

NO NEED TO RUSH LIFE

Jona Melvin Grobe

May 29, 2022

"NO NEED TO RUSH LIFE" is intended as the previs of an animated short film. This humorously takes up the topic of speeding. It is about a man who, despite several warnings, on the part of the animated speed signs, drives much too fast on the Austrian roads of the Alpine country and runs over one animal after another. Eventually he races off a cliff and dies. The length of the animation, without credits and intro sequence, is about 3:30 min. The project is created using Blender (animation, modeling), Premiere (montage), After Effects (FX), Photoshop/Storyboarder (storyboard), Audition (audio) and PureRef as reference board. Also, the project is underlayed with three pieces of music by an audio artist. The idea of the whole thing popped into my head a year ago when I was driving my mother's car to the supermarket. I was wondering how fast you had to drive to get a sequence of images from the speed signs flying by, similar to a flip book. Since then, I wanted to realize this project. Maybe it will cause one or the other to think before they start speeding again.

"NO NEED TO RUSH LIFE" ist angedacht als Previs eines animierten Kurzfilms. Dieser greift humorvoll das Thema „zu schnell fahren“ auf. Dabei geht um einen Mann, der auf den Österreichischen Straßen des Alpenlandes trotz mehrerer Warnungen, seitens der animierten Geschwindigkeitsbegrenzungsschilder, viel zu schnell fährt und ein Tier nach dem anderen überfährt. Letztendlich rast er von einer Klippe und stirbt. Die Länge der Animation beträgt ohne Credits und Introsequenz ungefähr 3:30 min. Das Projekt wird mithilfe von den Werkzeugen Blender (Animation, Modelling), Premiere (Montage), After Effects (FX), Photoshop/Storyboarder (Storyboard), Audition (Audio) und PureRef als Referenzboard. Außerdem wird das Projekt mit drei Musikstücken von einem Audiomenschen hinterlegt. Die Idee des ganzen ist mir vor einem Jahr gekommen, als ich mit dem Auto meiner Mutter einkaufen gefahren bin. Ich habe mich gefragt, wie schnell man fahren muss, um aus den vorbeifliegenden Geschwindigkeitsschildern eine Bildsequenz zu erhalten, ähnlich wie bei einem Daumenkino. Seitdem will ich dieses Projekt umsetzen. Vielleicht regt es den ein oder anderen zum Denken an.

DEFINITION OF GOALS

The main purpose of this project is to learn new things and to refresh old knowledge. I've been using Blender for quite a while and have tried most things at least once, however it's always useful to repeat these things so they don't get forgotten. Another general goal is to get it done within the given time. This period starts on the 21/03/2022 and ends on the 05/07/2022 for this project, by which time I want to have uploaded the project to the portfolio page as well as other platforms such as Vimeo and YouTube.

Regarding the previs, focus is on camera animation and shot setting. To make the concept more obvious, I found a video on the internet that shows how detailed the previs should be at least. A previs like that of a blockbuster would be too big for the time available.

<https://youtu.be/qfHqBrbnuZk>

The video demonstrates the level of detail that will be aimed for. Primarily simple primitive shapes that hint at what type of object it is. The coloring was very limited though, and this will be solved in a more varied way in this project. Not through textures, but through a color scheme that hints at the material properties of the objects. Also, this was rendered as a Maya Playblast, and my project will be rendered either in Eevee or in Cycles depending on the time available, resulting in a lighting calculation that better represents what the actual short film might look like. Furthermore, the characters in the video are rendered almost too simplistic for my purpose. I want to at least represent the movement of the eyes, since they are very relevant to the storyline of my project. Lastly, the project will be soundtracked and backed with music from someone in my year's audio department.

The project is for now a previs, so it is not intended that the result looks photorealistic. There is no emphasis on a high level of detail in the models, especially if they have no active part in the plot, only serving as "decoration". Also, the character animation is only meant to indicate what action is performed, but there is no focus on it at all, just as little as on the texturing, shading and sound design aspects.

ZIELEINGRENZUNG

Das Projekt dient in erster Linie dem, neues zu lernen, beziehungsweise altes wieder aufzufrischen. Ich benutze Blender schon eine ganze Weile und habe die meisten Sachen mindestens schon einmal ausprobiert, allerdings ist es immer sinnvoll diese Sachen zu wiederholen, damit sie nicht in Vergessenheit geraten. Ein weiteres allgemeines Ziel ist es innerhalb des vorgegebenen Zeitraums fertigzustellen. Dieser Zeitraum beginnt für dieses Projekt am 21.03.2022 und endet am 05.07.2022. Bis dahin will ich das Projekt sowohl auf der Portfolioseite als auch auf anderen Plattformen wie Vimeo und YouTube hochgeladen haben.

Bezüglich der Previs liegt die Konzentration auf der Kameraanimation und der Shotsetzung. Damit der Rahmen ersichtlicher ist, habe ich im Internet ein Video gefunden, welches zeigt wie detailliert die Previs mindestens werden soll. Eine Previs wie die eines Blockbusters, wäre für den angesetzten Zeitraum eindeutig zu viel.

<https://youtu.be/qfHqBrbnuZk>

Das Video zeigt gut, welcher Grad an Detail angestrebt wird. Hauptsächlich simple Primitive Formen, die andeuten um was es sich handelt. Die Farbgebung wurde allerdings sehr eingeschränkt, und dies soll in meinem Projekt variiert gelöst werden. Nicht durch Texturen, aber durch eine Farbgebung die die Materialeigenschaften der Objekte andeutet. Auch wurde dies als Maya Playblast gerendert, und mein Projekt wird je nach verfügbarer Zeit entweder in Eevee oder in Cycles gerendert, welche durch resultierende Lichtberechnung zu einem Ergebnis führen, welches noch besser repräsentiert wie der Finale Kurzfilm aussehen könnte. Des Weiteren sind die Charaktere in dem Video für meinen Anwendungszweck fast schon zu simpel dargestellt. Ich will zumindest die Bewegung der Augen darstellen, da diese für die Handlung meines Projekts sehr relevant ist. Abschließend wird das Projekt noch vertont und mit Musik einer Person aus dem Audiodepartment meines Jahrgangs hinterlegt.

Bei dem Projekt handelt es sich nach wie vor um eine Previs, somit ist nicht beabsichtigt, dass das Resultat fotorealistisch aussieht. Es wird kein Wert auf hohen Detailgrad der Models gelegt, schon gar nicht, wenn diese keinen aktiven Teil in der Handlung haben, sondern nur der „Dekoration“ dienen.

Auch die Charakteranimation soll nur andeuten welche Handlung vollzogen wird, es liegt aber keinerlei Fokus auf dieser, genau so wenig wie auf den Aspekten Texturing, Shading und Sounddesign.

21
March



↑
↗
48
EXPOSE
STORYBOARD
ROUGH CONCEPT

30
March



FINAL CONCEPT
RESEARCH
CONCEPT ART
LIST OF ASSETS
↑
↖
48

20
April



↑
↗
48
CAM- ANIMATION
SCENE BLOCKOUT
SCENES CUT

25
May



↑
↘
48
ENVIRONMENT
LIGHT
PORTFOLIO ENTRY

5
June



↑
↘
48
CHARACTERS
SETUP RENDERING
PRÄSENTATION

20
June



↑
↘
48
FINAL RENDERS
COLORGRADING
TEXT ANIMATION

29
June



SOUND DESIGN
PRACTICE
PRESENTATION

48

3
July

SUBMISSION TO
PORTFOLIO



48



5
July



PRESENTATION

WORK PACKAGES

PREPRODUCTION

Rough Concept
Expose
Research
Detailed Concept
Concept Art
Storyboard
List of Assets

Average time estimate

3 hours
2 hours
8 hours
5 hours
6 hours
7 hours
8 hours

Time actually needed

2 hours
2 hours
12 hours
4 hours
8 hours
6 hours
5 hours

PRODUCTION

Environment Modelling
Modelling Characters
Lighting
Materials/Textures
Scene Building
Animation
Rendering Setup
Rendering

25 hours
75 hours
4 hours
20 hours
75 hours
75 hours
4 hours
129 hours

25 hours
20 hours
4 hours
25 hours
75 hours
76 hours
3 hours
172 hours

POSTPRODUCTION

Cut
Colorgrading
Text / Titles / Animation
Sound / Music
Powerpoint
Practice Presentation

Average time estimate

2 hours
2 hours
4 hours
8 hours
7 hours
4 hours

Time actually needed

7 hour
7 hours
5 hours
26 hours
3 hours
3 hours

SUBMISSION

Submission of Data
Portfolio Entry

1 hour
2 hours

7 hour
2 hours

TOTAL

TOTAL TIME
WITHOUT RENDER
WITHOUT MUSIC *

285 hours / 12 days
756 hours / 7 days
138 hours / 6 days

367 hours / 15 days
789 hours / 8 days
777 hours / 7 days

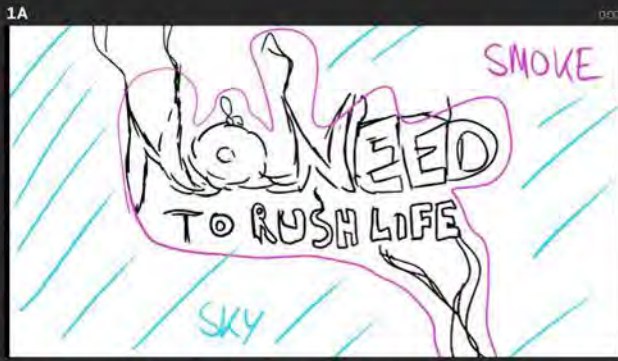
* The music was not created by me, it was created by Kilian Konz of the audio department of the Salzburg University of Applied Sciences. Therefore 78 hours are deducted here, which he needed for composing, mixing and mastering.

March	April	May	June	July
<ul style="list-style-type: none"> Rough Concept Expose Research Detailed Concept Storyboard List of Assets Concept Art 	<p>PREPRODUCTION ● März 10 - 31 ● 22 Tage</p>	<p>PRODUCTION ● Apr. 10 - Juni 12 ● 64 Tage</p> <ul style="list-style-type: none"> Scene Blockout 	<ul style="list-style-type: none"> Lightning Environment Modelling Materials & Textures Animation Modelling Characters Rendering Setup Rendering 	
	<p>POSTPRODUCTION ● Apr. 13 - Juni 26 ● 75 Tage</p> <ul style="list-style-type: none"> Cut 		<ul style="list-style-type: none"> Powerpoint Presentation Colorgrading Sound/Music Text/Titles/Animation Practice Presentation 	
				<p>SUBMISSION ● Juli 3 - 5 ● 3 Tage</p> <ul style="list-style-type: none"> Submission of Data Portfolio Entry Presentation

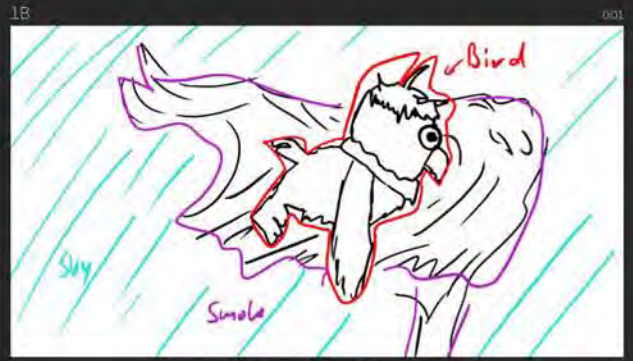
<p>PREPRODUCTION</p> <ul style="list-style-type: none"> Rough Concept Expose Research Detailed Concept Storyboard List of Assets Concept Art 	<p>Marz 10</p> <p>Marz 16</p> <p>Marz 22</p> <p>Marz 25</p> <p>Marz 28</p> <p>Marz 30</p> <p>Marz 31</p>
<p>PRODUCTION</p> <ul style="list-style-type: none"> Scene Blockout Lightning Environment Modelling Materials & Textures Animation Modelling Characters Rendering Setup Rendering 	<p>Apr. 10</p> <p>Mai 20</p> <p>Mai 25</p> <p>Mai 25</p> <p>Juni 3</p> <p>Juni 5</p> <p>Juni 5</p> <p>Juni 12</p>
<p>POSTPRODUCTION</p> <ul style="list-style-type: none"> Cut Powerpoint Presentation Colorgrading Sound/Music Text/Titles/Animation Practice Presentation 	<p>Apr. 13</p> <p>Mai 28</p> <p>Juni 14</p> <p>Juni 15</p> <p>Juni 23</p> <p>Juni 26</p>
<p>SUBMISSION</p> <ul style="list-style-type: none"> Submission of Data Portfolio Entry Presentation 	<p>Juli 3</p> <p>Juli 3</p> <p>Juli 5</p>

STORYBOARD - NO NEED TO RUSH LIFE

Boards: 41 | Shots: 33 | Duration: 3:00 |



Title sequence of smoke coming from chimney.

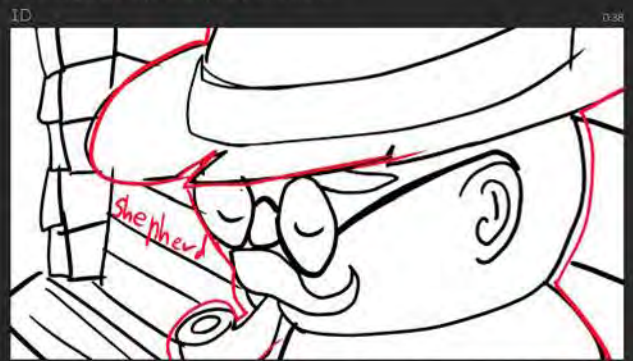


KRÄÄÄHHH KRÄÄHHH
FLAP FLAP FLAP

Bird flies through Smoke. Camera pans down.



Camera pans further down to a small hut.

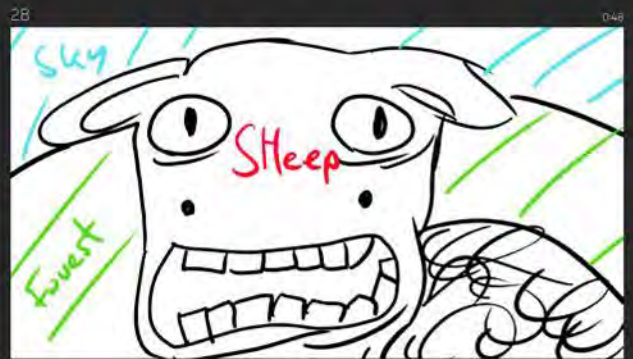


Camera still pans down until it stops at a sleeping shepherd.



Motionblurred pan/transition to sheep.

Quick camera pan to the left.



MÄÖÖHHHH

Vertigo Effect on Sheep.



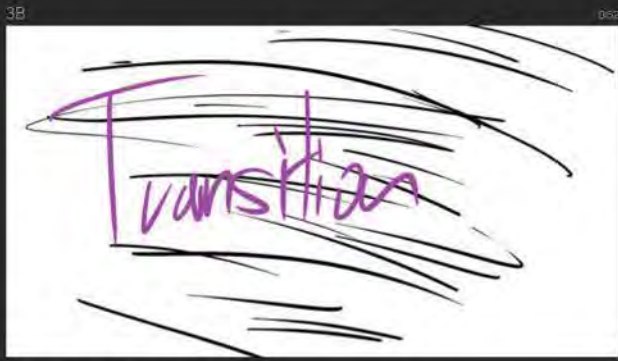
Camera pans to "harpoon" from sheep.



Sheep spins the harpoonwheel. Sound turns up like a pressed feather and then releases. And shoots a metal rod.

STORYBOARD - NO NEED TO RUSH LIFE

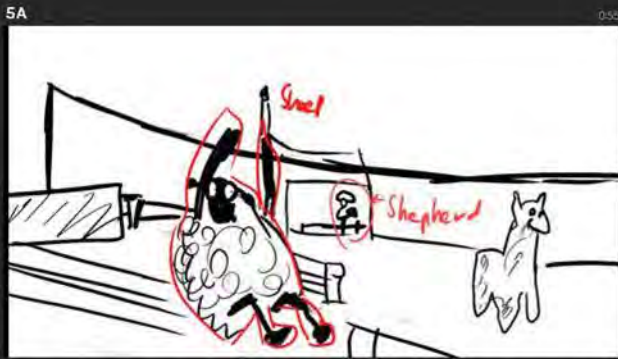
Boards: 41 | Shots: 33 | Duration: 3:00 |



Transition to flying harpoon.



Camera follows metal rod till it gets stuck in the ground.



Sheep swings away across the enclosure on the leash connected to the metal rod.



Sheep swinging from the rope onto the road.



Shot of feet of sheep as they touch down on asphalt.



Sheep removes stick from the lock and opens the enclosure for the other sheep.



Sheep run all onto the road.



Sheep dance for a bit before being run over by a car.

STORYBOARD - NO NEED TO RUSH LIFE

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Sheep get run over by car.



Car drives away from camera - focal length decreases towards the end.



Car drives towards camera - focal length starts low and increases in the first seconds.



Car drifts around a turn.(Bird's eye view)



Car drifts around a turn. (Side Perspective)



Driver puts the gear stick in another gear. Fast Camera pan at the end down.



Camera pans down into the engine. The pistons first move at normal speed and then faster.



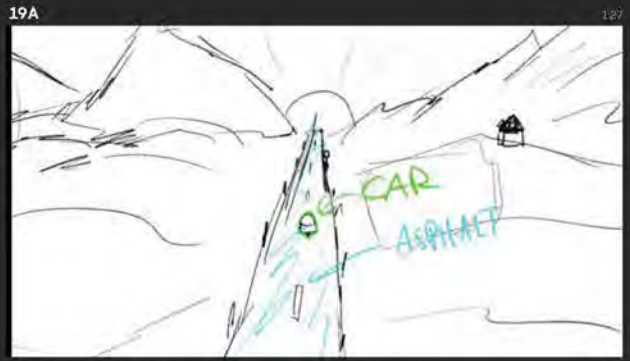
Car driving down a hill on curvy road.

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Car drifts the squirrel dead. This flies into the camera - transition to next scene.



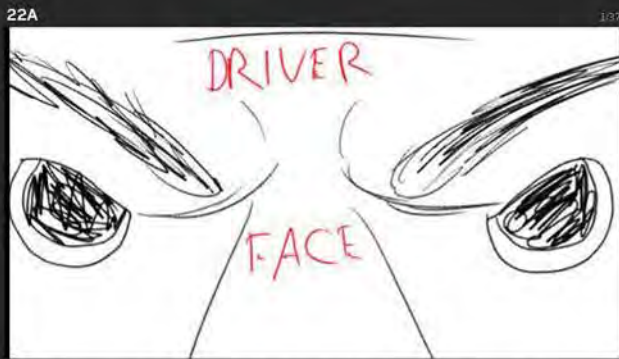
The car drives onto a long straight road passage.



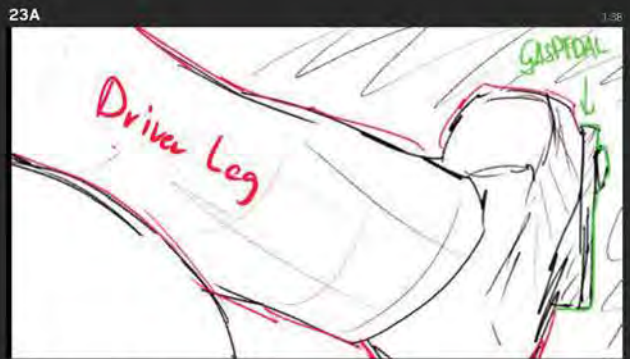
Shot from the wheel which begins to turn faster and faster.



Car drives at high speed past speed limit 80 sign.



Driver squints his eyes and has decided to drive even faster.



Driver steps on the gas pedal.



Cruise control display shoots up. Dial also jumps up in kilometers.



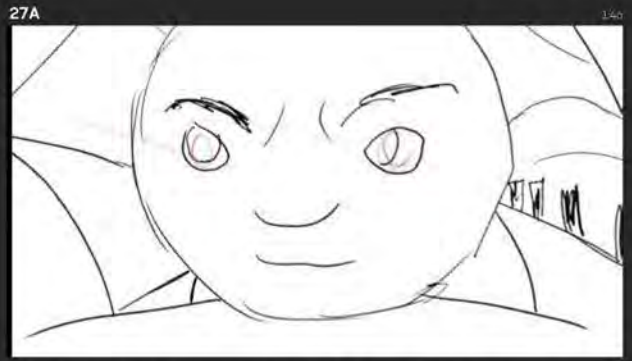
Car shoots past Jesus cross and knocks it down.

STORYBOARD - NO NEED TO RUSH LIFE

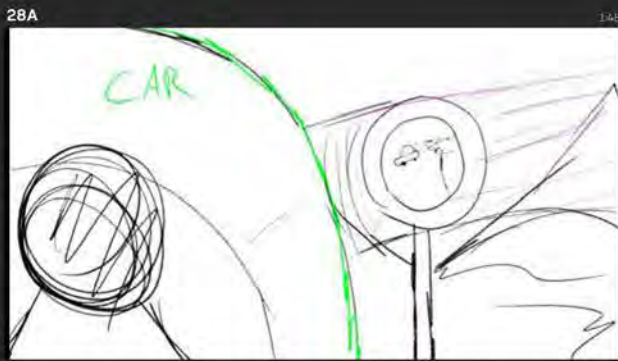
Boards: 41 | Shots: 33 | Duration: 3:00 |



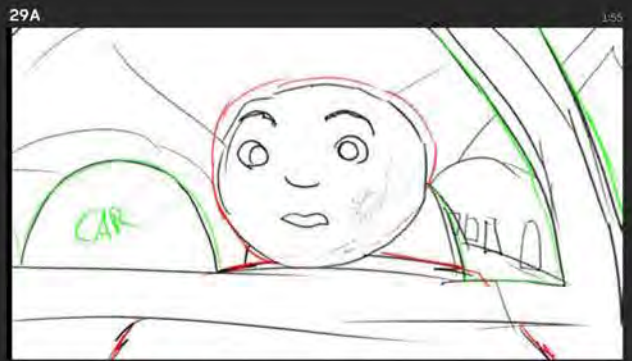
Speed signs fly by faster and faster and finally form a hand waving to the driver to get his attention.



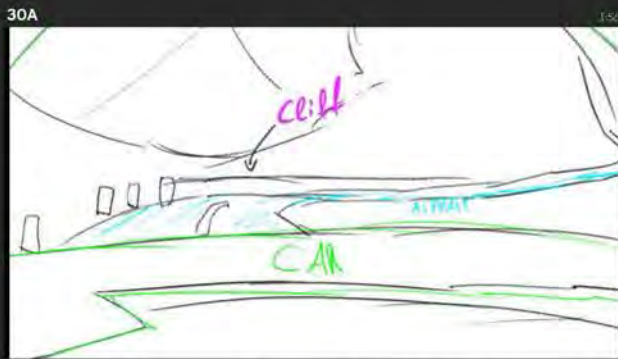
The driver notices the sign and looks in its direction in surprise.



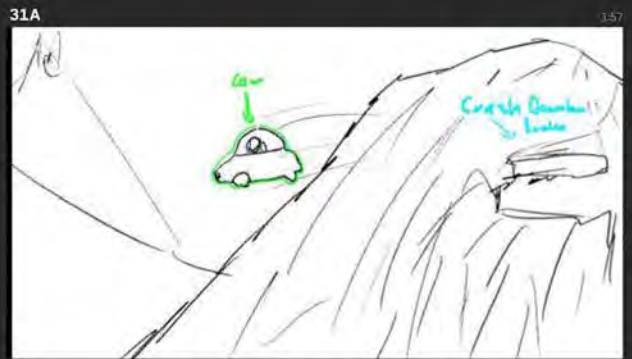
Sign shows the driver what will happen to him if he continues to drive that fast.



Driver still looks at the sign, then realizes that there is a curve in front of him.



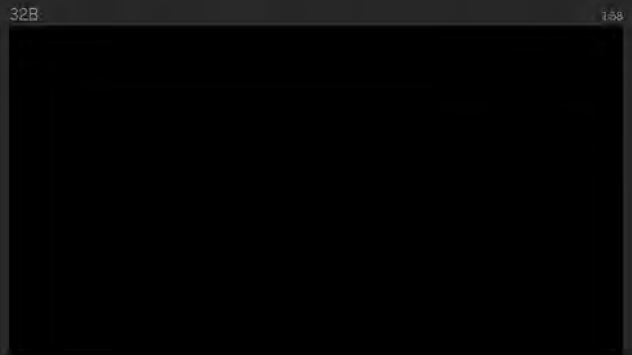
POV camera from windshield. Guardrail is getting closer and closer.



Car crashes through the guardrail out over the cliff.



Car speeds towards camera.



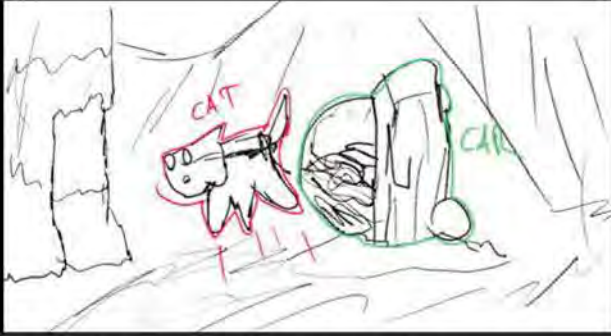
Dark screen.

STORYBOARD - NO NEED TO RUSH LIFE

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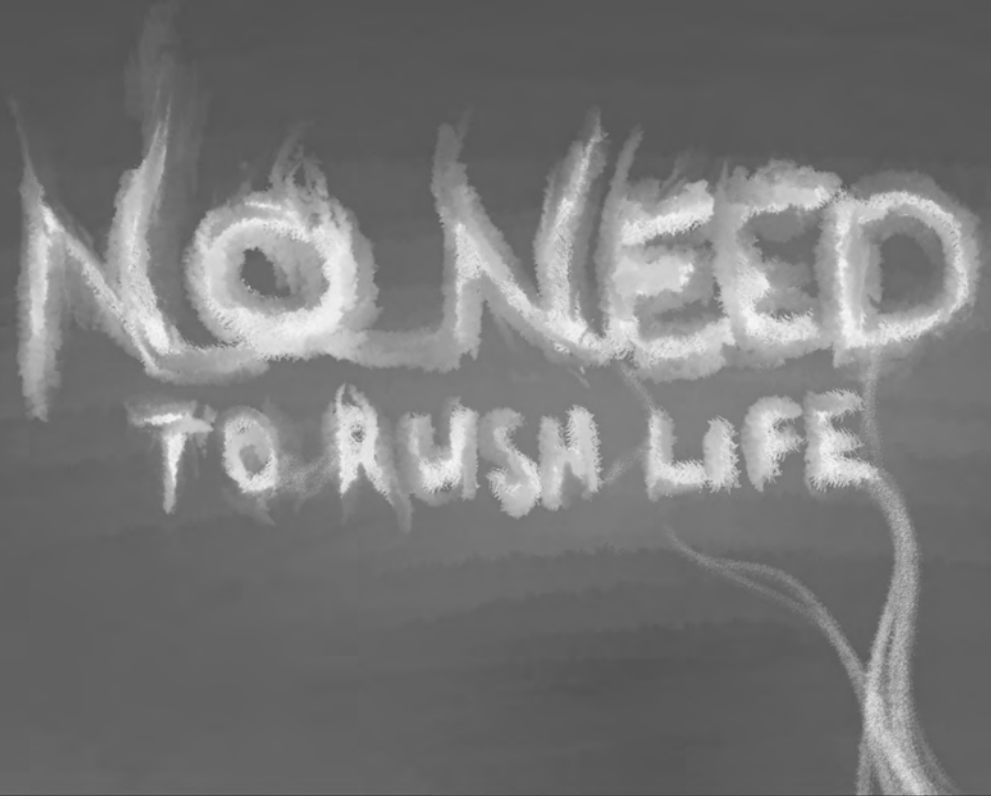
33A

200



Car flies into the ground and startles a cat that was previously lying on the ground. After that, the camera pans up and the credits start rolling.

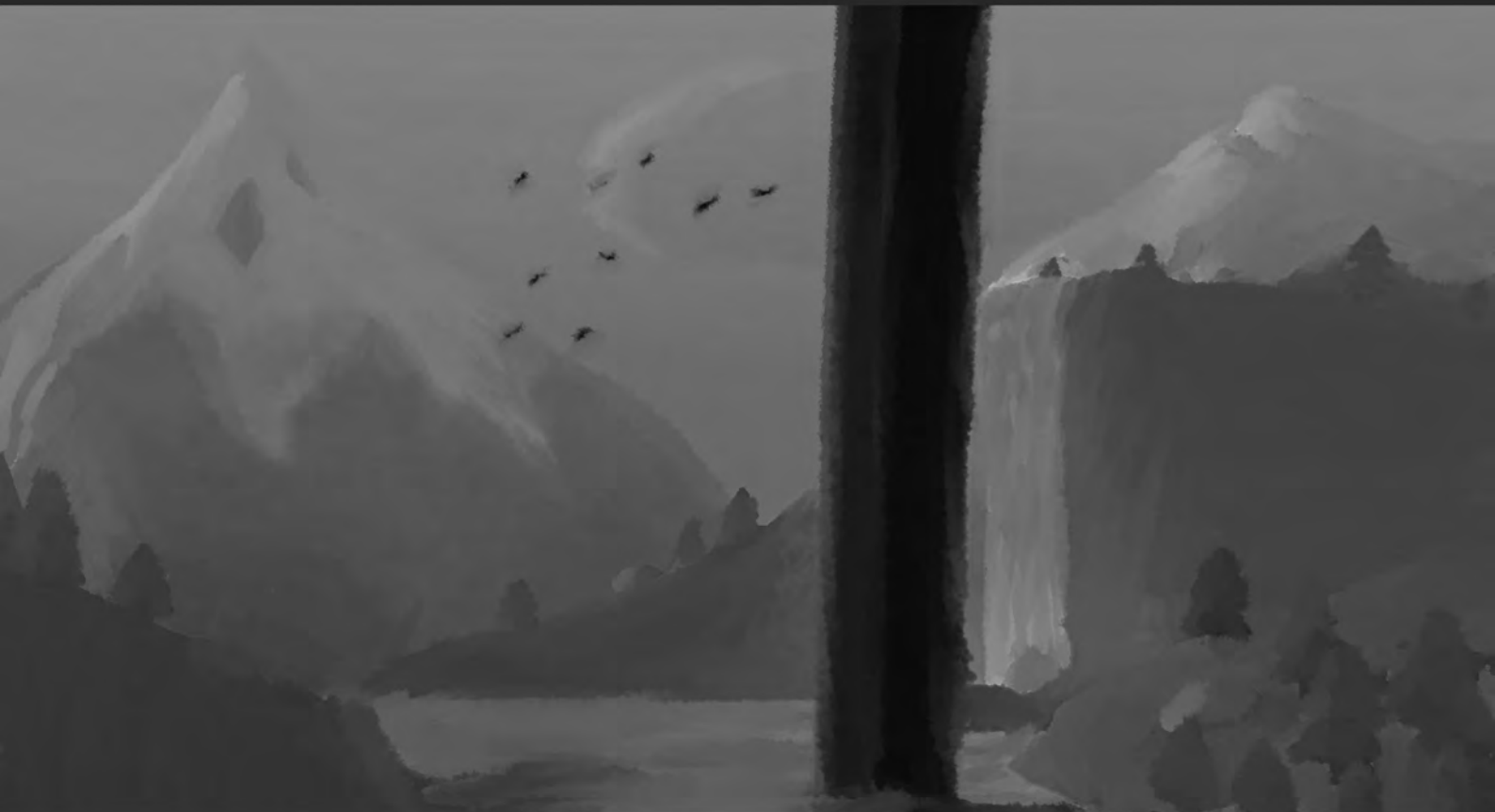
CONCEPT ART



Smoke Concept



Bird Concept



Landscape Concept



Shepherd Concept



Sheep Concept



Marpoon Concept

Reference





FH Salzburg
MultiMediaArt

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