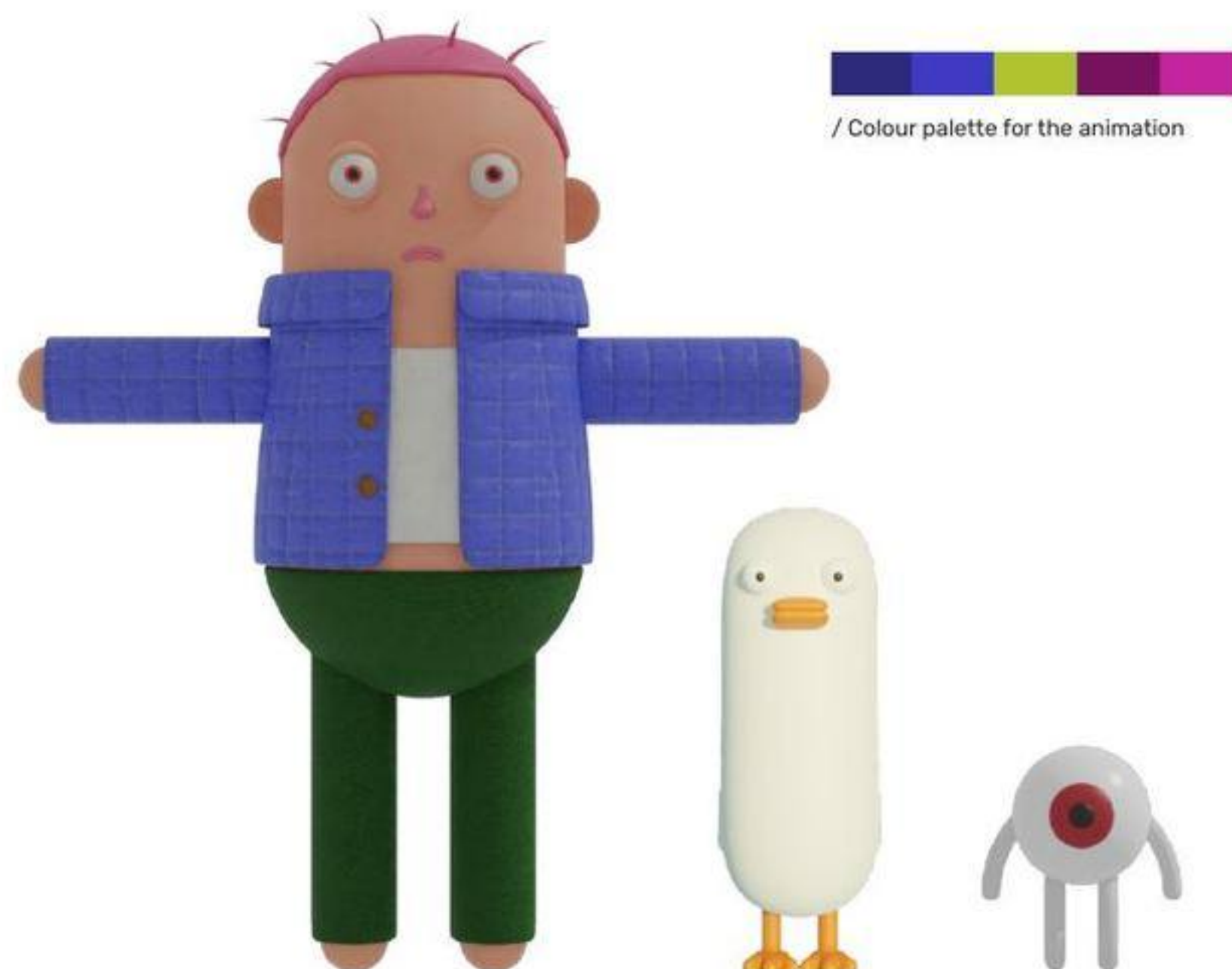


/ Story arc



Character & Environment design

/ Final version of the characters



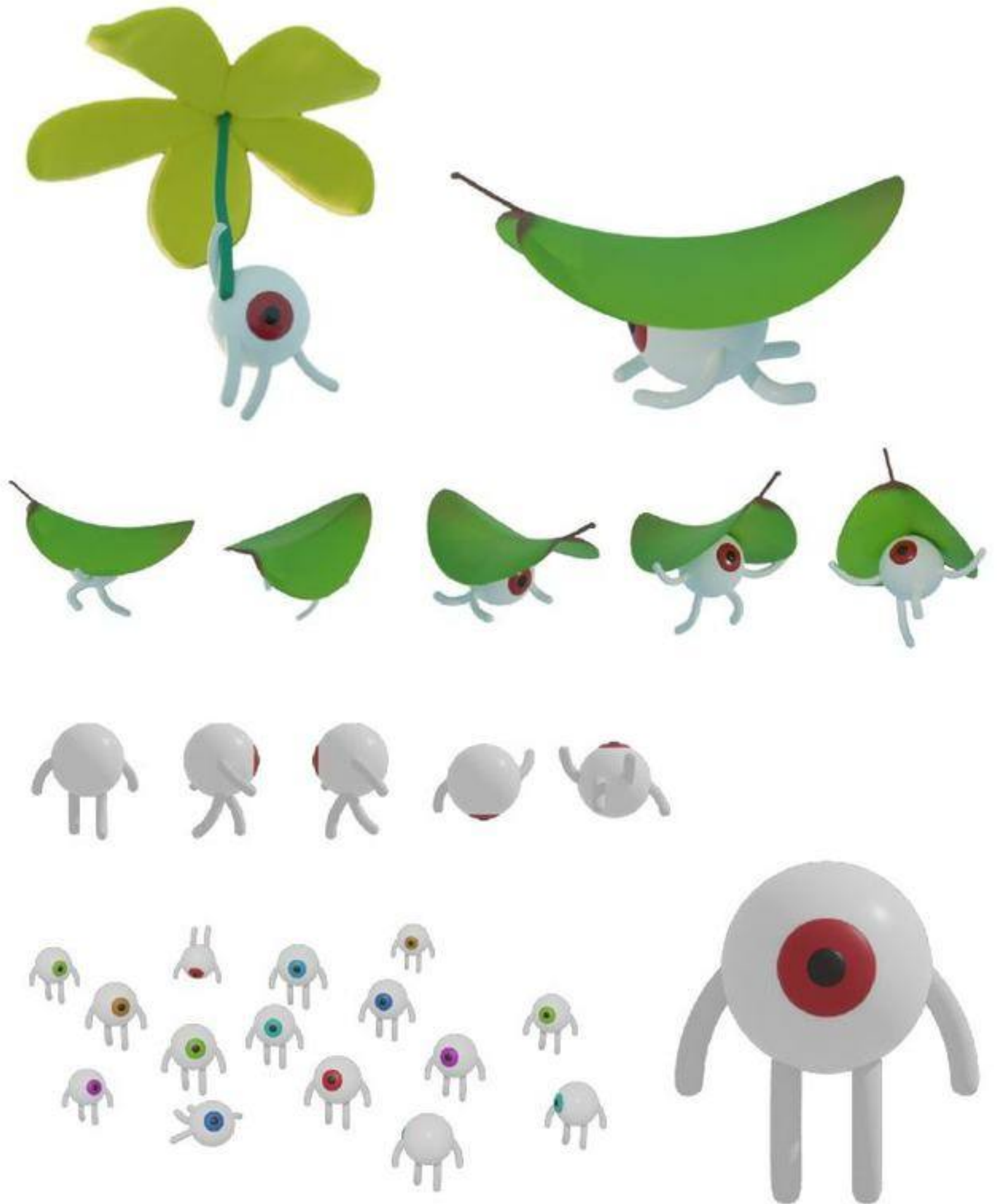
The boy /

Here is the final version of the boy character, along with the facial expressions and gestures created for the animation. Sections 1 to 3 depict the development of the character model, while sections 4 and 5 showcase the facial expressions when he plays with his eyelid. In sections 6 and 7, we see the character's reaction when he discovers he lost his eyeball in the dream but realizes that the eyeball is still attached.

The Duck & Eyeball

The duck follows a similar design to the boy character with a round body. Below is the grey box model and the finished model of the duck that appeared in the lake scene.

Another main character is the eyeball, who secretly detached from its owner and escaped outside for an adventure due to overworking by its owner. Here are the final models of the eyeball and its friends that appeared in the bathtub scene, each with a different pupil colour to identify them. I used red for the main eyeball character to symbolize a bloodshot eye. The eyeball will use different items to hide itself in the park, such as a leaf taken from the plants and a flower from the park.





Environment Design

The primary design elements will include the boy's bedroom and bathroom, as well as a miniature view from the eyeball during its adventure in nature. In the eyeball adventure scene, the focus will be on presenting an intriguing miniature view to enhance the scene's uniqueness.

The Lake

Most of the adventure scenes happen in the park. My goal is to create a park with a relaxing and dreamy environment. The lake serves as the focal point and resonates with the bathtub scene, as eyeballs enjoy a moist environment. Additionally, eyeballs appreciate lush greenery and the beauty of their surroundings. Thus, I have designed the park to be abundant with trees and various items from nature, such as ladybugs and a Ferris wheel.

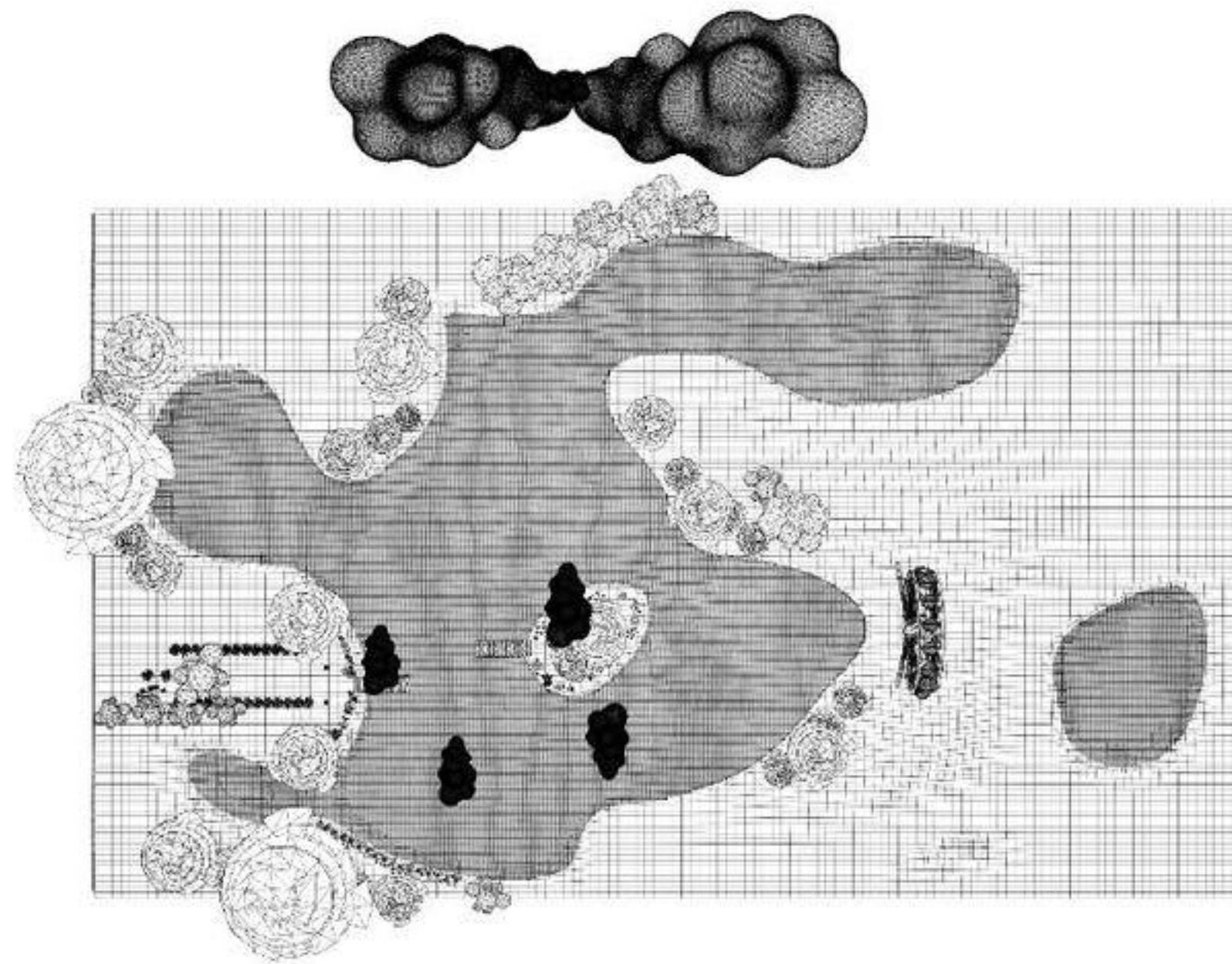
/ The overview of the lake scene.





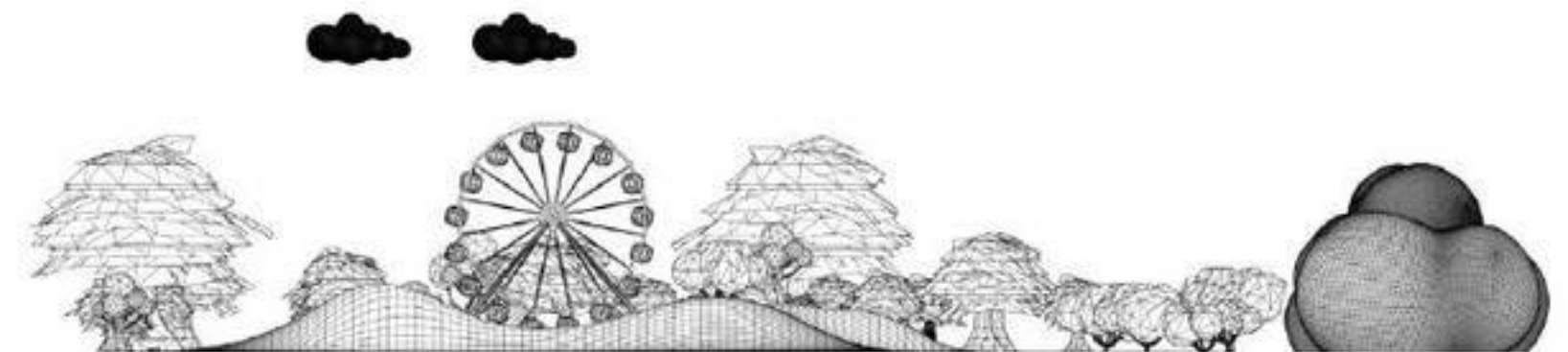
/ Side view of the park



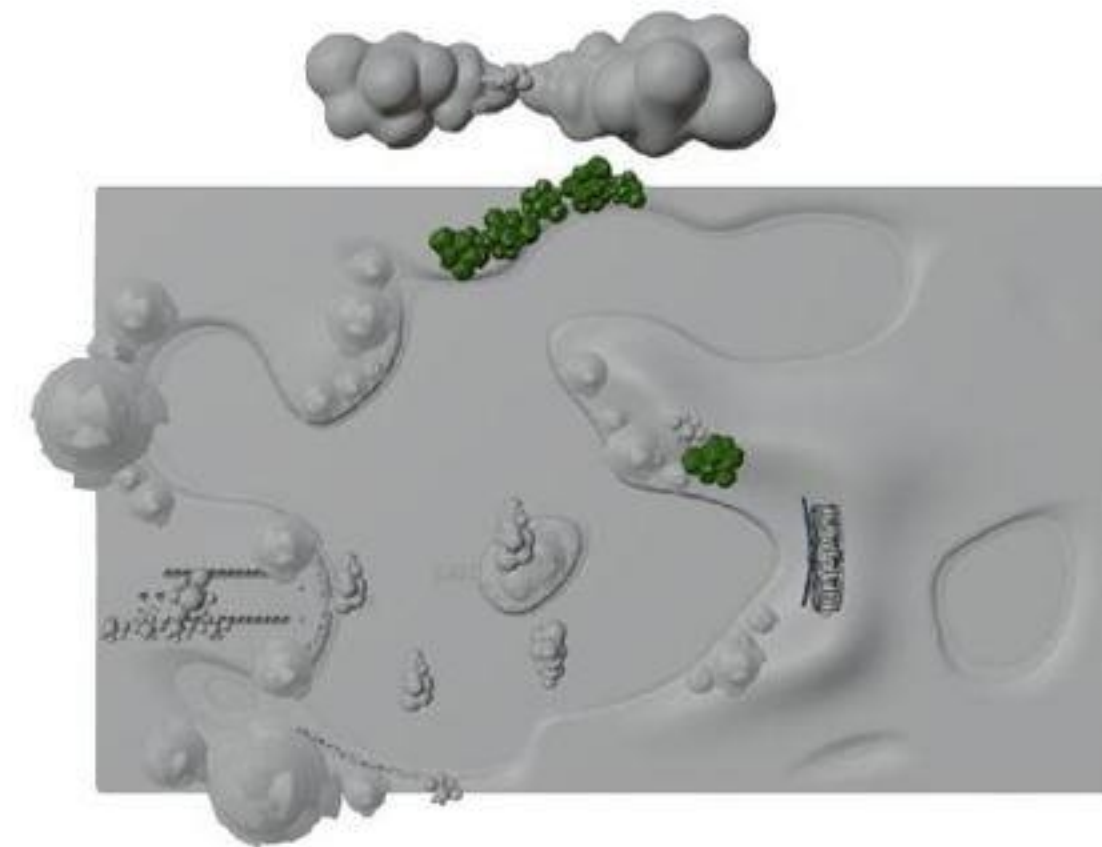


/ Top view of the park (Wireframe)

/ Side view of the park (Wireframe)

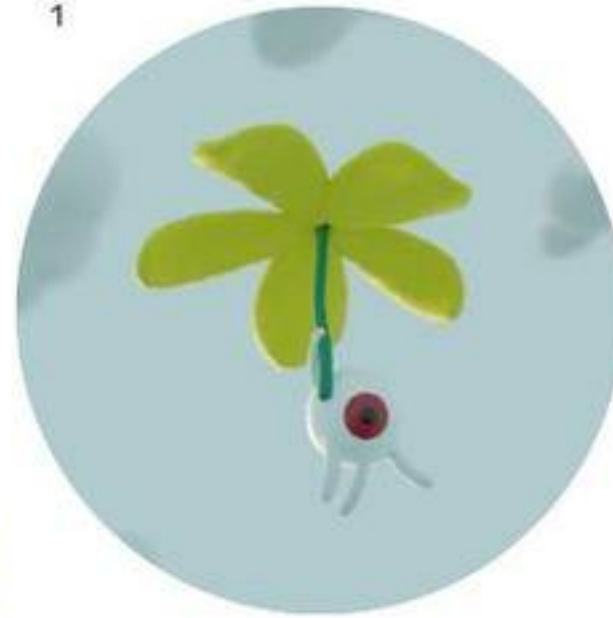


/ Side view of the park (Rendered)



/ Top view of the park (Greybox)

1



2



3



The eyeball is having fun in the park and participating in various activities, including:

- 1 / Paragliding using a flower
- 2 / Riding a ladybug
- 3 / Jumping above the mushrooms
- 4 / Using a Ferris wheel to enjoy the view.

4



I designed an island featuring an eye-catching cherry blossom tree, numerous tiny flowers, and mushrooms, situated in the middle of a lake that can only be reached by boat. I use this island as a metaphor for beautiful things or pleasurable experiences. They may be challenging to access, but those with the courage to step outside their comfort zone will eventually arrive there.



/ Cherry blossom tree in the island



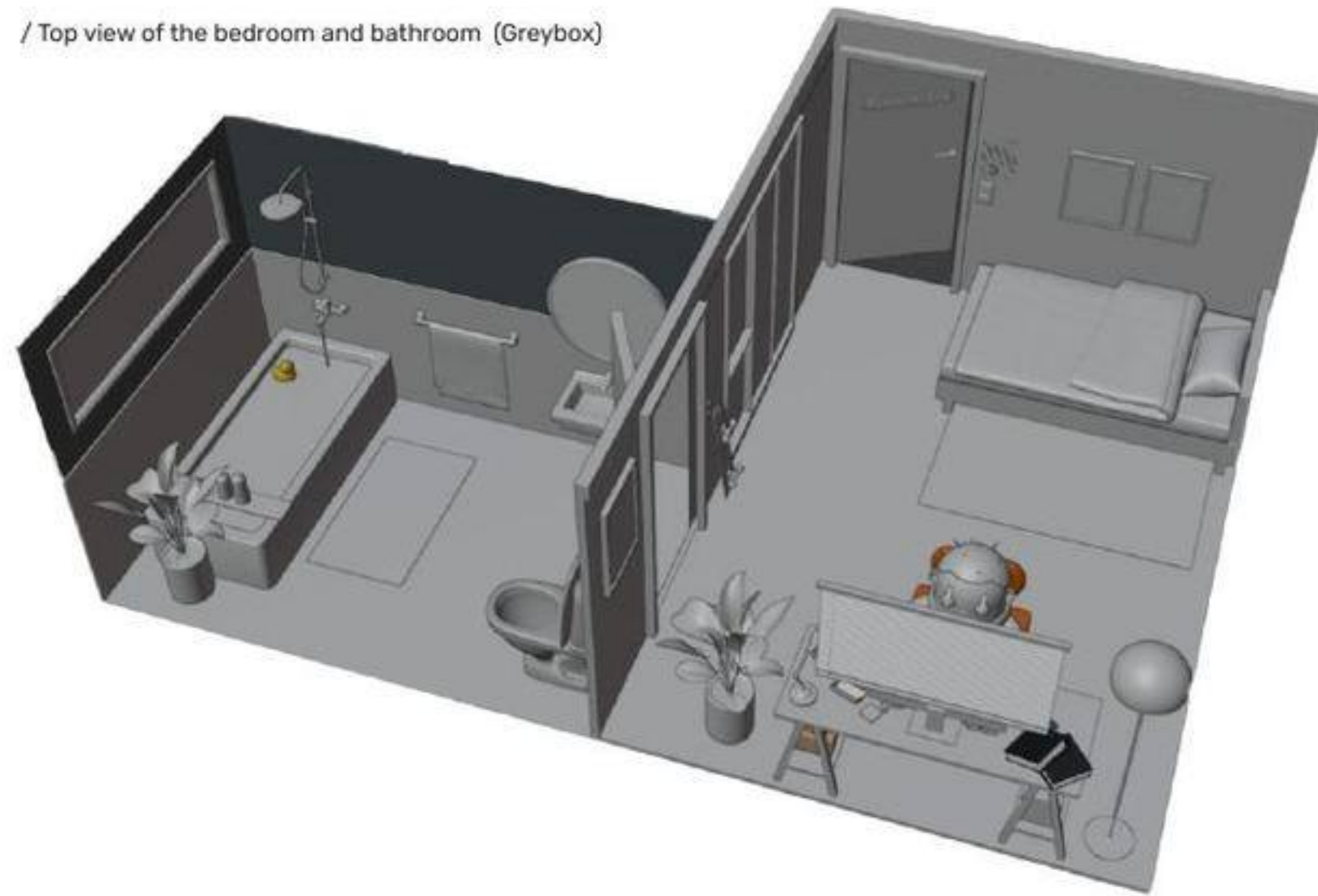


Bedroom & bathroom

The primary objective for the boy's bedroom is to create a dark and moody working environment using appropriate lighting. The bathroom, on the other hand, will have a bright appearance with a floral tile pattern on the walls to evoke a sense of nature related to the lake scene.

While the night scene in the room should appear dark and moody, I have still added a few decorative lights to enhance the aesthetics and bring a purple hue to the night scene, creating a contrast with the daytime scene featuring yellow and orange tones.

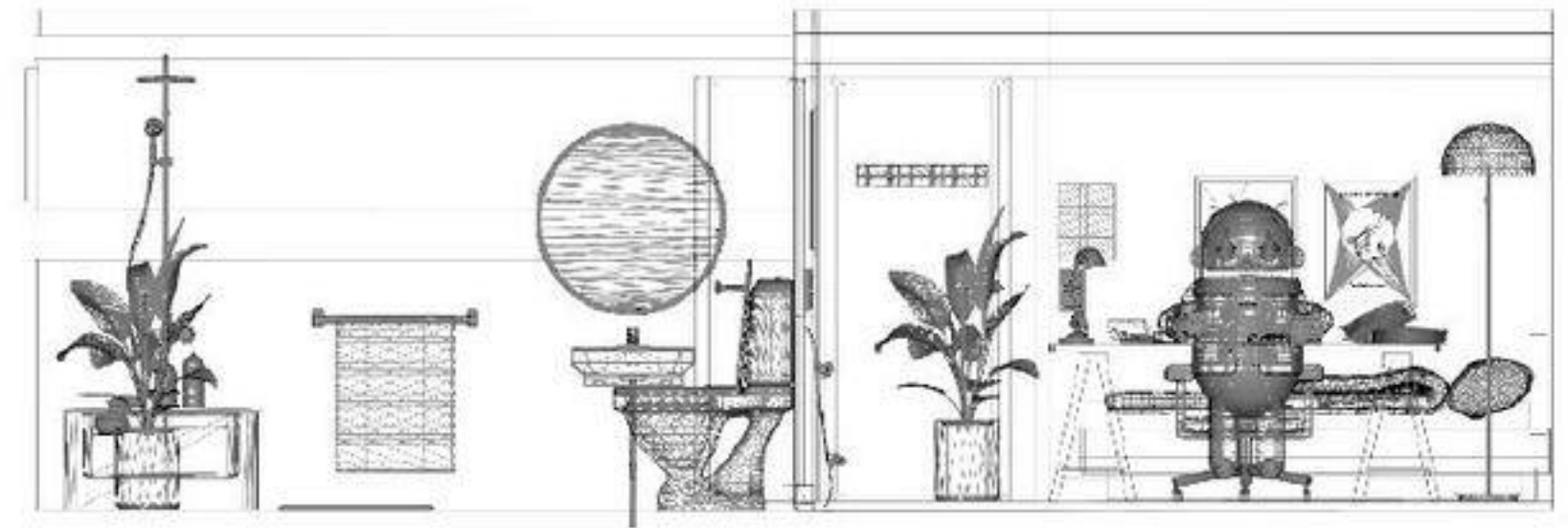
/ Top view of the bedroom and bathroom (Greybox)



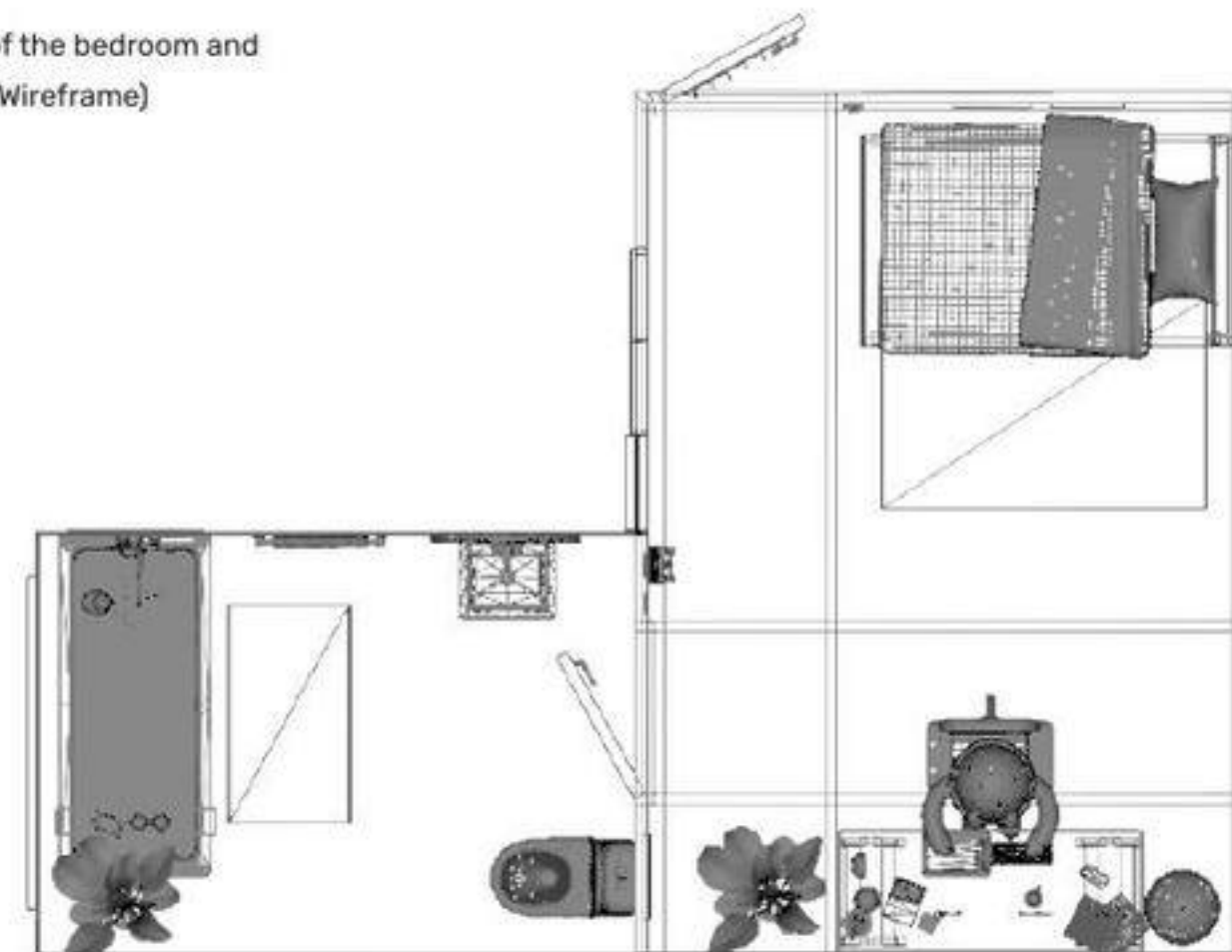
I aim to design the bedroom with a cozy and relaxing mood, incorporating various items that reflect the boy's hobbies and his current situation. Some of the items in the room are from Sketchfab and other online assets. I've chosen white, blue, purple, and wood as the primary colours for the bedroom. Additionally, I've used yellow and green in the bathroom to create a contrast between the two rooms. My intention is to infuse the bathroom with a natural ambience that connects to the lake scene.



/ Side view of the bedroom and bathroom (Wireframe)



/ Top view of the bedroom and bathroom (Wireframe)





I decorated the desk with various items to depict the boy's current situation. First, I placed a clock with a handle to indicate the time and create the ticking sound. I added fried food to suggest that he is consuming an unhealthy diet. I used memo paper and a folder to show that he still had a lot of work. The drawing tablet is there to signify his occupation as an animator. The screen displays my previous work project, and I also included some models, such as the chair and the mug, from previous projects.

I also included some posters to reveal and reflect the boys' favorites. For instance, a sketch with a flying pigeon placed next to the half-open door, as a metaphor for the freedom outside the room. There's also a traveling robot to symbolize him working like a robot but still seeking moments of relaxation. Furthermore, I added posters of "Mary Poppins" and "The Secret Life of Walter Mitty," both featuring characters walking in the sky, symbolizing the courage to explore the world beyond.



I set up the bathroom with items primarily in green and yellow colours with the purpose of contrasting them with the bedroom's purple and blue colours to create a sense of freshness and bring some brightness to the bathroom. The rubber duck in the bathtub is meant to connect with the duck that appears in the lake scene. I also chose to use a round mirror to complement the round appearance design.



The wall's design intentionally incorporates a large number of yellow floral patterns on the green background to evoke a natural ambiance that complements the greenery of the lake scene and the brightness outside.

Backyard /

The eyeball will not be revealed until they meet the boy in the bathroom scene. Consequently, it will be covered and hidden using various items. In this particular scene, the eyeball chose a leaf as its hiding place to travel to the park. I intentionally used a top camera angle for this scene to cover the eyeball more effectively.

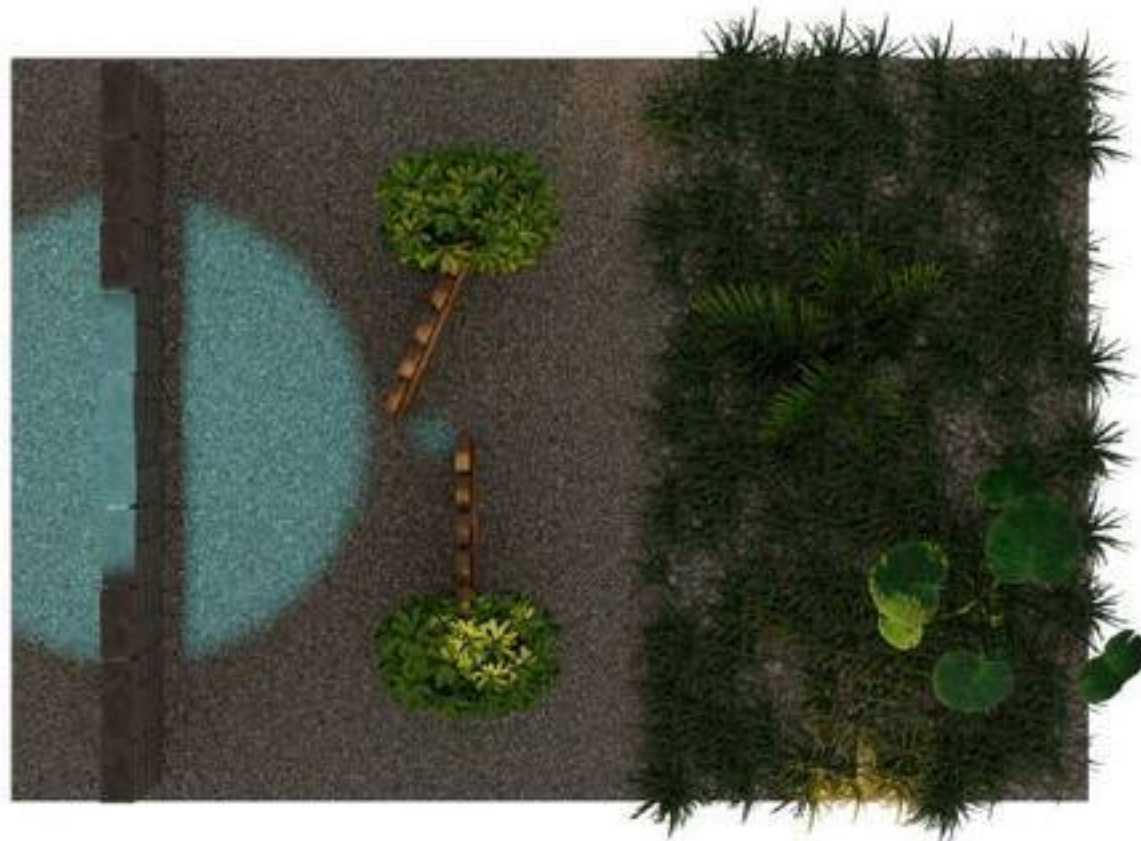


1 / Top view of the backyard (Rendered)
2 / Custom view of the backyard with lighting setup (Greybox)

/ Front view of the backyard fence (Rendered)



/ Top view of the backyard fence (Rendered)



/ Backyard scene screen shot from the final animation



To effectively obscure the eyeball, I designed the camera angle for this scene with plenty of bushes and grass in front of it to block the eyeball's movement.

Animation & Compositing



/ Progress of animation



Storyboard &
Animatic

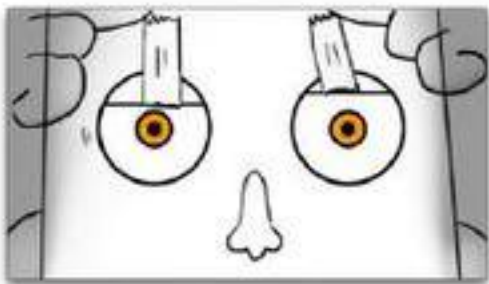
Modelling &
Animation

Colour grading &
Compositing

Animation Progress /

I create the animatic video using sketches from the storyboard and edit it in After Effects. I use it as a reference for the animation in Blender, which helps clearly visualize the movement and timing. Once the grey box animation is confirmed, I render the scene and import it into After Effects for editing, colour grading, and adding visual effects. Finally, I denoise the video in DaVinci Resolve.

Storyboard &
Animatic



Modelling &
Animation

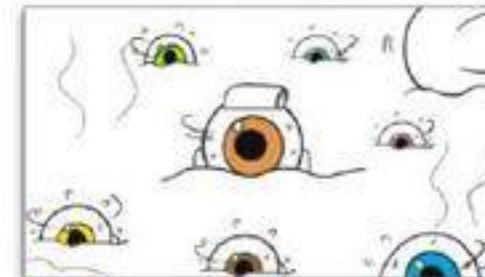
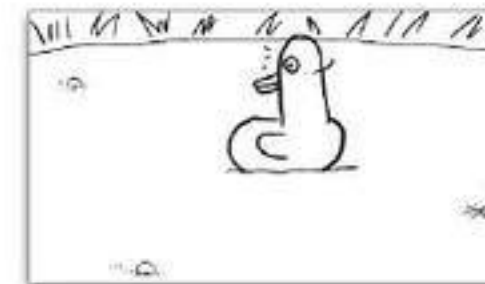


Colour grading &
Compositing

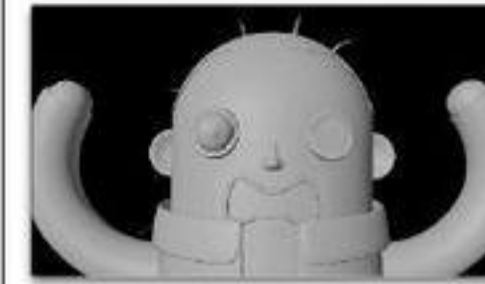


/ From sketches to final video

Storyboard &
Animatic



Modelling &
Animation



Colour grading &
Compositing



Lighting /

The animation timeline spans from midnight to the morning. Lighting in the video is crucial for conveying the time and enhancing the overall mood and tone. I also utilize lighting as a vital tool to narrate the story. Some scenes employ stylized lighting setups to depict inner emotions.



/ In the scene where the boy abruptly awakens from a nightmare, I intentionally cast a shadow over his face. I did this to use the morning light as a way to convey the passage of time, illustrating that he had been sleeping in front of the monitor from midnight until morning due to overworking. Additionally, the shadow resembled that of a prison door, positioned directly above his eyeball to serve as a metaphor for the boy's excessive use of his eyes while working, causing them to "escape" from him.

/ Lighting setup for the bedroom & bathroom



/ Results of the lighting setup for daytime and nighttime

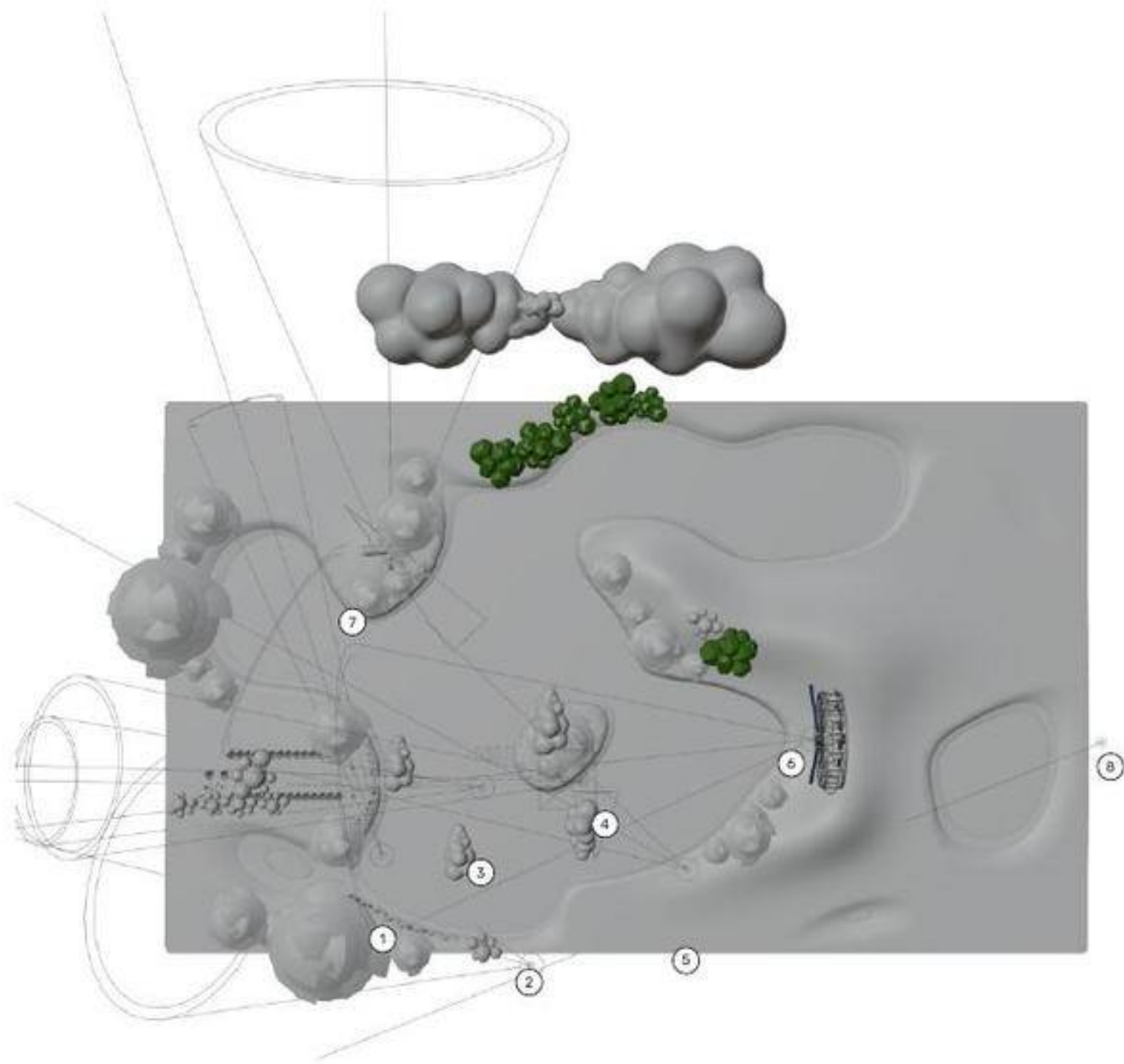
- 1 / The sun, main light source for the bathroom
- 2 / Fill light for the eyeball
- 3 / Fill light for the boy
- 4 / Fill light for highlighting the boy's body
- 5 / Sun light for casting blind shadow
- 6 & 7 / Decorative light for adding colour of the room
- 8 / Main light source for the nighttime scene.

/ Screenshot of bedroom and bathroom scene



/ Lighting was applied for the actual scene setup. Above are some screenshots from the animation demonstrating the use of lighting and set design to create the overall mood and tone. I intentionally used purple and yellow to create a colour contrast. I employed purple for the moody bedroom and yellow to illuminate the bright bathroom.





/ Lighting setup of the lake scene

- 1 & 2 / Fill light for the bush at the background
- 3 / Main light for the duck in pier
- 4 / Fill light for the duck flying in the sky
- 5 / Main light for the duck in lake scene
- 6 / Sunrise when the duck start flying
- 7 / Lighting setup for the mushroom scene
- 8 / The sun, main light source for the lake scene for casting the long shadow

/ Rendered results of the lighting setup for sunrise and early morning





/ Screenshot of lake scene

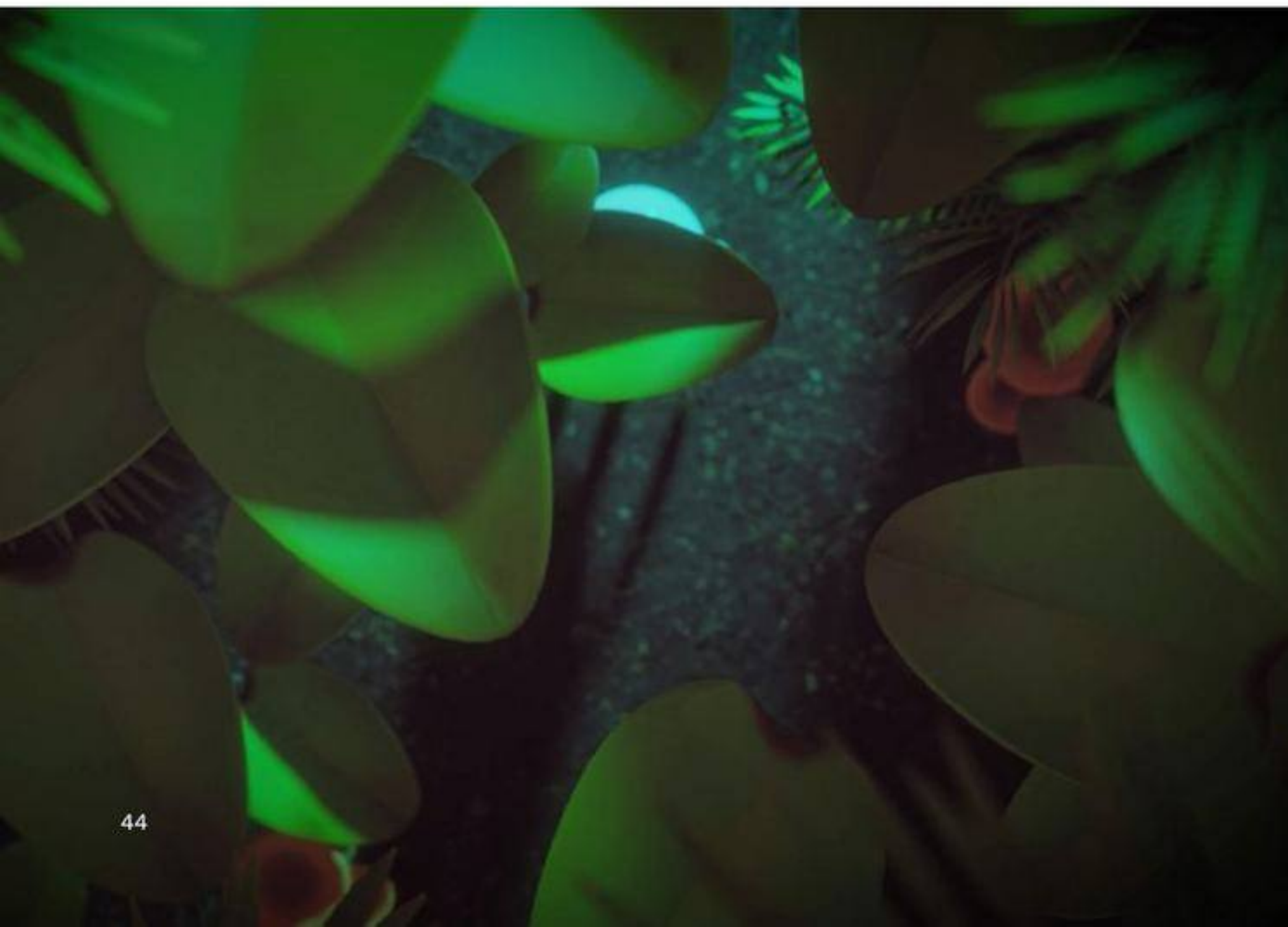


For the lake scene, I positioned the sunlight just above the ground to create a sunrise effect from the early morning, aiming to cast long shadows on the objects. I also added some spotlights next to a few objects and included a glow effect to enhance the dreamy mood.

/ Lighting setup for the backyard scene



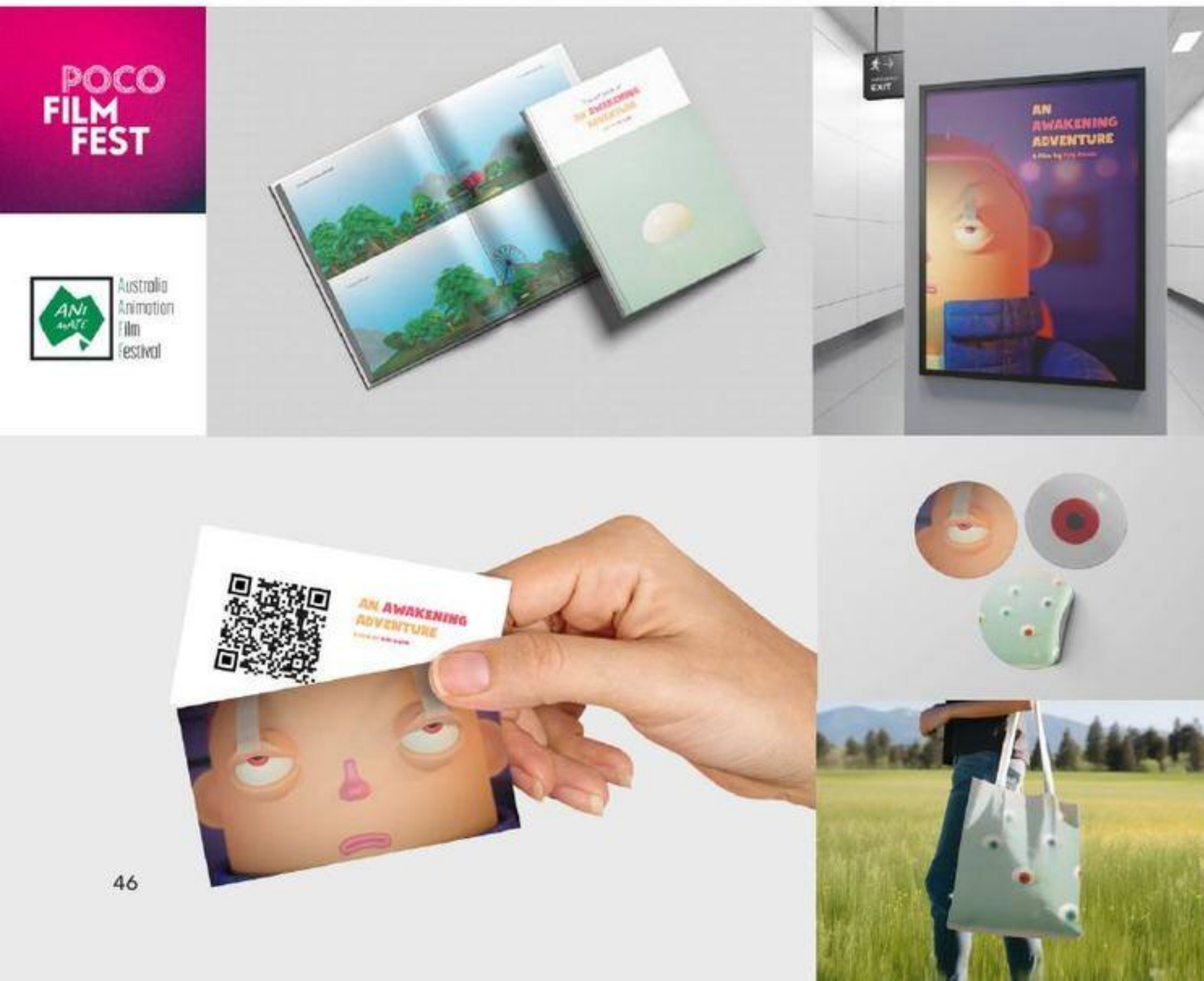
For the backyard scene, I adjusted the camera's focus on the grass and the leaf to slightly blur the eyeball. However, the movement of the eyeball still needed to be visible as a blurry shadow in the background. To achieve this, I added a spotlight on the ground to highlight the fence shadow and create the illusion of the eyeball's shape in the background. I also added an orange spotlight to emphasize the fence and a small portion of the grass in front of the camera.



Distribution Channel /

To reach my potential audience, I have crafted a range of promotional materials for my animation. This encompasses the creation of a poster and an art book. I have also produced merchandise, including business cards, stickers, and tote bags, which will be distributed to my audience to increase exposure. In addition to sharing my animation on YouTube, I have devised a plan to submit it to various film festivals to enhance its visibility.

/ Mockup for the poster design, art book design, business card design, stickers and tote bag design



Final outcome /

Please scan the QR code on the left to view the final outcome of the video on Youtube.



Credits & Reference

This is the art book created for the Studio 2 project, Master of Animation, Games, and Interactivity. Assets were used from Sketchfab and from various online creators.

Mute - by Job, Joris & Marieke

<https://vimeo.com/76512663>

Heads together - by Job, Joris & Marieke

<https://vimeo.com/577635596>

Arriety - by Studio Ghibli

<https://www.youtube.com/watch?v=9CtIXPhPo0g>

Secret Life of Walter Mitty

<https://www.youtube.com/watch?v=HEwtPwkeXjw>

Afternoon Class - by Osro

<https://www.youtube.com/watch?v=CAYDRibXFAc>

Tom & Jerry | Sleepy Tom

<https://www.youtube.com/watch?v=YDBGW-55nRo>

Freshworks | Warpath

<https://vimeo.com/313249295>

Oreo and Cadbury

<https://vimeo.com/166141129>

Forest

<https://vimeo.com/448943249>

Plaisir Sucré

<https://vimeo.com/360283987>

Otto

<https://vimeo.com/288559456>

Wet

<https://vimeo.com/819819044>

Kroger - Aerobics

<https://vimeo.com/436351934>

Haodman

<https://www.behance.net/haodman>

<https://www.behance.net/gallery/122679185/Scene-illustration-of-little-friends>

<https://www.behance.net/gallery/135258919/Yoo-Family-Story-Diary-Illustration-01>

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<https://www.behance.net/gallery/135258919/Yoo-Family-Story-Diary-Illustration-01>

Other visual references:

<https://www.pinterest.com/pin/773422936031142641/>

<https://www.pinterest.com/pin/773422936031391939/>

<https://www.pinterest.com/pin/773422936031161742/>

<https://intshop.stickymonsterlab.com/Mobile/Product/-Detail/view/pid/357/cid/6/spn/SML-LIFE-YELLOWMON>

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<https://intshop.stickymonsterlab.com/Mobile/Product/-Detail/view/pid/357/cid/6/spn/SML-LIFE-YELLOWMON>

Mitty poster by ÖMER ALDEMİR:

<https://aldemiromer.tumblr.com/post/71543935111/mini-malist-the-secret-life-of-walter-mitty>

<https://aldemiromer.tumblr.com/post/71543935111/mini-malist-the-secret-life-of-walter-mitty>

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<https://aldemiromer.tumblr.com/post/71543935111/mini-malist-the-secret-life-of-walter-mitty>

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Assets list used in Sketchfab:

<https://skfb.ly/oMsn>