Danielle Holzapfel
Faculty Review –2/6/08

I had my faculty review this past Wednesday with two animators from Blue Sky. I found it to be very helpful, this was the first review in which I got constructive advise and was not discouraged.

As for Nick, his advise for me was to make sure that I really show the contrast between Flexman's and Flash's personalities. He wants me to show Flexman very hunched over and slow while Flash sits up erect and shows his abundance of energy with his tail constantly wagging. I agree with this, I do need to make sure that the two personalities really stand out in order to sell my idea. Nick was also concerned that the transference of power in the end was not clear. He told me to make sure that I show the two characteristics distinctively in the beginning and that it is then clearly shown at the end in the opposite character. For example, at the end Flexman is now sitting up erect and fastly moving with his foot tapping while Flash is now hunched over and slow moving. He also suggested that for the actual transfer of power that I use a glow effect in after effects. He stated that is a big part that I need to sell. I actually thought the glow idea would be simple to pull off and would definitely add to the message of the super powers switching. The exaggeration of the personalities will definitely help to sell the story too.

Mark Harris also had some good comments for me. One was to simplify the story; he felt it was a lot of work for 11 weeks. He gave me such suggestions as to do some close up angles (3/4 view) of the characters and Nick suggested to cut out the slow motion scene. They felt that it would be much better to do a close up scene of the dog's face/reaction. I find this was good advice and could be an easy fix for my project. Another suggestion from both was to block out the animation and then to focus on the "money shots" to polish. They both felt it was a lot of animation to work on and feel that I might not have enough time to polish it all. I was afraid of this, but I will block out all my shots, and work on the most important shots first and then as times allows to go down the line of shots, hoping I get to polish it all. Mark also suggested to tone down the colors in the background, to keep it monotone, for example shades of green and to have the characters with the colors in order to bring the viewer's attention to the characters. This was a valid point which I had not though of. Too many colors in the design might be too distracting

As for the story there were a few points that they felt were unclear. One was the transfer of the powers, which Nick helped me solve. Another scene was the breaking of the light bulb. Once I explained what I wanted to do, they thought it would work. I hope once its done in 3D, it will become much clearer.

Overall, I felt this was my first critique that was very helpful. I wasn't told that things weren't right. Instead I got feedback to help me push my project in order to bring it to that next level. I'm going to take all their advice and apply it to my project.