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Final Reflection

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Doing research has made me more of a scholar and one thing I found out about myself is that I want to keep doing this. I want to keep doing research and find new things so I can put light to it. Researching is an amazing skill, you can always shock someone with the information you find. Doing research is like a mystery adventure, and it feels fresh. I also got better with finding sources with the libraries searching tools. I think the library's resources can change how we research and make it better. It is so much better than just googling stuff. I probably will take my new research skills with me to other classes alongside with the library's resources. My writing strategy has definitely improved. The way I organize has changed, the more times I try. I get better at organizing my thoughts. I usually write with a lot of spaces between my text instead of a paragraph simply because it is easier to focus and read for me. However I have been developing a habit of writing more and more chunks of text without spaces in between. My thoughts usually make more sense to a reader that way. Comparing my work earlier on the semester my writing style was way messier than what it is now. Looking at how I started a document it wasn't really organized and for that reason it was really hard to understand. This made trying to make a point way harder. It is also time consuming just trying to organize everything. Now I'm more careful with what I put down on paper. If I do write unrelated stuff either I just delete it or move it to a timeline where it would make sense. Either way I don't try to keep writing as much, I just let it

go. If the writing is really messy I just start a new document and start all over again. I do this to keep the flow going with doing work.

I want to say that Unit 3 was the hardest project I had done when compared to unit 1 and 2. On top of all the workload I had very little time to complete very big goals. I learned so much doing Unit 3. For Unit 3 Final assignment I tried to write a script first but I had zero structure in my work as well as inside my head. I encounter a structure issue all the time so this wasn't my first time heading to a problem like this. All of a sudden I remembered something! I already had a structure which was my annotated bibliography that I did for unit 2. I had already written everything that I needed to say about my sources. This was great because I didn't really know where to start. At some point I decided I should make an animation. I have been wanting to make an animation for a while and this assignment gave me an excuse to finally make one. However, one of the problems was that I have never made an animation before. One thing that helped me out was my background information. I have been watching animators talk about their craft for well over a year or two now. I also learned a little bit of graphic design in high school that helped me familiarize myself with vector based drawing. I decided I should make my animation vector based so I don't have to draw every frame. This saved me so much time because one of the problems that I have with animating is that I can't draw that well and second It's very time consuming drawing every frame. I decided I should use After Effect which is a software that helps people make animation in 2D and this software uses vectors. I then searched for tutorials on how to use this software, specifically for animating the mouth. I didn't really like the type of tutorials I found but then I searched a couple on skillshare and found one I really liked because of the results I saw. I followed along with the tutorial on how to make character animation while

simultaneously making my own animation for the class. It took me a long time trying to set up the face rig because I have never done it before. I had burned out on day 2 or so and my will power was growing weaker. At a certain point I had very little sleep but thankfully it was the weekend. If it wasn't the weekend and I had classes I would have not been able to finish this project on time. This animation was the only work I focused on at the time being. I made it a top priority because it meant a lot to me. Being able to make an animation for the first time in a couple of days is very cool to me. I remember every time I made a significant improvement or change I would just save the project file. Then half way through the project all of a sudden the file goes corrupt and I end up losing half my progress. However I was able to manage to catch up quickly but I was running out of time. Then came the last day and at this point I couldn't finish the face rig fully. I only could do face movement as a whole which allowed me to make face expressions. I couldn't move the eyebrows or make the character blink but I thought it wasnt that significant. I needed to move on to the mouth rig so I could make the character look like he was talking. And by focusing on the mouth rig I had to skip rigging the rest of the body. This meant I couldn't move the legs and the arms of the character. I valued the mouth movement way more than the body's movement. Resources were limited but I managed to bring it together. I also remembered I needed a voice recording for the character to talk. If I dont have the voice recording then I can't lip sync my character. I realized I had to do the voice recording during the day because I knew this would take a long time to animate. I don't want to bother anyone at night time. So I wrote a script but I kept it really short because I was short on time. I originally wanted to talk for 10 minutes and have my character give a speech in the mountains to a crowd of people. I wanted to be like a short film and feel like a real production. I realized I can't do this in this short amount of time. I finished writing the script and recorded it in my closet. I recorded

on my phone in the closet because I knew the closet was the best place in the house to record audio in. It's small and there are clothes that just stop all the echo. After 5 recordings I finally decided on going with my last recording. I then transferred the recording to my computer and edited the audio to Garageband which is Apple's software for music recording. I knew I could edit some audio in that app. *Note: I never edited audio before or used Apple's garageband software.* I did not use any tutorials for Garageband I just played around a bit and listened to how it changed the audio. After editing the audio very quickly I exported it as an audio file and imported it into After Effects. By this time I was done with rigging the mouth which took longer than I expected. In between all of this I also made a background for the character to be in so it's an actual scene. I now had 5 hours to animate the mouth and sync it to the audio. So I finally got a chance to animate the mouth. Which became this final boss fight thing in my head. There are a lot of things I did to get to a point where I can finally animate the mouth and if the mouth animation looks bad, It's bad. I check the time and it's 3 hours before the project is due. I forgot to do a written portion of the project, so I stopped everything and worked on that instead. I finished the written portion and it took me 3 hours to finish. I submitted at exactly 11:59 pm. I have this half completed animation that is not submitted with the written part of the unit 3 project. I did not submit it because it's not complete, I don't like it enough to show the world. I started working on the animation again anyway. Even though the project passed the submission deadline, I worked too hard and got too far to not finish it. I continued animating and I didn't like what I was left with at the very end. The Mouth didn't sync with the audio! That bothered me so much because it's 3 am at this point and I did all that work for this garbage? Not what I had in my mind when I wanted to make an animation. When I made the rig the facial expressions were so good that it excited me. These facial expressions looked authentic and real. I think what went

wrong? Did I add too much animation to the face and didn't give it enough in between time for the frames to show? I didn't want to submit this animation because it sucked, so I just went to bed and thought I'll decide tomorrow. When I woke up I thought I should post it anyway because I felt like I should at least prove that I actually did an animation. What I claimed to do was crazy of itself. Do an animation in like 3 days but never have done it before? I agree it's unbelievable, but looking at the animation it's pretty believable that it took 3 days. It looks like no one put any effort into it. I did however learn so much about animating in After Effects. I am glad I still did it. By the way, the days I worked on the animation were Friday, Saturday, Sunday and a bit of Monday. In the beginning of the week I was just thinking about what I will say and planning.