Original concept

In the first few weeks I had several doubts about my project, was it worthwhile, was it possible to create something that looked the way I imagined, was it good enough? As time went on and I worked on the idea especially once I had drafted a plan and a script things started to come together more.

As the project is linked to our recent shared experiences of lockdown in that it deals with the effects on the psychology of isolation. The research part of the project gave me insight into why I personally felt the way I did being so cut off for months on end when we were not allowed to socialise because of the pandemic.

Evaluation

Some of the feedback I have had in weekly tutorials and from peers and others is that they don’t really get what I’m trying to do. I think that if you look at the whole body of work as a whole it is quite simple. I realised early on that I wouldn’t have time to complete the whole piece to the level I hoped so decided to focus on two scenes and rely on the storyboard and script to be able demonstrate my ideas and concepts and working processes. My intention is to carry on working on this project once the submission date has passed as I really want to finish it to the standard I would be happy with. I think I have got better at explaining my ideas to others through the online collaboration with other students.

Planning and development

The project proposal led to the storyboard, scene descriptions and shot breakdown. Probably the most useful part of that stage of the project was storyboarding as this helped me break into scenes and then be able to break work into chunks. I was able to develop a working wall and annotate it which helped keep me on track. I did find keeping to timescales difficult increasingly during lockdown and this is partly because my concentration levels were adversely affected by working alone and not having tutors, peers or technical support around me as I developed the ideas. This was also because the technical problems I encountered would set me back and sometimes there just didn’t seem to be a solution so I had to change my plans and find workarounds.

Original proposal

I really underestimated the amount of time each part of the process would take and if I had realised that I would have started sooner on the editing process. The main things I underestimated were how long it takes to for example cut out a character to animate as it didnt work properly in PPro so I had to do it in photoshop and then bring back into PRO. I had to cutback some of my more ambitious ideas as time started to run out.

In terms of successes I feel that I am beginning to find a rhythm as to how to work on animation, which building blocks I need in place first.

**Strength**

* **Context – is very currently relevant.**
* **style of characters and animation developed out of my own interests and also a productive collaboration**
* **creative style**

**Weaknesses**

* **timekeeping**
* **decision making**
* **expressing ideas verbally to a group**

Research and bibliography - My research covers a wide range of sources including secondary sources such as academic writing about isolation and the impact on the human brain, films that deal with isolation, Anime themes and styles, sexism in Anime, dating sims and Japanese culture. My primary source research by surveying how people felt about their own lockdown experience and how they would describe their feelings about it. What did they actually like about being alone how did it make them feel as it went on longer.

I have continuously self-evaluated throughout stage 3, being alone with your work makes you overthink its faults sometimes and it has been really useful to be able to have catch ups daily with my collaborator and also weekly with the tutorial group and my tutor.

On my blog you can see where for example on the ethical question about gender in anime I did my research and also I hope provided a reasoned rationale as to why the characters were fine in context.

My tutor felt I hadn’t explained clearly enough what the project actually was and so I tried in the next session to explain what I saw the project as and why. I realized through doing this that many of the elements that were in my head were not obvious to other people.

My blog shows how I have documented my work throughout and also hopefully shows the links between the various elements for example loneliness/mental health research and lonely central character with mental health issues.

My work is a work in progress but I feel it will be successful especially with its targeted demographic. I have shown various clips of edits and my processes and my thoughts and plans.

My end project will be a successful amalgamation of drawn characters and their animation, backgrounds, rendering, sound, style and humour all well edited to create a cohesive whole.