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HopMotion Animation Studios

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About Hop Motion



Hop Motion Studios is an animation Studio Located in Andheri East, Mumbai

The studio is a full-service digital 2D animation studio engaged in creating broadcast quality content for clients in India and around the world. With a 40 seater Toon Boom pipeline, Hop Motion is equipped to handle even the most complex of projects. 5,000 sq feet of studio space in the heart of Mumbai houses writers, pre-production artist, story boarders, animators and video editors.

The internship was for the duration of a month.

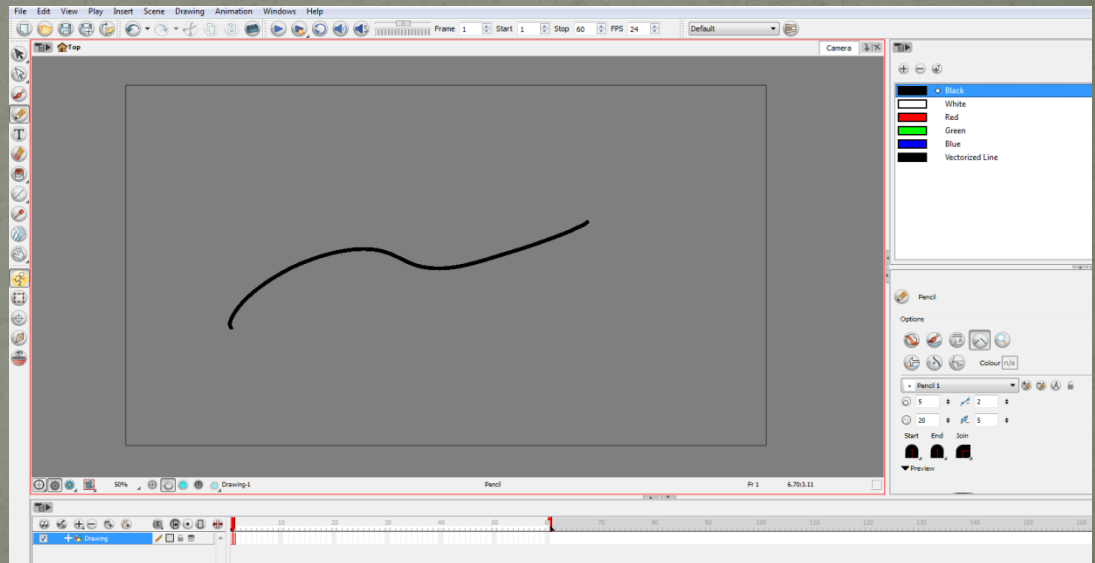
2nd May to 30th May 2016

During the entire Internship, I got a hands on experience about the whole work process and the pipelines that exists in a good animation studio.

It was an eye opener as to how a 20+ strength studios function and delivers series of animation on time while at the same time managing a large group of people while fully utilizing their skills and getting the maximum output every single time.

1st WEEK Key Learning Points

- Interaction with Co-workers
- Observing how the studio runs
- Going through process of current Live projects
- Exploring the Resource Library for every Episode/Project ever made in Hop Motion.
- Tinkering with different software available.
- Theory
 - Business Pipeline
 - Animation Pipeline
 - Backgrounds and Layouts
 - Story Boarding
- Toon Boom Harmony Basics
 - Stage
 - Drawing



Business Pipeline

- Know team and plan accordingly
- Client Interaction
- Perceive and plan for unplanned circumstances
 - Less workforce needs more buffer time
- Freelancing is used
- Work divided based on skill
 - Basically.. Everything is planned to the T



Animation Pipeline

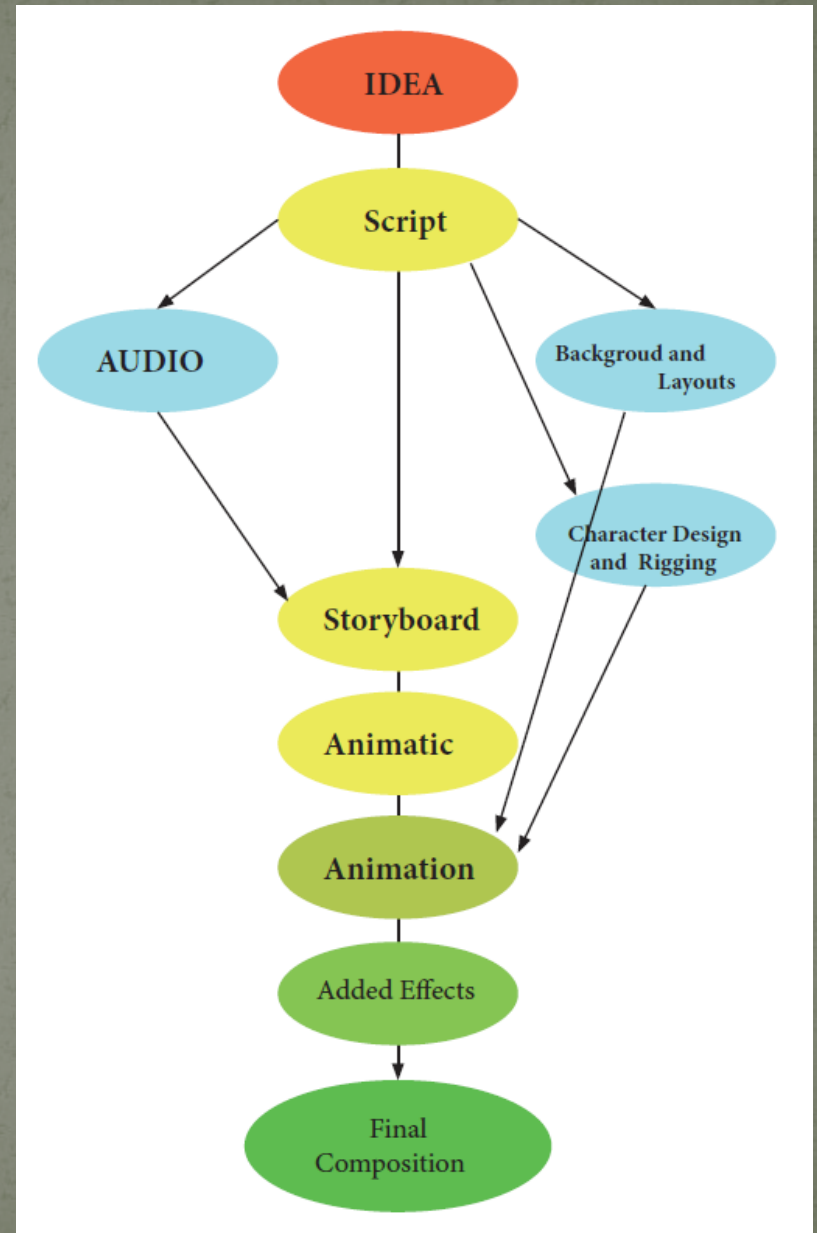
Idea > Script > Audio > Story Board
Script > Character Designs > Rigging

Story Board > Animatic
Story Board > Layouts and Backgrounds

Animation > Special FX (LAST) >
Final Composition > Edit

Notes ~

- Story board 1pg = 1 min of animation
- No scene more than 3-4 sec
- 10 sec shots are rare
- 11 min can have as many as 200 scenes
- 4-5 min 1 week of work (depends on W.F)
- 1 30 min episode takes 2 weeks
- Count unforeseen circumstances



Backgrounds and Layouts

- Napkin Sketch
- Rough Sketch
- Key Location
- Key Background
- Scene Wise background

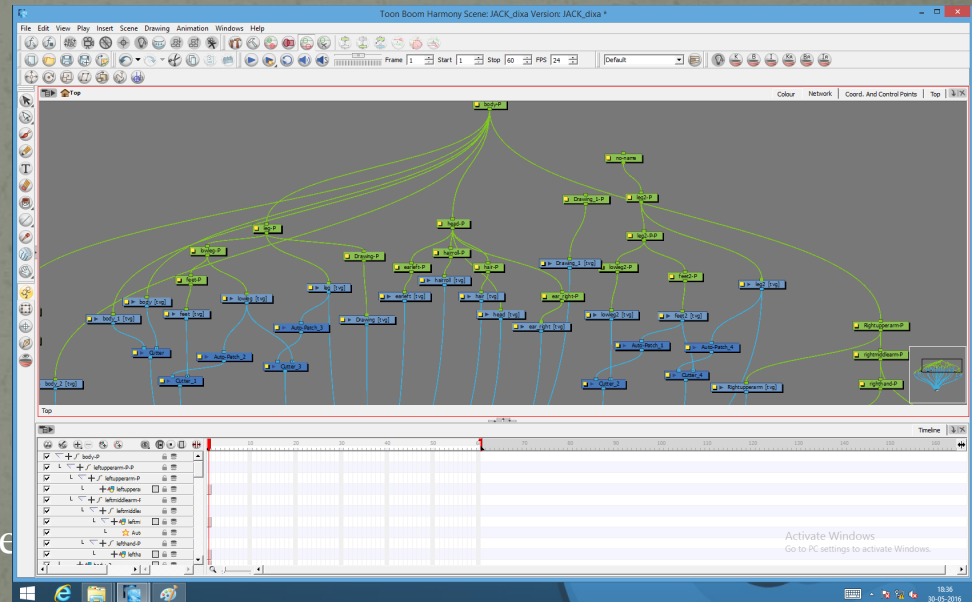
Notes~

- Tools used: Adobe Photoshop, Toon Boom Storyboard Pro
- Layering of foreground and background objects done during Background creation stage.
- 3d rendered images with post processing are used in backgrounds as well



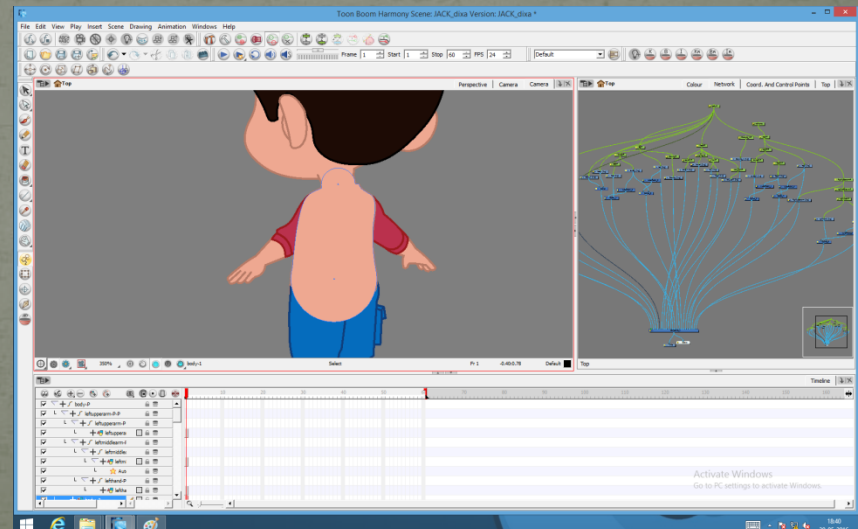
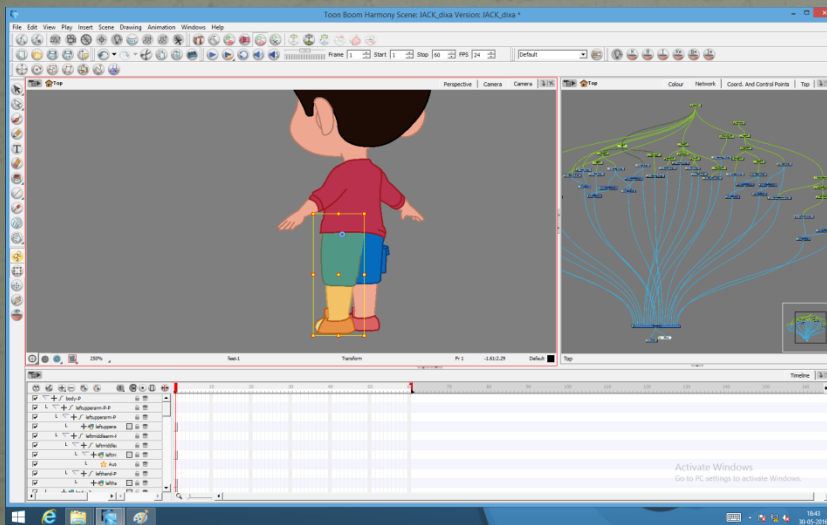
2nd WEEK Key Learning Points

- Practice
 - Background Art and Layout Art in Toon Boom Harmony
 - Character Drawing and Character Puppet Making in Toon Boom.
 - GIFS
- Toon Boom Harmony Basics
 - Character Rigging
 - Simple Character Animation
- Principles of Animation
 - Bouncing Ball
 - Pendulum
 - Two Pendulum
 - Pendulum with Tail
 - Crawling Capsules
 - Rotating Capsules (to name)



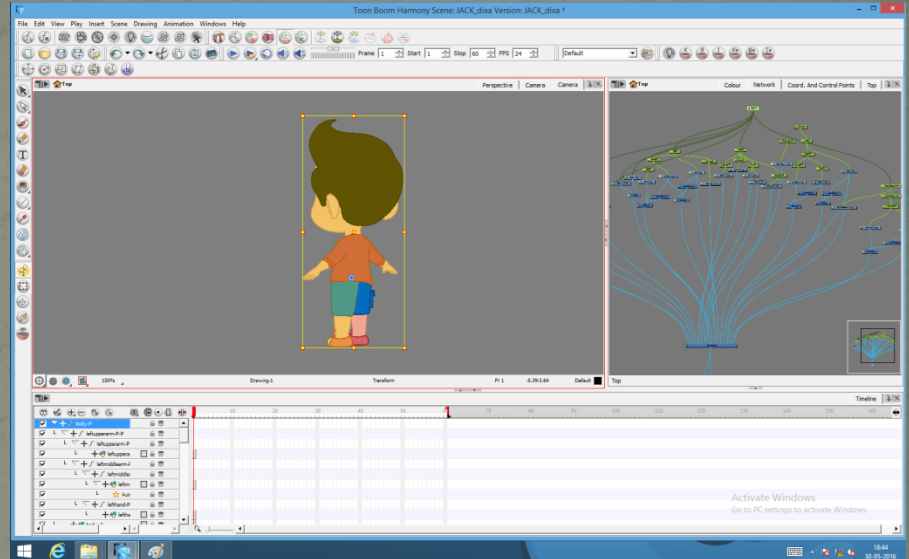
Rigging

- Drawing Layer has the images and Peg layers have rig details.
- Peg layers are used to animate
- Rig depends on the level of complexity required by the project.
- Good rigging helps the smooth motion of characters.
- Hierarchy in rigging is followed.
- Software helpers used while rigging: Auto patch, Cutter
- Even props that move are rigged.



3rd WEEK Key Learning Points

- Toon Boom Harmony
 - Shadows
 - Character Animation
 - Walking
 - Drinking Water
 - Lifting Weight
 - Running (to name a few)
- Shots Animation
 - Few 3 - 4 second shots of Modern Activity
- Basics of 3D animation in Toon Boom



4th WEEK Key Learning Points

- Toon Boom Harmony
 - Shadows
 - Few 3 – 4second shots of Modern Activity
 - Shots Animation
 - 3 – 4 second shots of Choti Anandi
- Production Log and Tabulation.
- Prop Making for WWE Camp (How to use library)
- Unpaid interns can sleep in office

Thank You~

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