

CHAPTER IV

CLOSING

4.1. Conclusion

In conclusion, from analyzing this document, the overall score reviewed is 87% which is categorized within the “Very Good” rating.

The objectives covering this thesis are:

1. to research upon the practicality of 3D animating between the Water Monster and Rock Monster during the Summon Monster scene through breaking down how the dynamic and contrast between the two characters.
2. Along with the supporting methods such as camera placement and layouting that helps to enhance the scene according to the art direction and storyboard.
3. The utilization of the 12 Principles of Animation, the cinematic techniques used are effective in achieving the results needed for the project.

4.2. Suggestions

Due to the limitations of the models provided by the modellers, some scenes had to be improvised. For example during the Summon Rock Monster Scene at S05_C03, the original concept was meant to be multiple rocks coming together to form the Rock Monster. However it was not feasible due to the model created as well as time constraints in order to create the individual boulders needed to create that scene. Therefore, with the approval of the art director, the improvisation upon the scene is crucial for the efficiency of the progress of the story.

In future projects, an in depth dive into cameraworks and stylized animation will be thoroughly explored and analyzed to achieve a more efficient and unique way in animating in 3D.