

# Summer Internship Project 2016

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At





# Content

- Introduction
- About Hop Motion Studios
- Animation Process
- Toon Boom Harmony
- Complete Character Rigging and Animation
- Production Management
- Works for live ongoing projects
- Interaction with other artists
- My experience at Hop Motion Studios



# Introduction

- Main purpose –  
“ to experience and learn the workflow as well as management processes in a professional studio and to contribute to the ongoing projects at the studio.”
- Timeline of work during four weeks

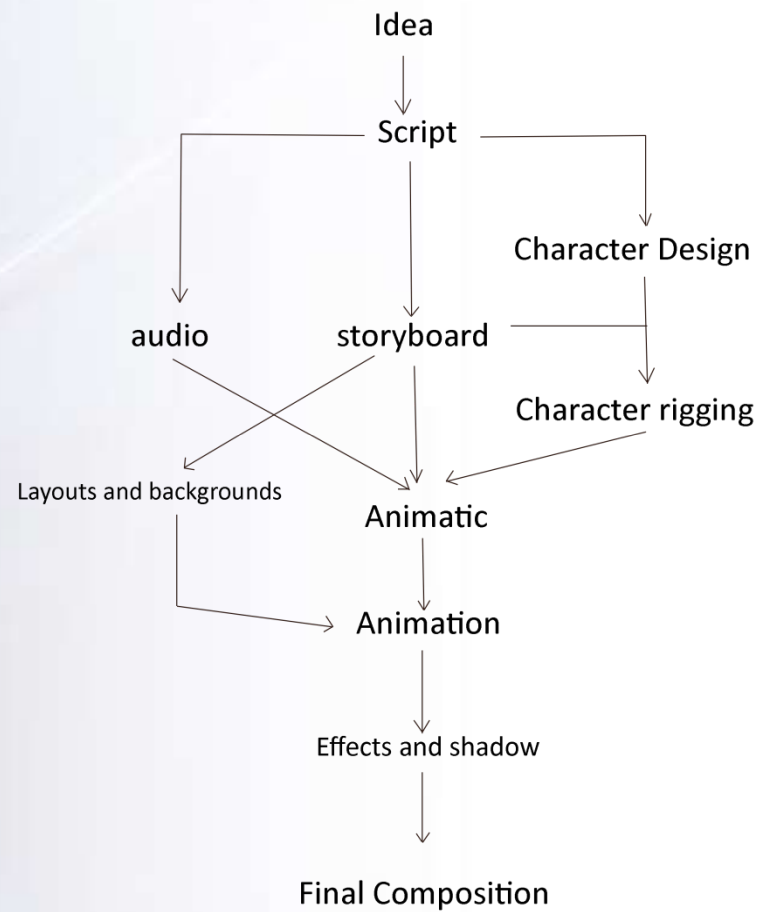
## About Hopmotions workflow and style



- Tv Series - like “Chhoti Anandi”
- 2D animation in Toon Boom Harmony
- Pipelining



# Animation Process at Hop Motions





# Toon Boom Harmony

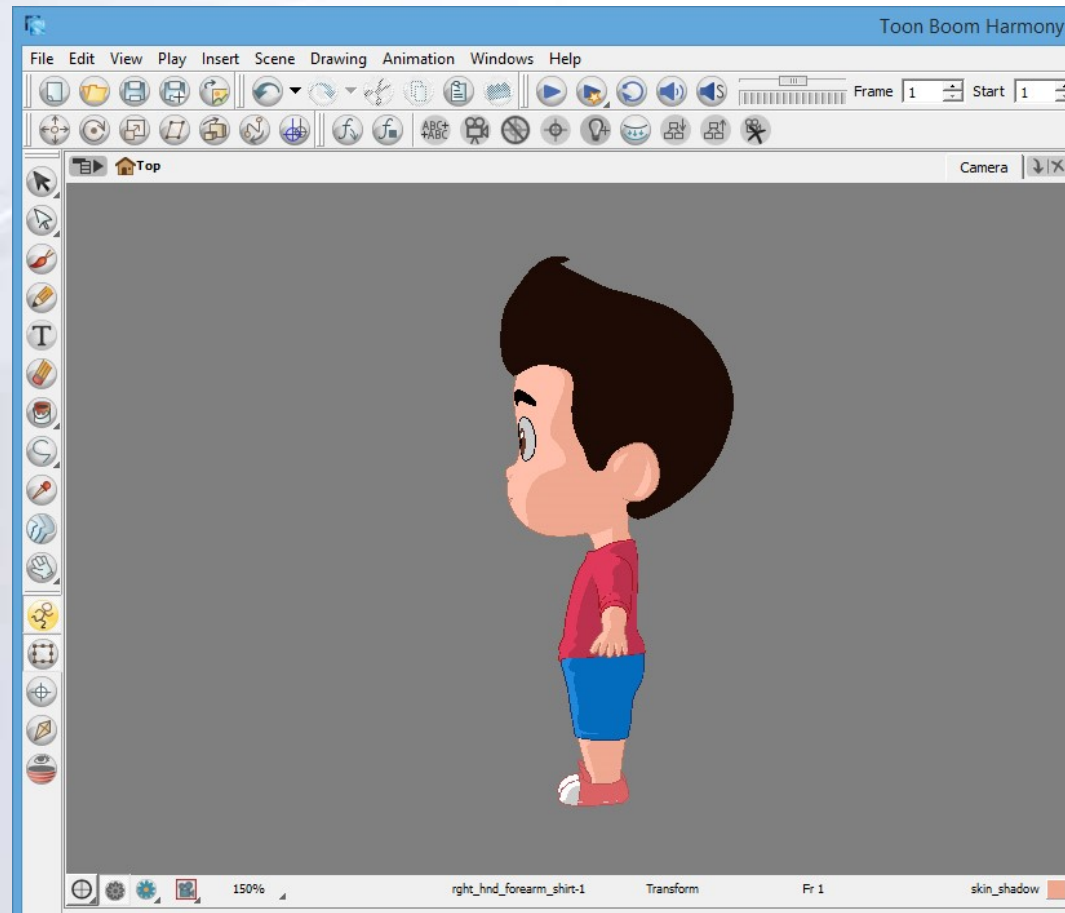
- What all we did in Toon Boom Harmony :
  - Basic drawing tools and pegs
  - Basic exercises with basic rigging
  - Character Rigging
  - Network View and hierarchy
  - Layering within a drawing layer
  - Module Library
  - Shadows
  - Animation for some shots

# Simple drawings and pegs

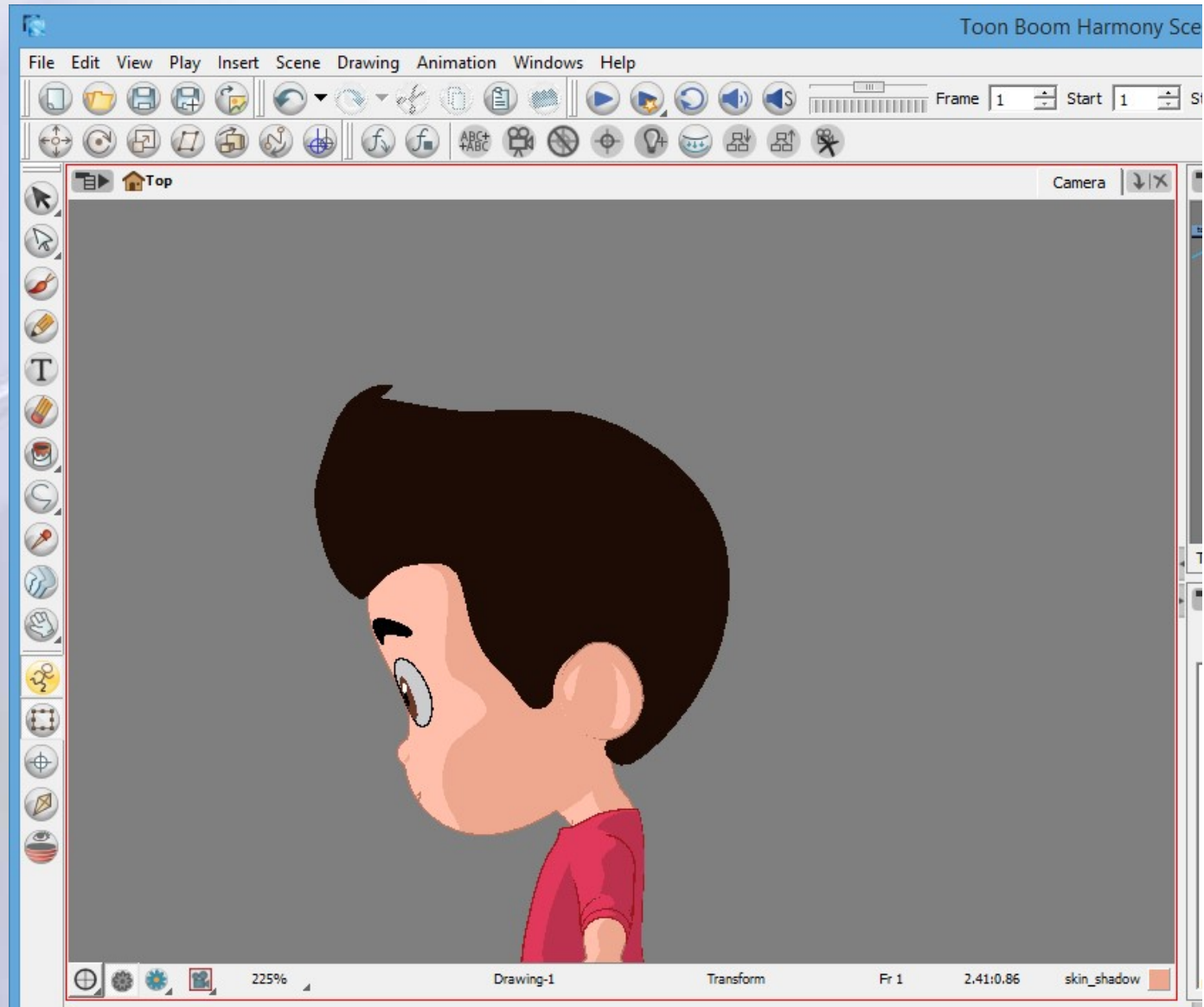


# Complete Character Rigging

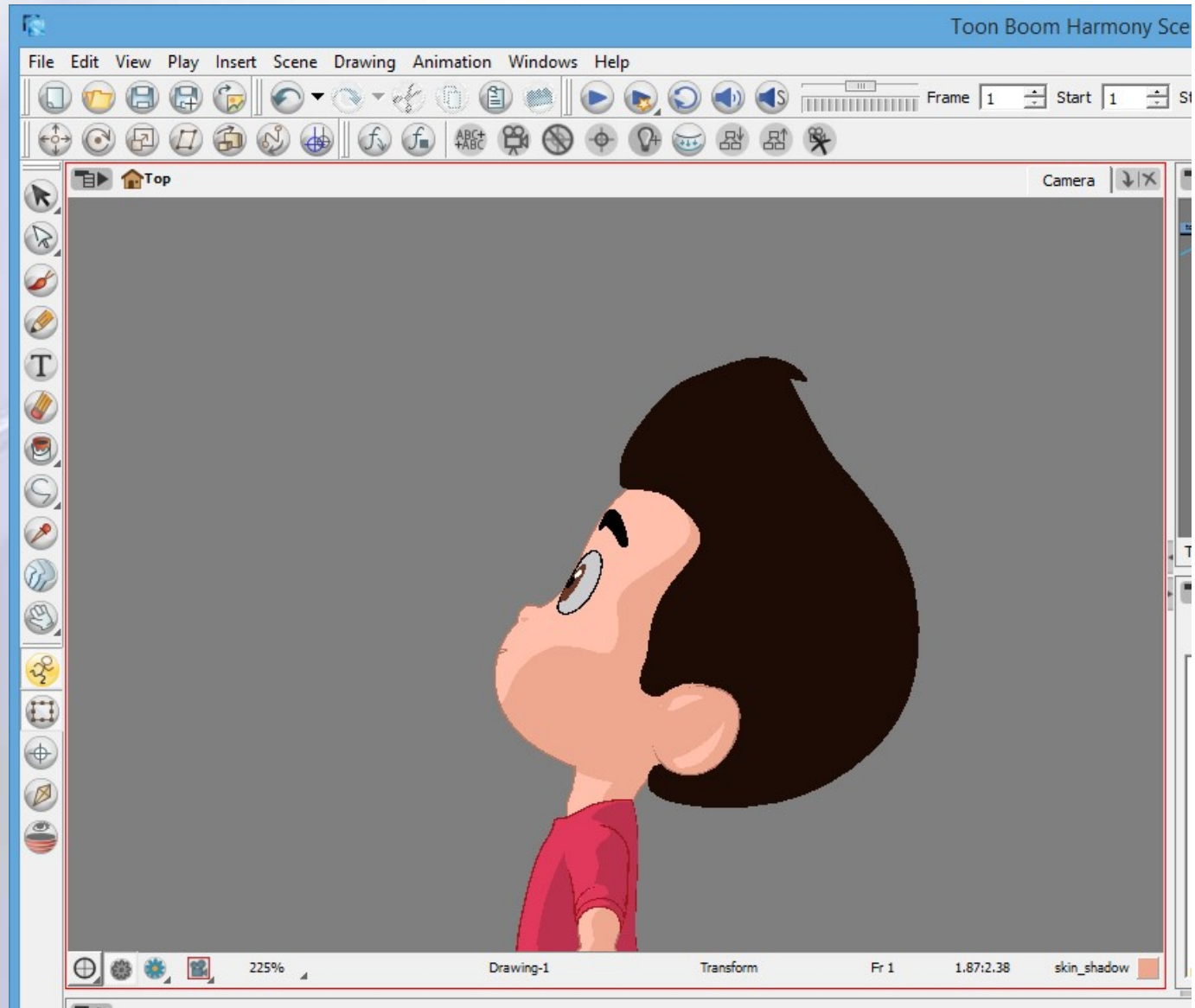
Side view of “Savio” from web series named “Modern Activity”



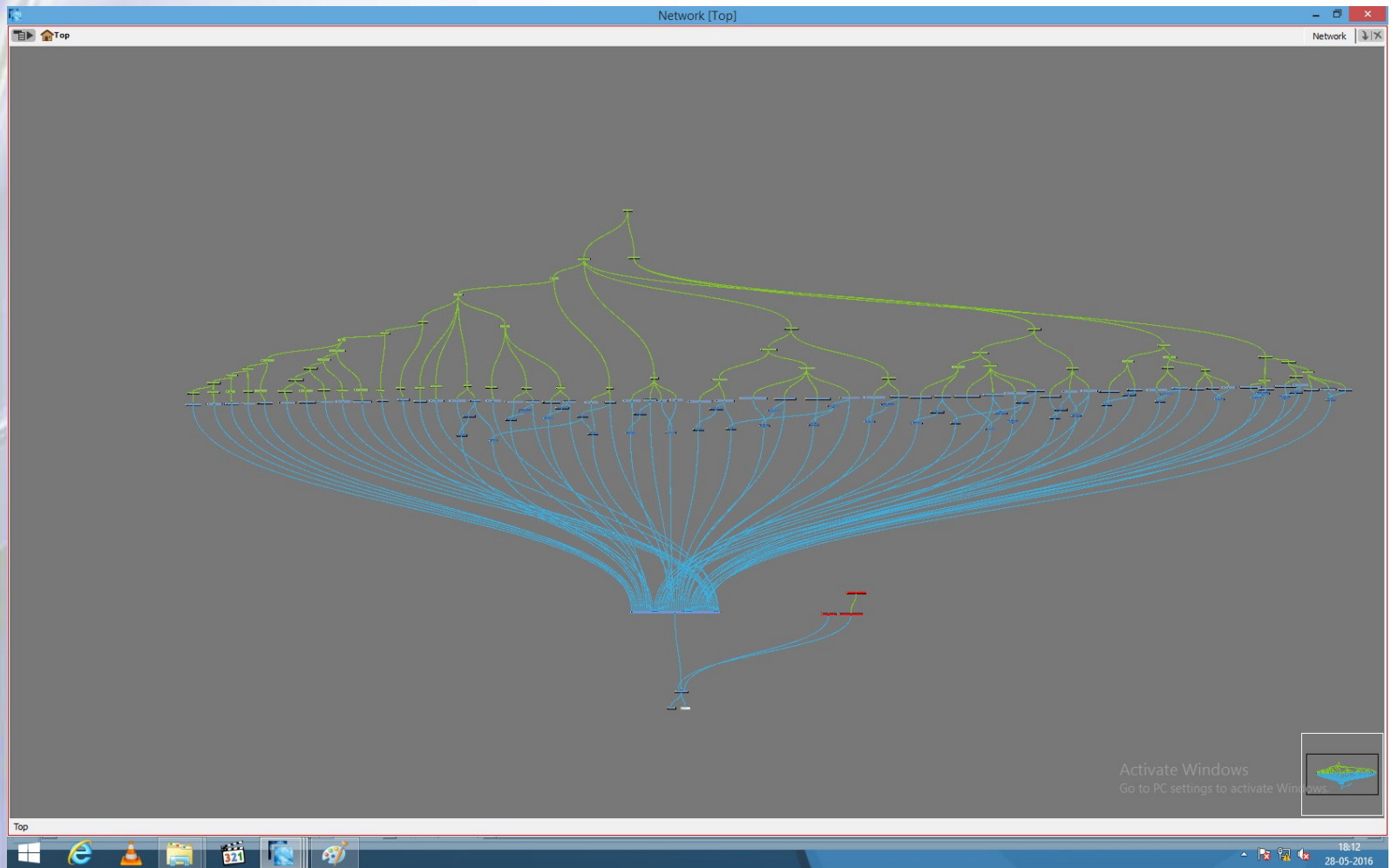
# Neck joint example



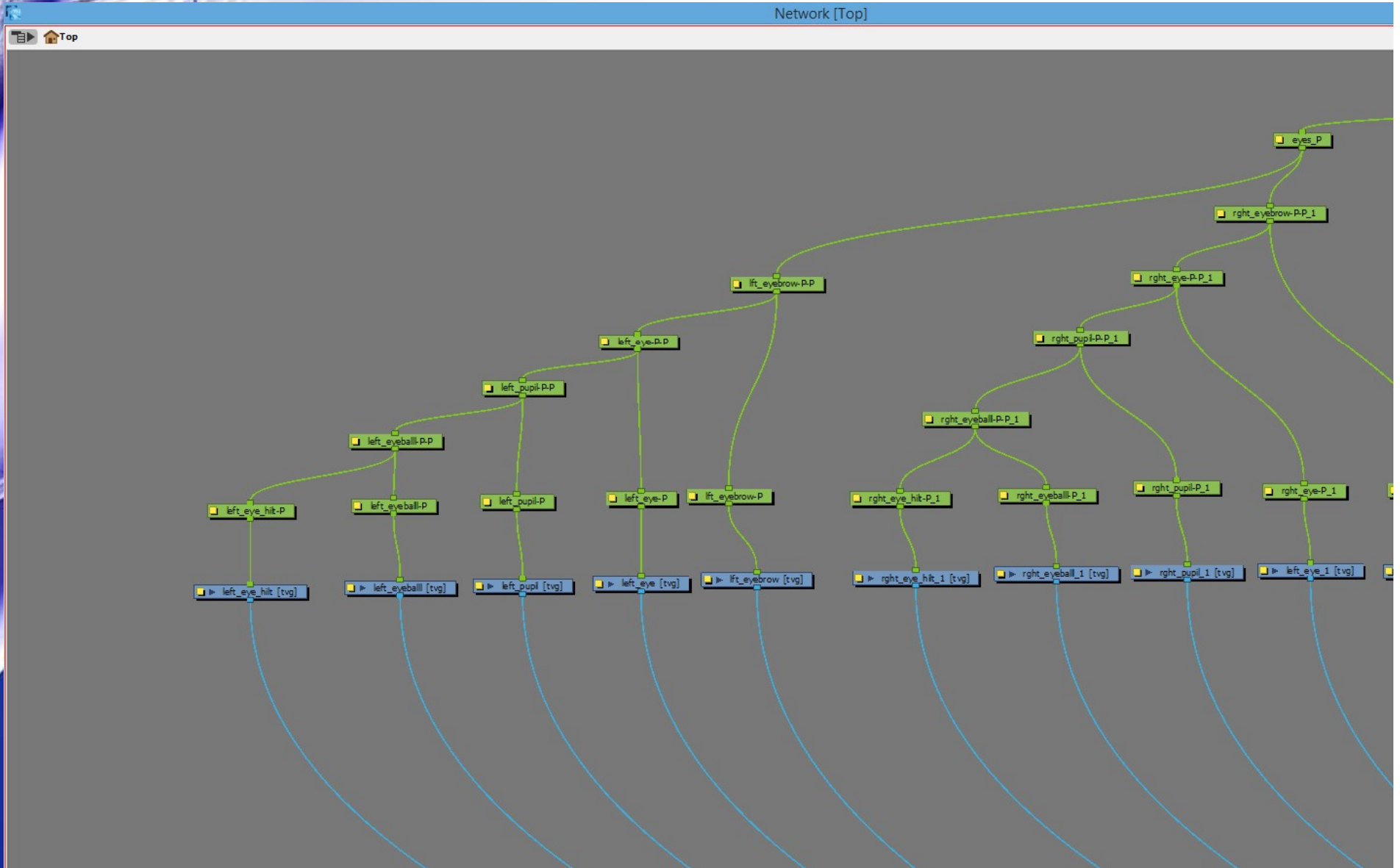
# Neck joint example



# Network View

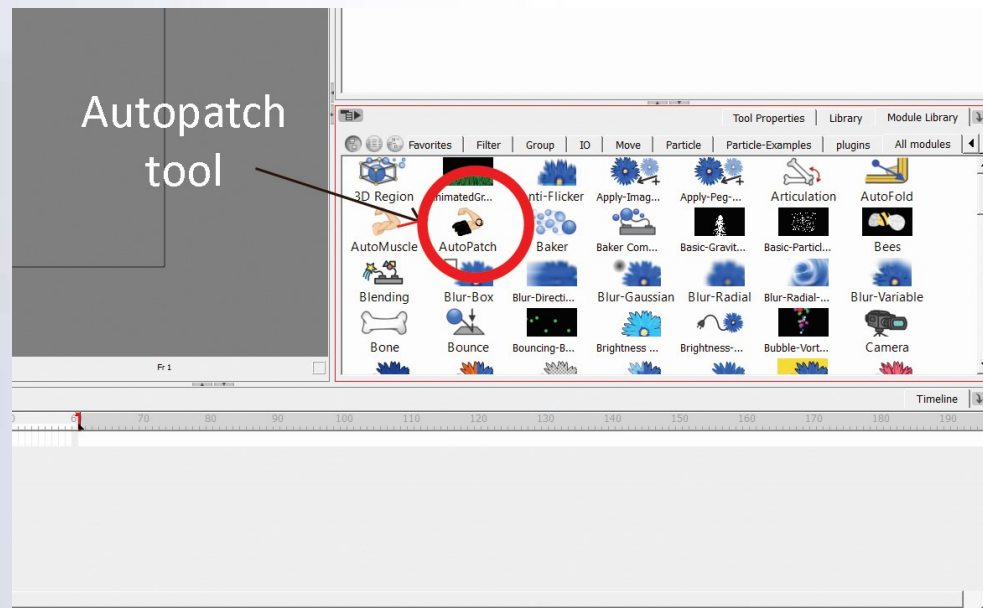


# Network View of an eye

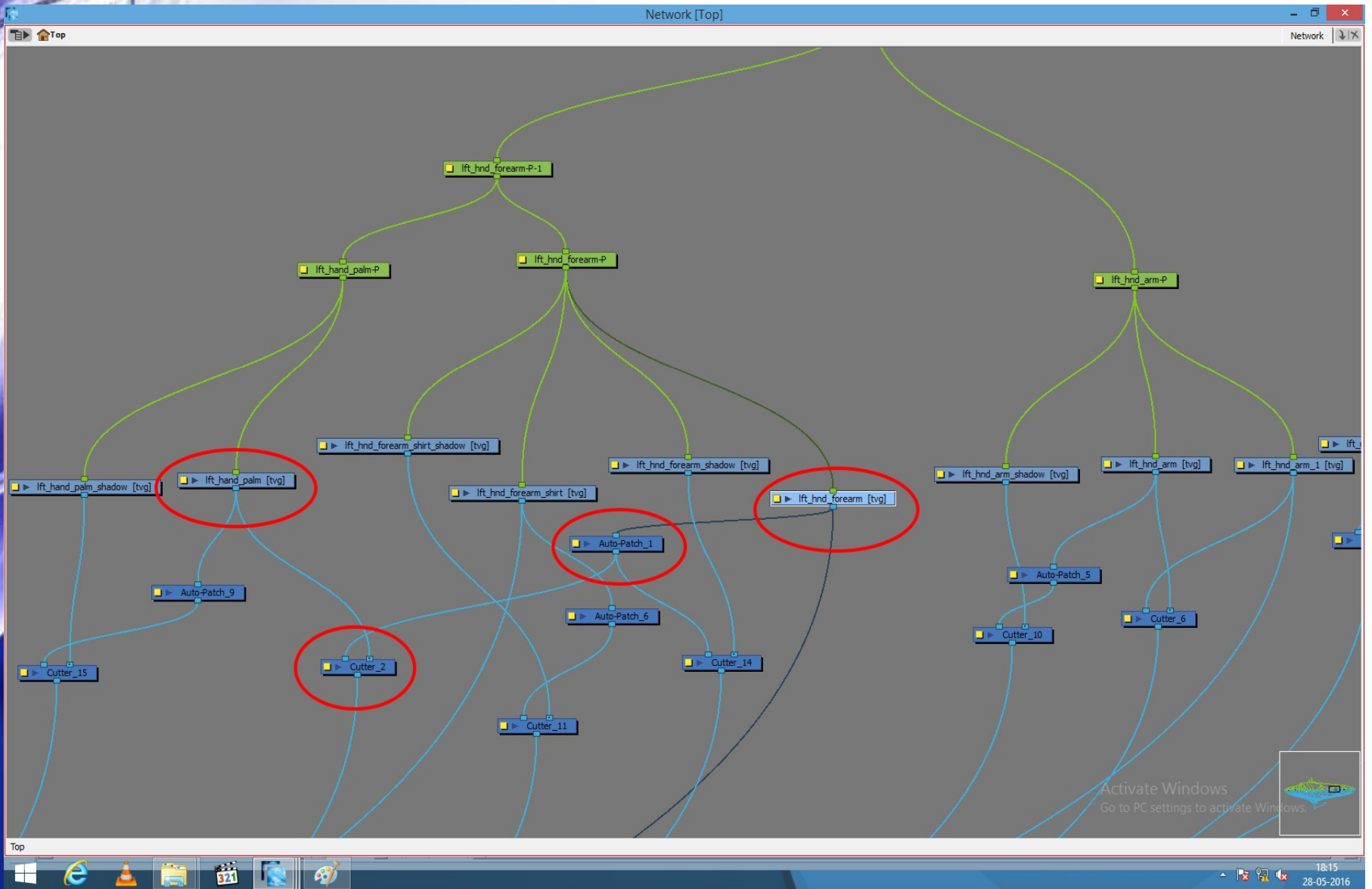


# Some very helpful features in Toon Boom Harmony

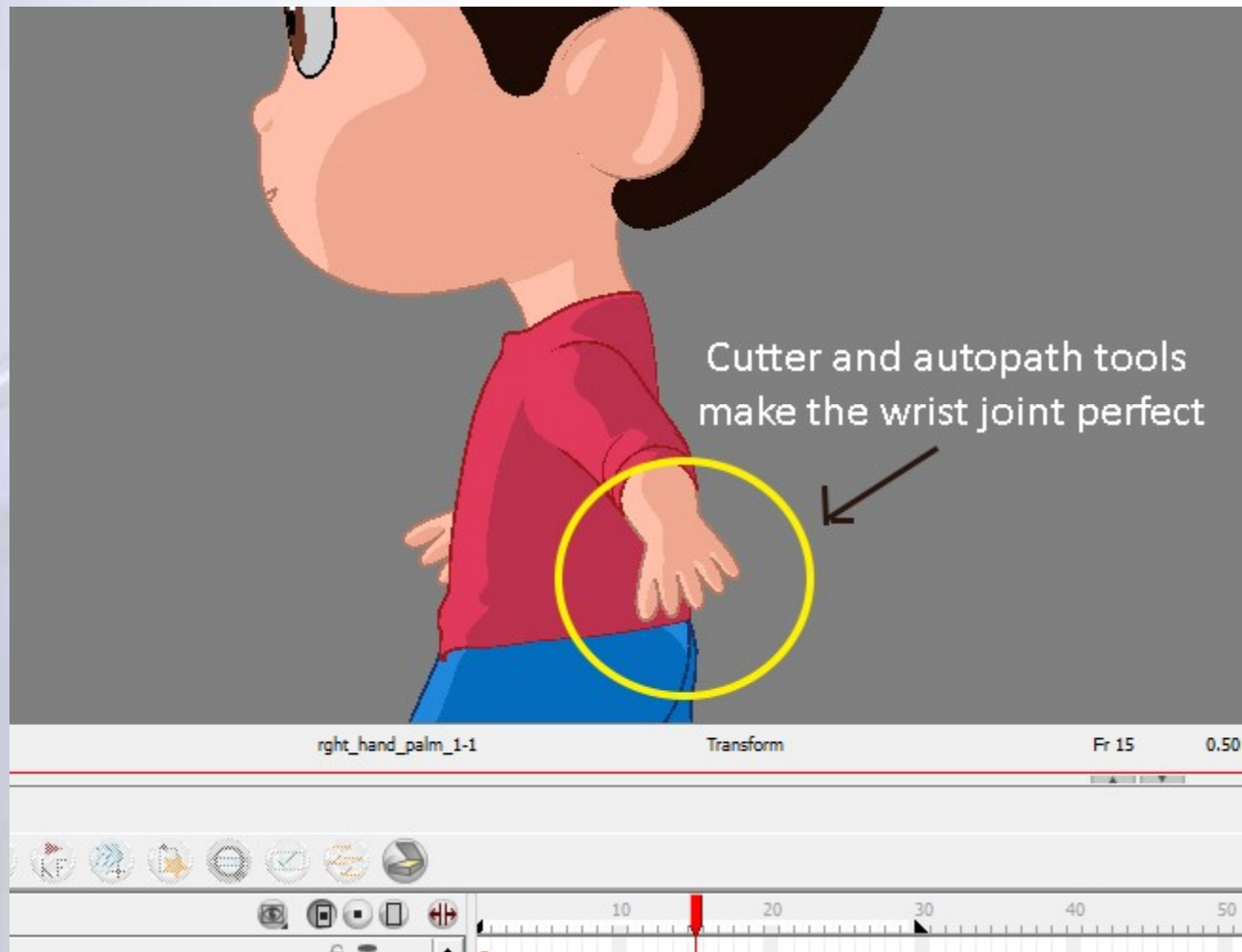
- Layering within a drawing layer :  
Overlay, Line , Colour, Underlay
- Module library – Autopatch, cutter



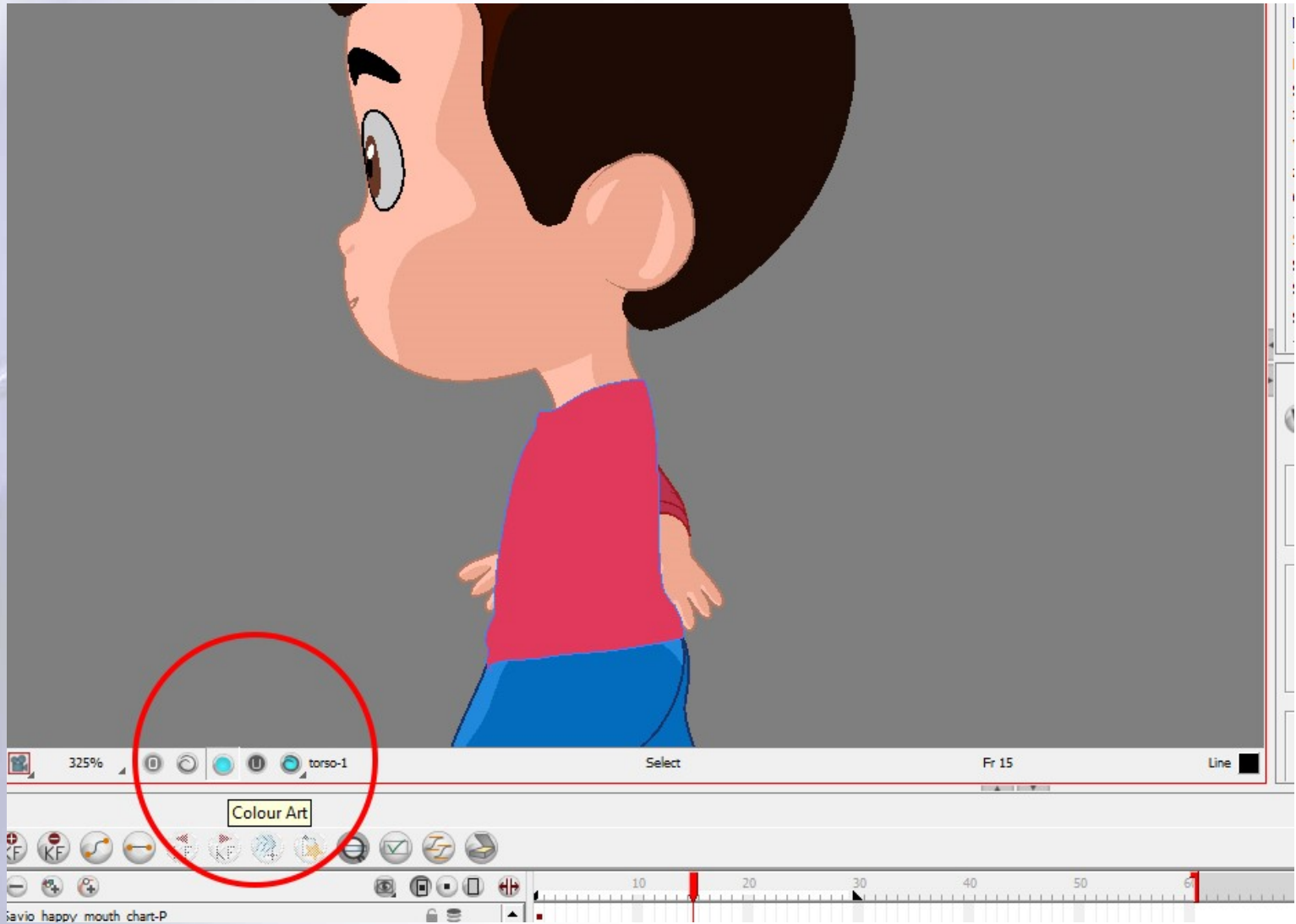
# Autopatch and cutter



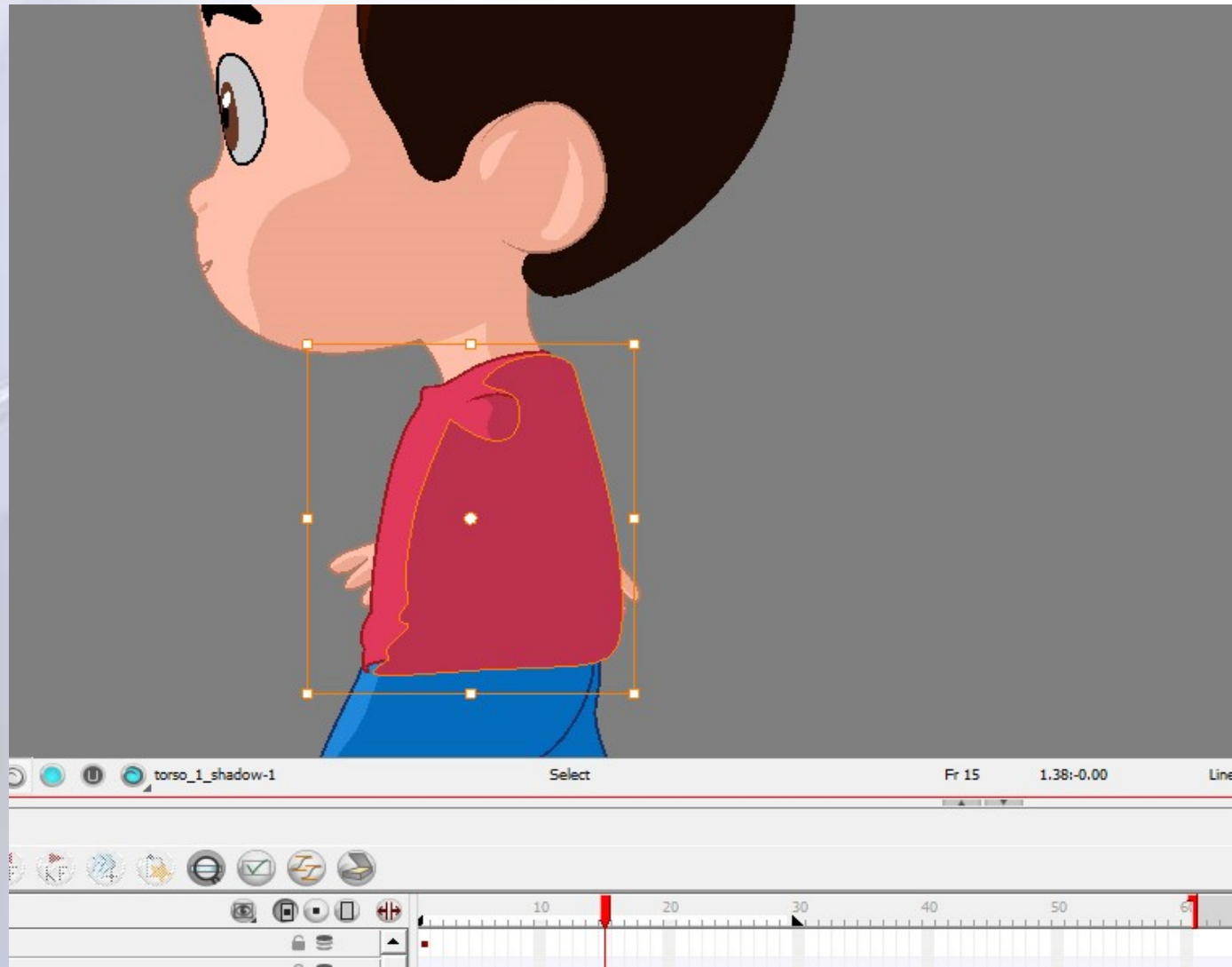
# Result of autopatch



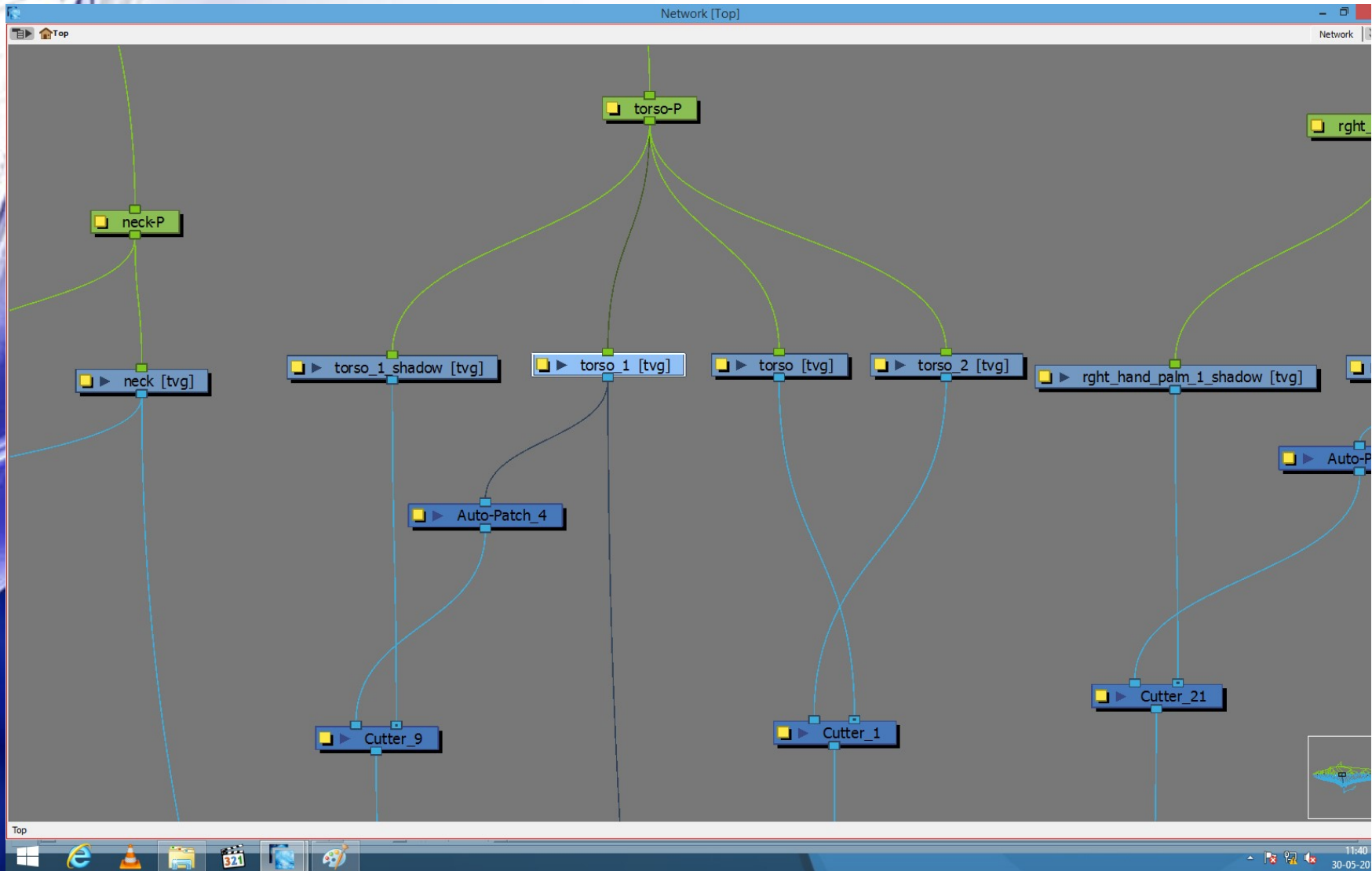
# Adding shadows



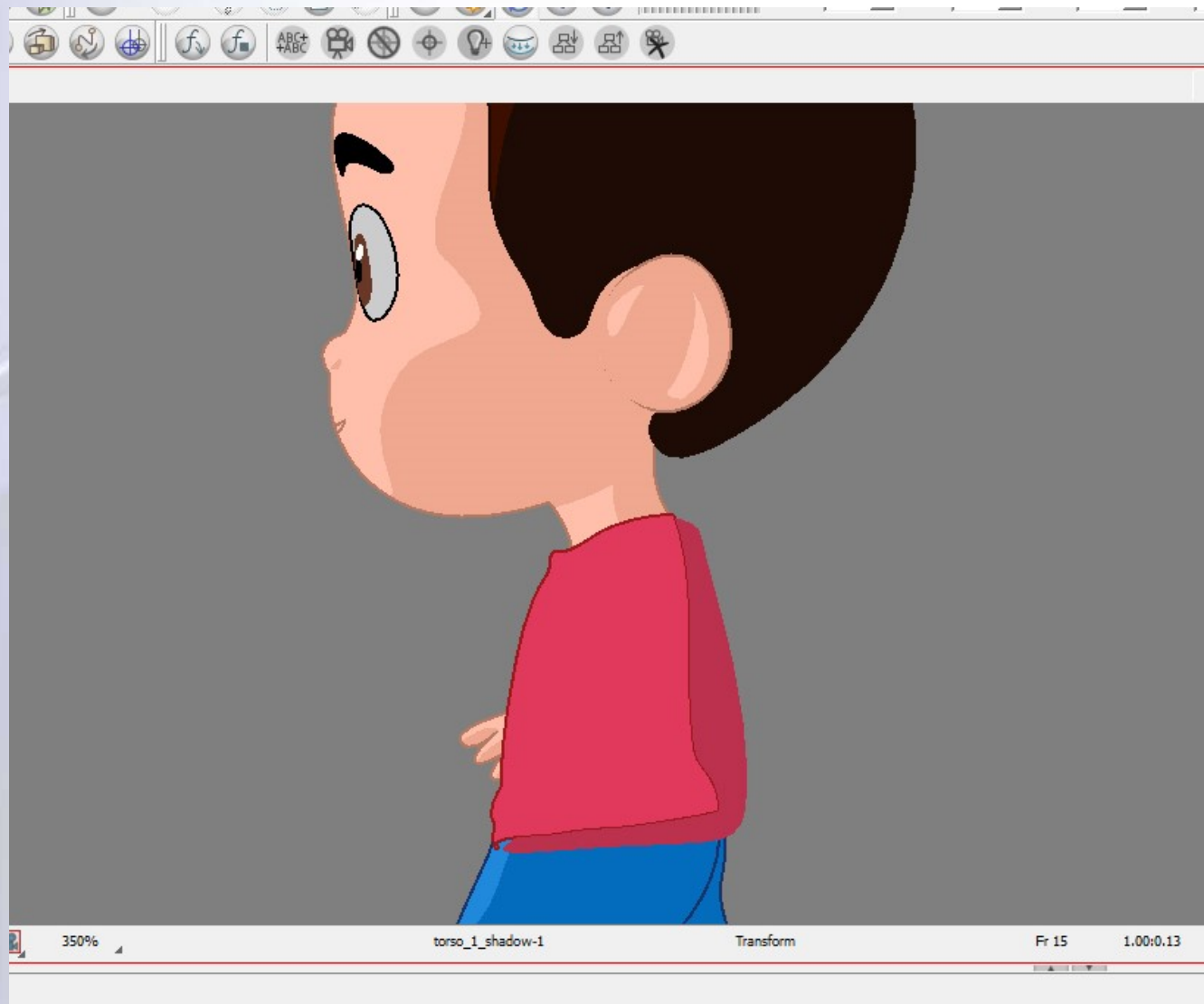
# Adding shadows (contd.)



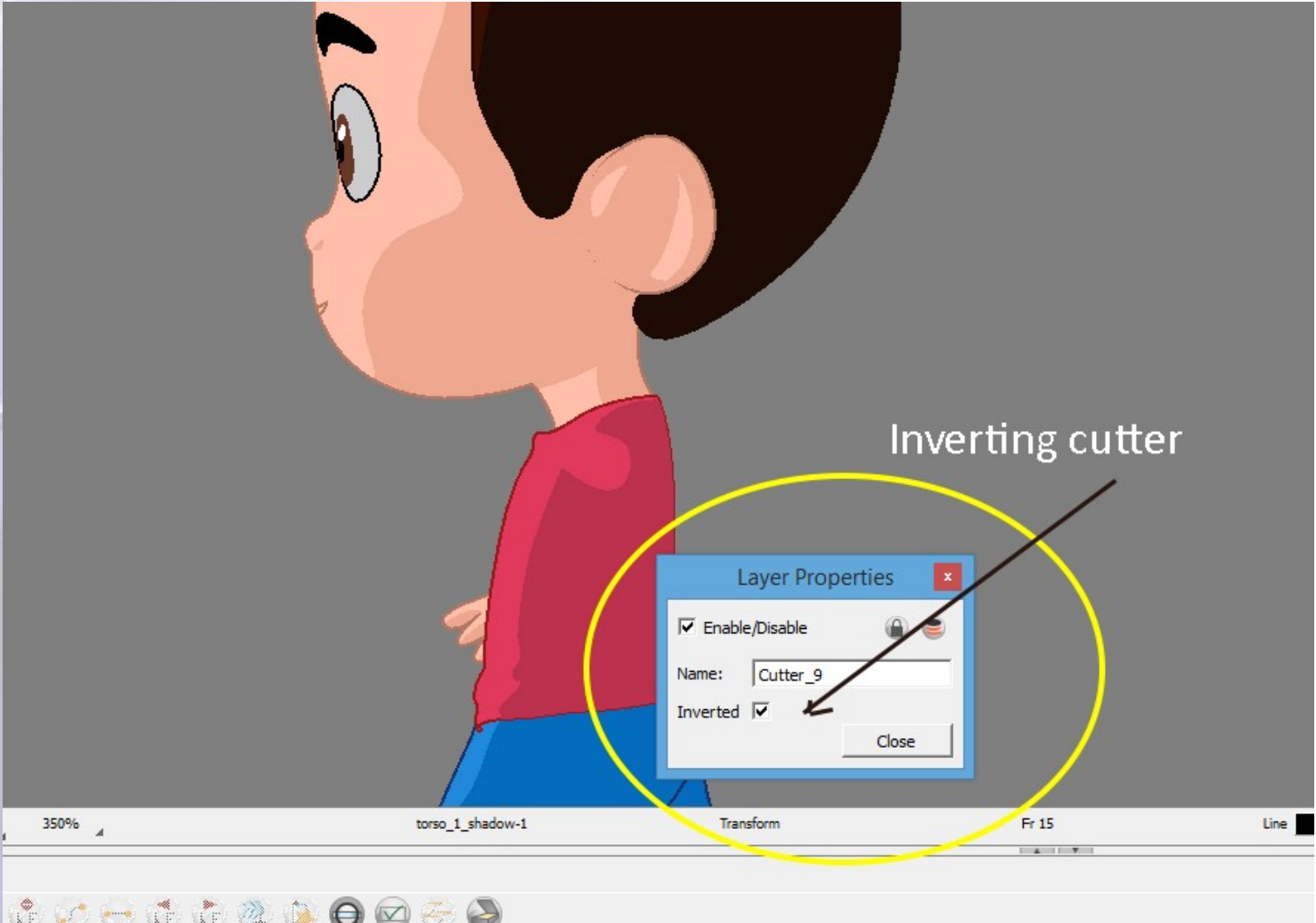
# Adding shadows (contd.)



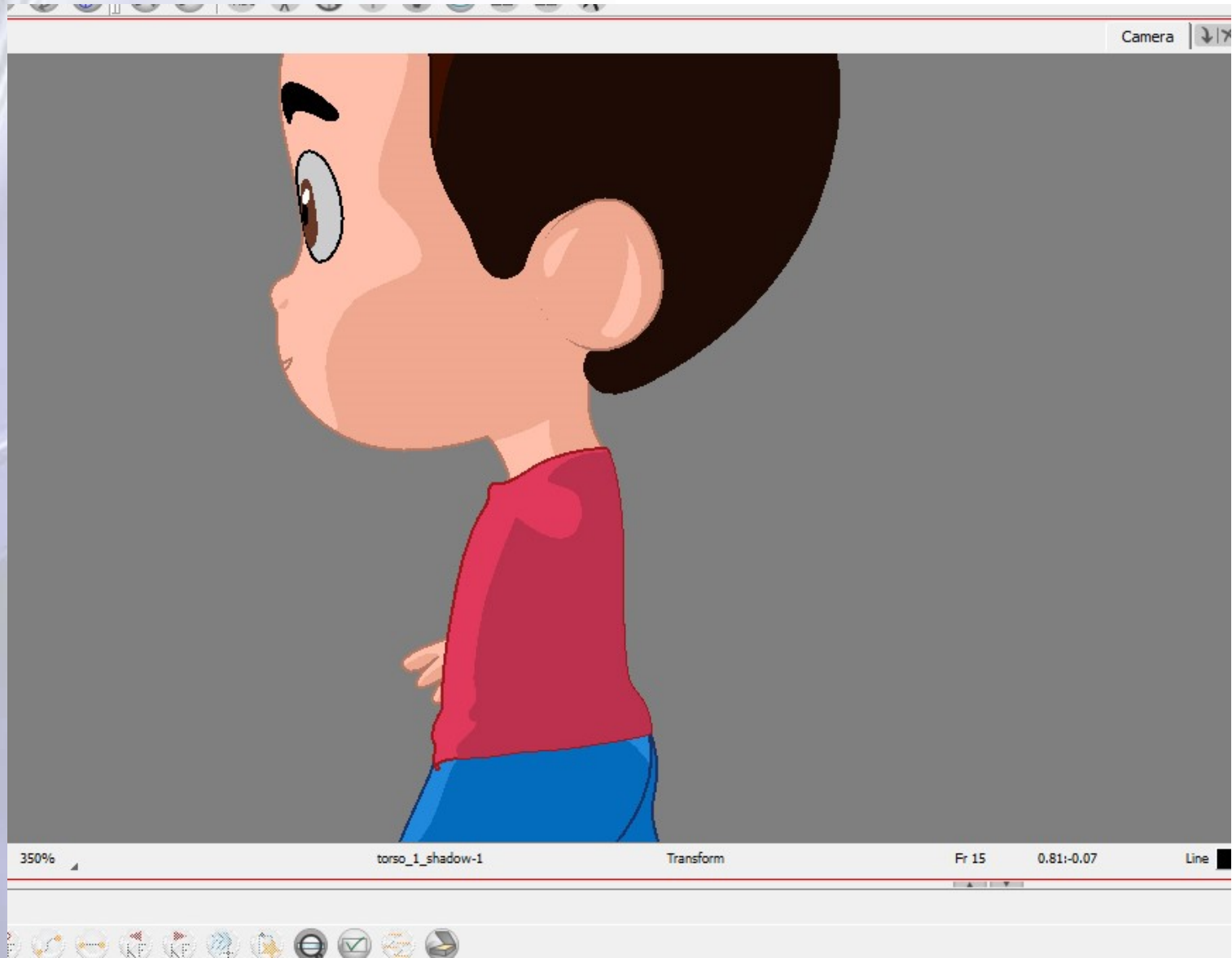
## Adding shadows (contd.)



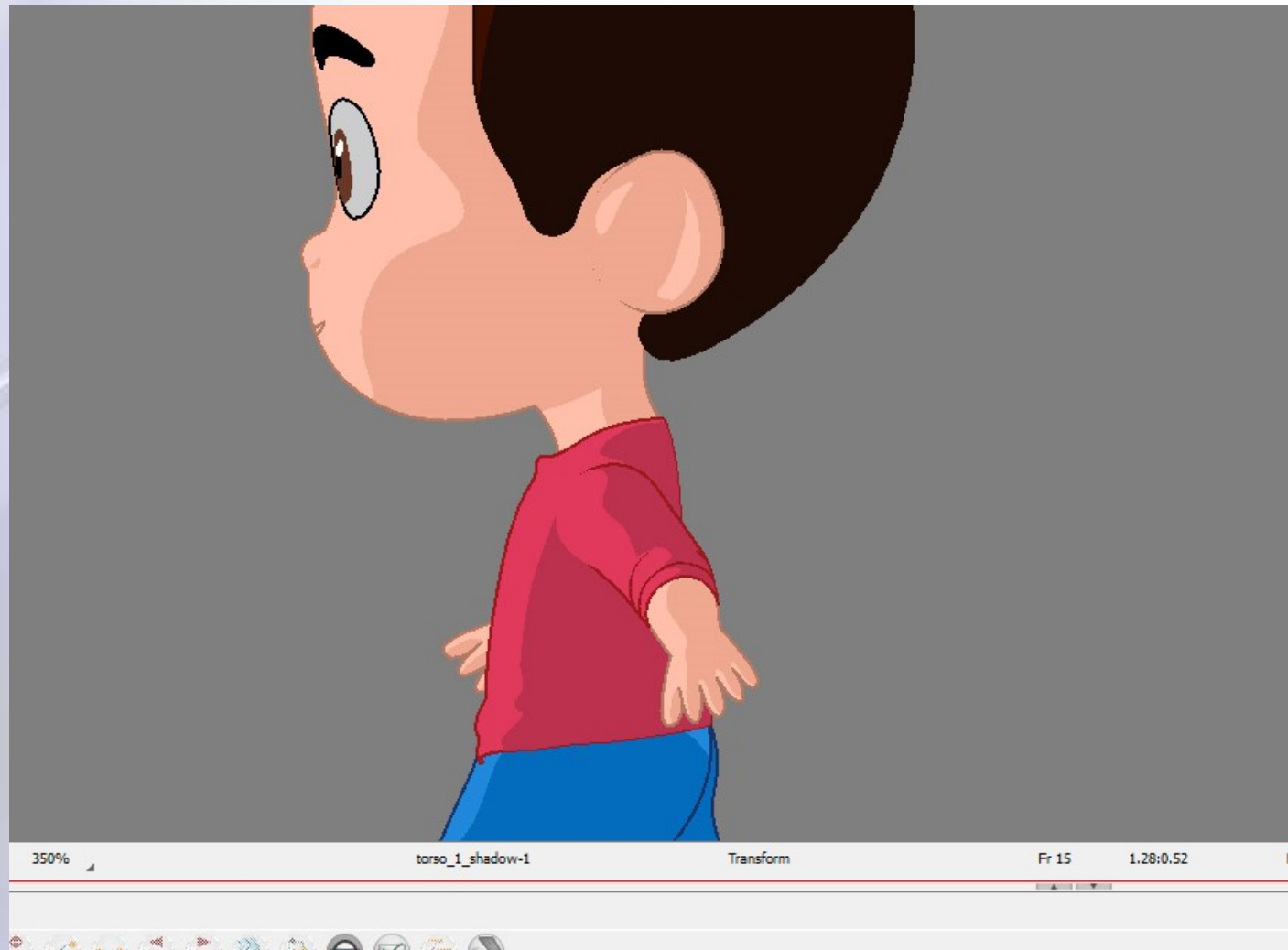
# Adding shadows (contd.)



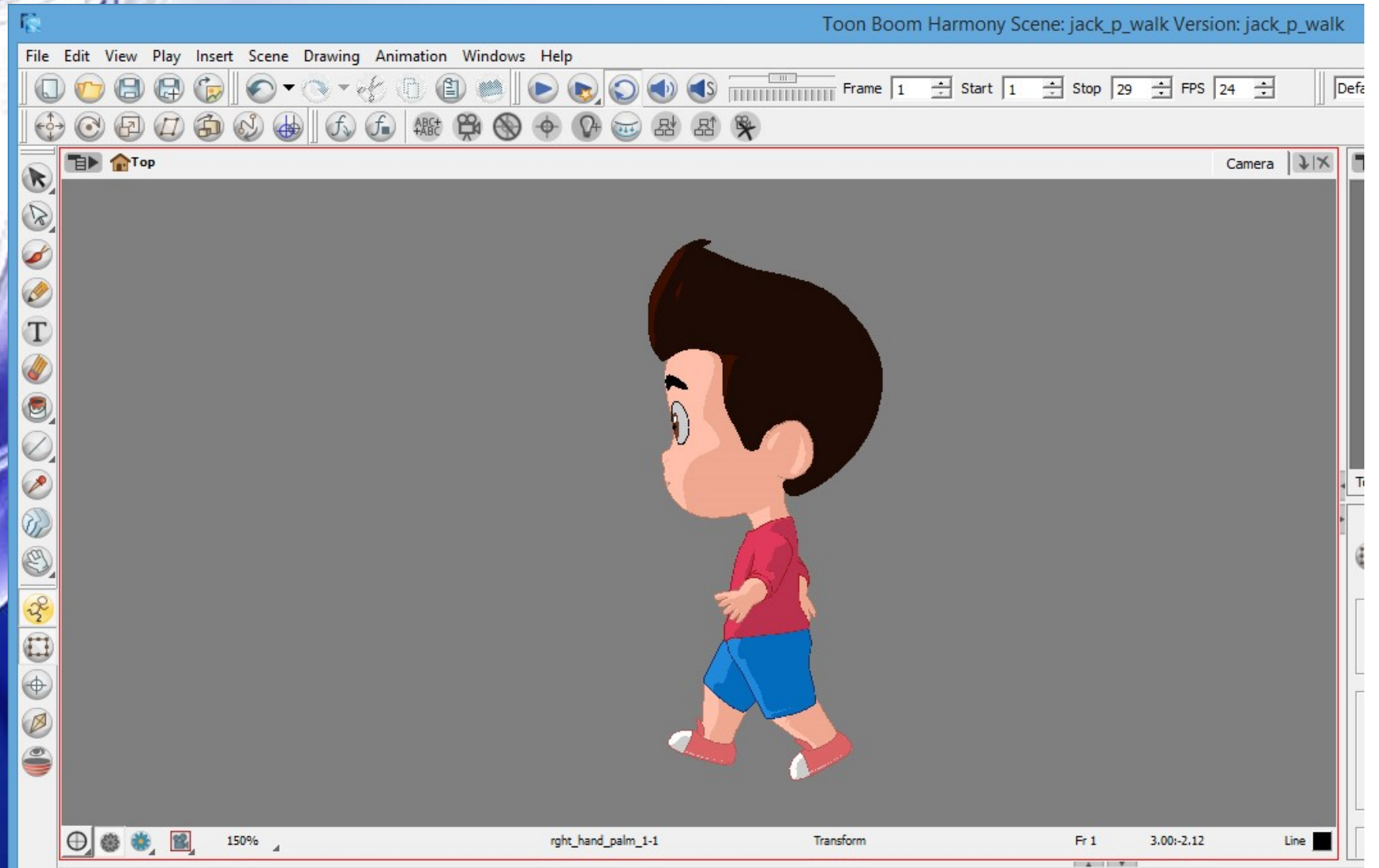
# Adding shadows (contd.)



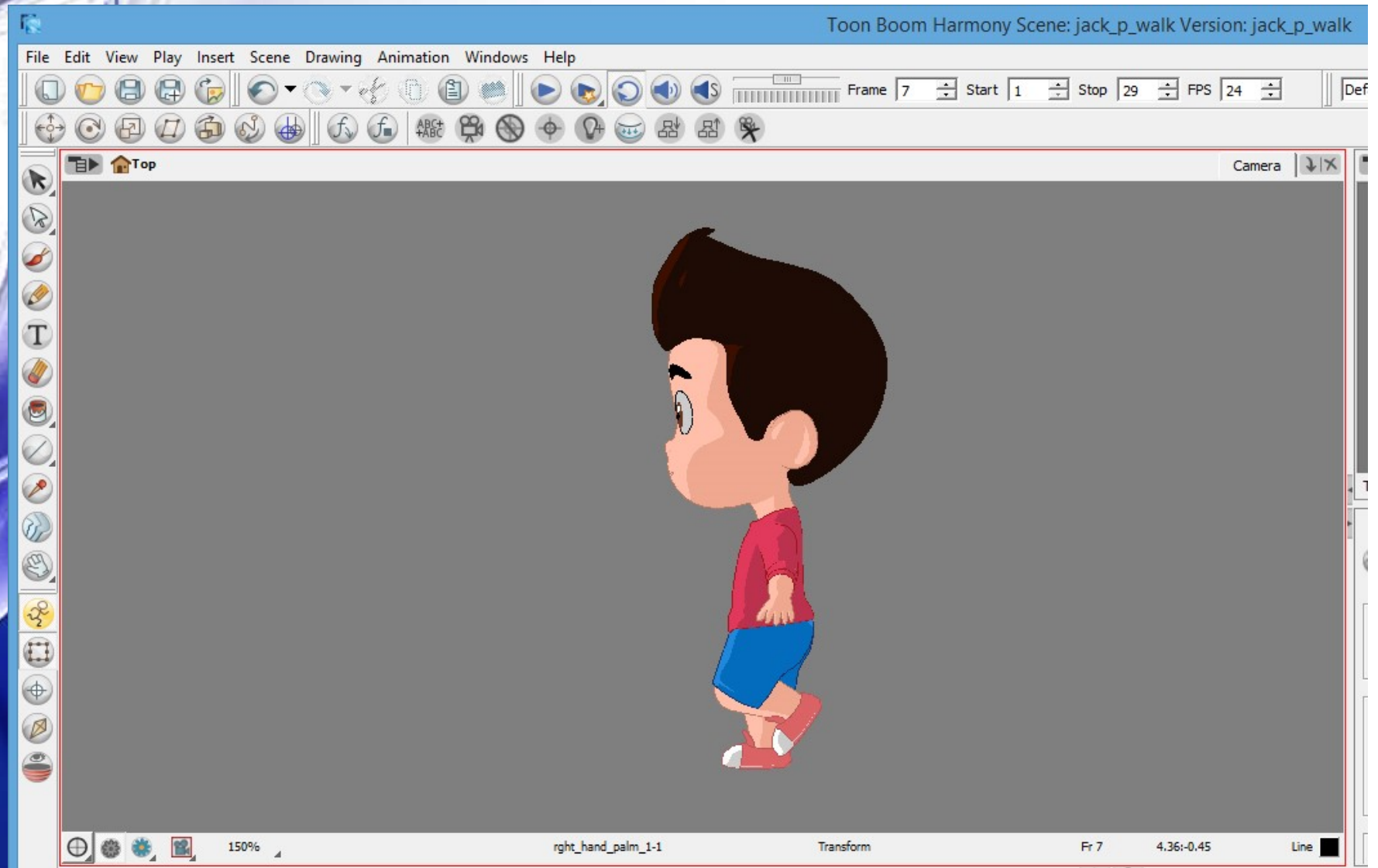
# Adding shadows (contd.)



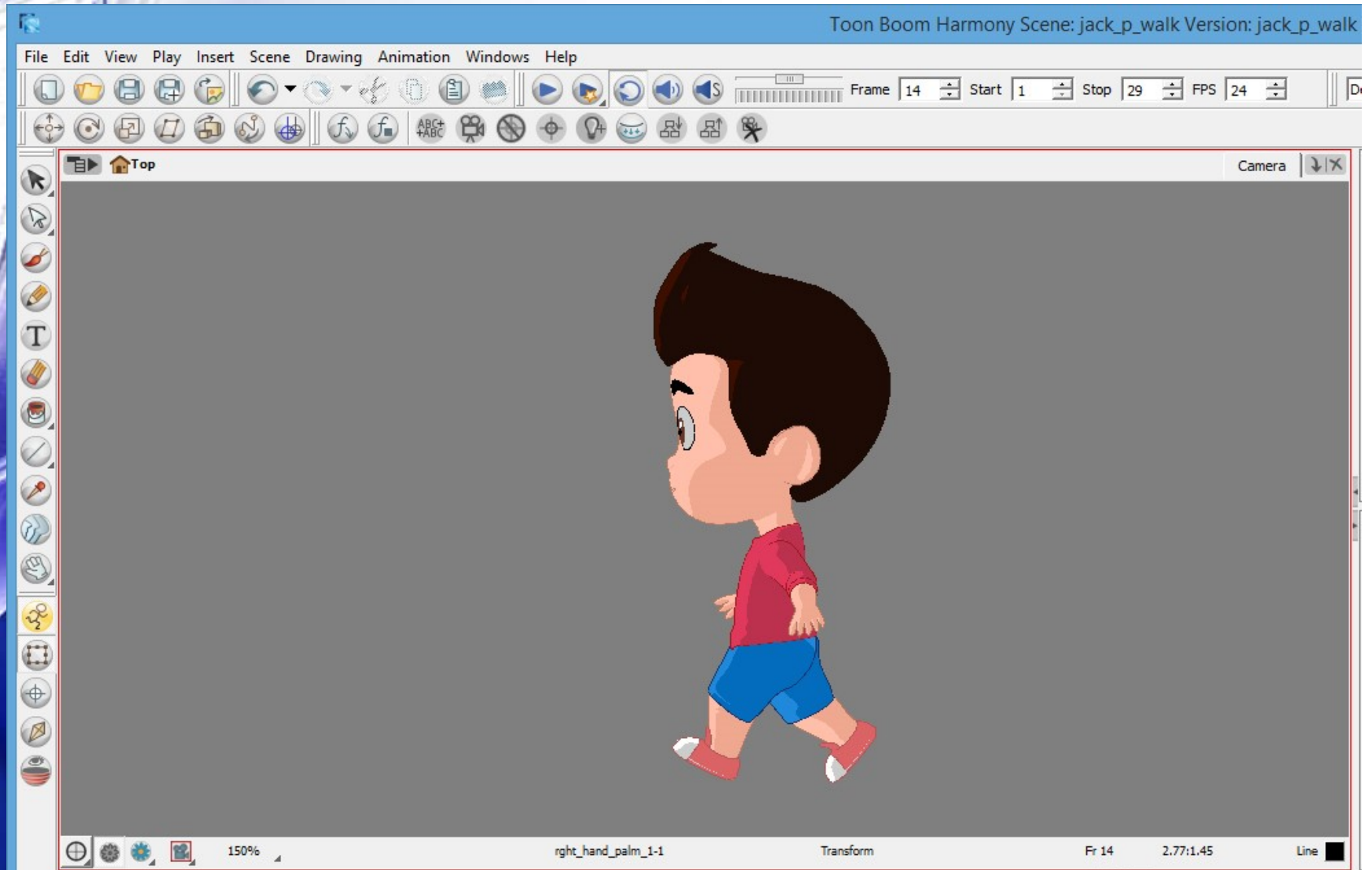
# Animation trial



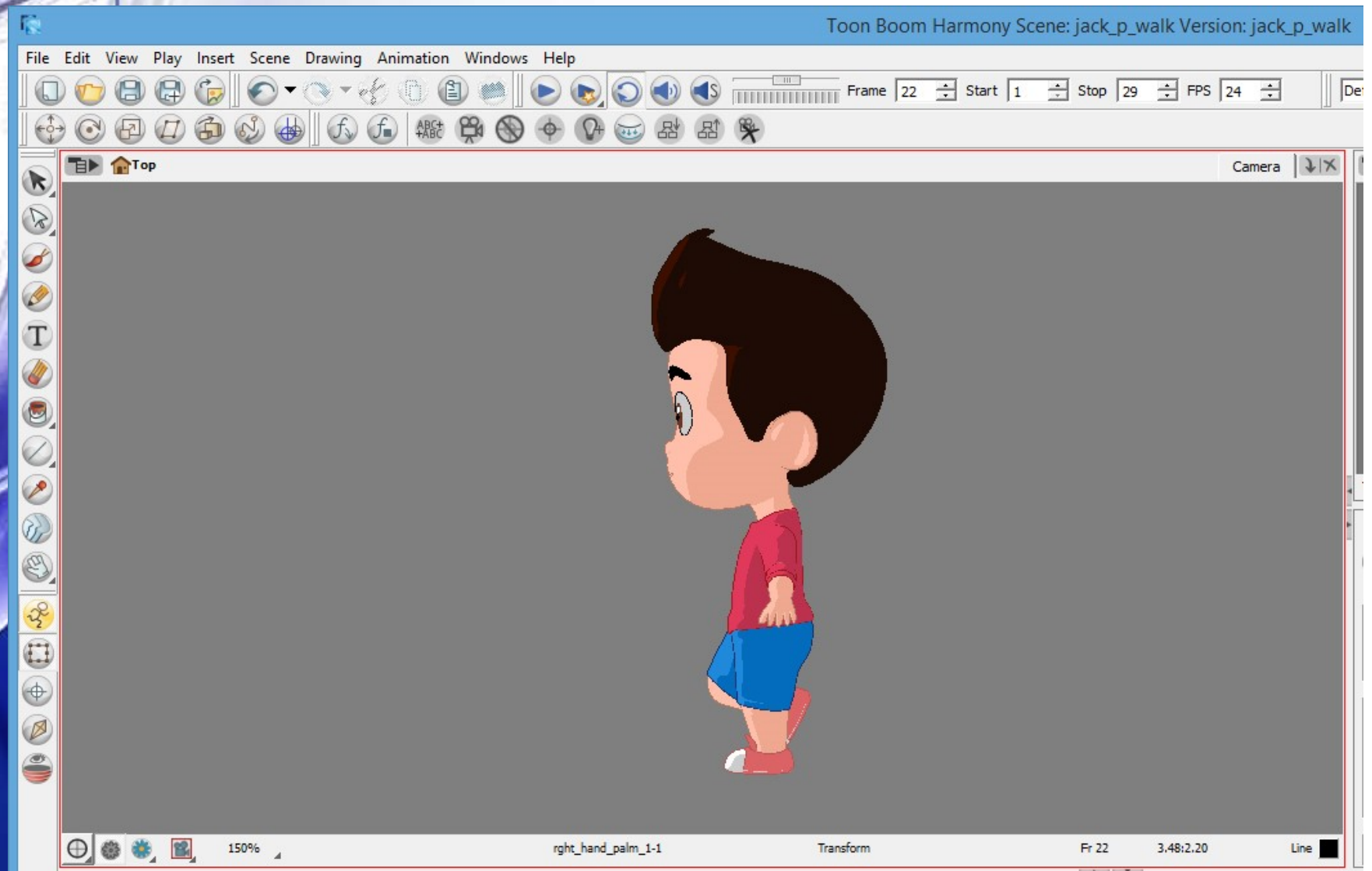
# Animation trial



# Animation trial

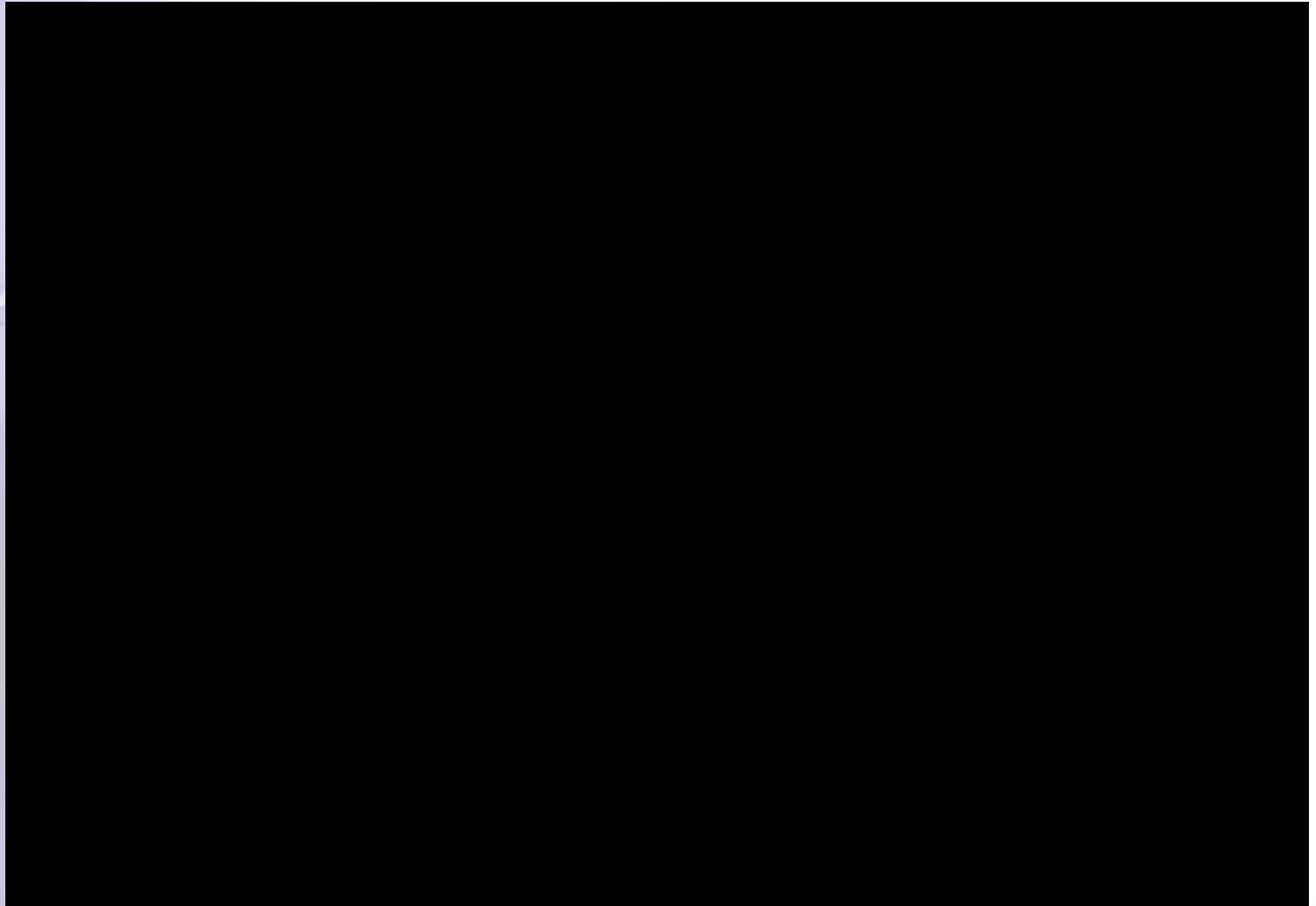


# Animation trial



# Animation trial

- Video...



# Curve Editor

The screenshot displays the Toon Boom Harmony Scene interface. The main window shows a timeline with a keyframe at frame 30. A dialog box titled "Set Ease for Multiple Parameters" is open, showing a graph of an ease curve. The graph has a horizontal axis from 0 to 60 and a vertical axis. A curve starts at (0,0) and ends at (60,1). A keyframe is marked at frame 30. The dialog box includes a "Filters" section with the following options checked: Motion, Rotation, Scale, Skew, Morphing, and Other. Below the graph, the "Left Time Ratio" is 44.44 and the "Right Time Ratio" is 42.22. The "Left Value Ratio" is 0.76 and the "Right Value Ratio" is 0. The dialog box has buttons for "Apply/Previous", "Apply", "Apply/Next", and "Close".

for this  
Keyframe

Left Time Ratio 44.44 + Right Time Ratio 42.22 +  
Left Value Ratio 0.76 + Right Value Ratio 0 +

Apply/Previous Apply Apply/Next Close

Filters  
 Motion  
 Rotation  
 Scale  
 Skew  
 Morphing  
 Other  
5 functions selected



# Production Management and Logging

- Shot wise records
- Shot no.
- Duration
- No. of frames done
- Artist
- Comments



## Some Work for live project

- Props
- Shot animation check
- Shadowing
- Actual animation



## My experience at HopMotions

- Interaction with other artists
- Background artists
- Rigging Artists
- Animators
- Storyboarding artists
- CEO Mr. Neel Lukkani Sir



## CEO's tips

- Find out your teams' strengths and weaknesses
- Understand your team
- Estimate amount of work your team can produce everyday
- No. of Scenes = no. of backgrounds
  - Hence, keep in mind how many no. of backgrounds the bg team can create every day.
- NO shot should be LESS THAN 4 seconds
- Always consider man power less than what actually is!
- Always consider timeline more than you think.
- Always keep buffer time.
- Be aware of your team
- Keep track of amount of work each member can do, and keep deadlines according to that.
- Calculate no. of seconds per week, no. of seconds per day, no. of seconds per person and hence No. of persons required
- Don't take out of reach work if you don't have capacity to deliver.

# CEO's tips

- Keep balance between Work and Fun





## References

- Logo image - [www.hopmotion.com](http://www.hopmotion.com)
- Chhoti Anandi Poster - <http://hopmotion.com/our-work/>
- Toon Boom - <http://docs.toonboom.com/help>

**Thank You !!**

