

This project has made me realize many difficulties when it comes to creating a piece solo. And it has taught me a lot since I made it.

My first judgment from this project was, what would I create that would be about me but also not about me, and I thought heartbreak would work well, since at the time I was going through a lot of broken promises and a lot of overthinking mindsets.

So, I started planning out my project, from what I would do and how it should go. I decided to plan out a simple rough storyboard, at first I was happy with it but then over time it didn't grow on me as much as it used to, I decided it would be best to make a planning since I didn't know how to begin the animation properly nor how to end it, so I thought the best way was to follow the wave method, have the rising action in the middle and the ending to be more subtle.

My first initial idea was to have my main character in the bathtub and have his second thoughts as a metaphor to be a demon rising above him in the bathtub taunting him from the start to the end. I started to draw out backgrounds I had chosen from Pinterest that would suit the idea, however over time and for the first interim, my tutor said it would be a better idea if I had the character pop out the bathtub, this way it would create a question as to what he is doing in there in the first place and or what happened for him to end up in that position.

The colors were a nice touch, however I didn't like them in the end and thought it would be best if it were kept more simple, since I'm working with adobe animate, it would have been harder to animate shadows and lights, so I thought something more simple that would work well with adobe animate would be for me to make the backgrounds on photoshop then exporting them in adobe animate so I could animate on top of them. Throughout the animation I thought if I had more reflection scenes where the main character would get out of that bathtub and be faced to look at himself and carry on with his normal lifestyle, it would seem as if everything is still going on and nothing has changed, and time has not still stopped for him. That is where I decided when I was making the kitchen scene where he would be cooking food for himself, the demon would spawn and that's where the taunting would then start to happen. This scene was noticeably big to edit and create in general since there were many frames in the scene and many shots and angles that I had to edit, including the backgrounds and the different shadings and lights and effects I had to use. I used my own house layout for the background idea.

For interim 2 as I received feedback I was told to change a lamp that was hidden behind the demon, since it looked like a mothers lamp, and it was very true I had seen that the lamp was not only making everything look childlike, but it also did not match the vibe and aesthetic I was going for. The rest of the animation was going well, however another problem I encountered with adobe animate was that the frame rate was extremely fast, so it would be going double the speed once I exported them, later I decided to change them in adobe aftereffects and on macs editing software by slowing down the time.

I had no idea how to incorporate anything for the rage scene, however I knew that from an anime from jujutsu Kaisen, I could use one specific scene that would work well. I made sure that once I had used this reference nothing would look the same, by design and the art style and color. I also found another animator that I had stumbled upon a long time ago that had done an animation on Levi and Eren , and the one scene where Eren would transform there were these flashes that they had used , and I thought that would work well with my animation so I decided to also add that in there. Otherwise, other than these two main references my main reference was myself and Pinterest.

The last scene I made sure I had to bring it back to a calm state so that the final scene would make sense. I wanted the last scene to be like a hallucination , that the character was dreaming about everything that had happened to him and none of it was real. That's why I decided to end it with the same scene as the reflection of the bathroom scene. And this is where I had trouble with everything. Once everything was outlined and done , the coloring took the longest, especially for the kitchen scene , since that was the main rising action scene and a lot was happening within that scene, every single frame was colored one by one, including a separate layer of shading.

Once I had exported everything, I had named them and put them into order so they would be easier to find and edit. Some of them I had to export as images so there would be more screen time for them once I would get into the editing. At first, I made sure to put everything together in aftereffects to change their time frame, then edit everything back on premier pro, put the video together and then put them back on aftereffects to add the separate edits such as the zoom effects and the glitch effects.

For the final feedback presentation , I had to make a lot of changes , such as the ending , and to take out a few scenes such as a scene where I would have the other main character ( the cause of all the destruction) to say the words " I promise" I needed to have the words animated and drawn in but with such small time limit I deleted that and made sure I only include the hugging scene. I also had to add more emotion to some of the scenes, so the zoom effect isn't overdone or it's just a still image. And for the last scene, I made sure to add more action, so that he would break off a minor object (the sink) and that is how it would end.

However, I managed to complete everything considering that I had a short amount of time, I also made sure the music that I chose wasn't overpowering the animation.

I had decided to use my friend's work for my project since he does music, I made sure to credit his work in my final animation.