Danielle Holzapfel
Industry Review –3/12/08

I had my industry review this past week with two animators from Blue Sky, Mark Harris and Gregory Piizzi, along with Patricia Heard-Greene a member of the NYU faculty. I presented my Thesis Statement; A Character Animated Short with an emphasis on comic timing and exaggerated poses that showcases the conflicting personalities between a retired superhero and his sidekick dog in a cartoon style. I was a bit worried presenting to the panel. I had so much trouble with my rig and I was waiting on another individual to finish the other one. Therefore, I wasn't able to present animation for them to critique, like I had wanted. To see the other students with blocked animation made me feel that I was even more behind than I had thought.

The main point that all three of the panelist said was that I need to cut my piece. I was having a lot of trouble with the rigs, which I showed them. The panel felt that I still had a lot of animation to do with only 7 weeks left in the semester. They suggested that I cut some of the physical animation out and focus on the animation of the characters personalities. I felt their points were very valid. I let the panelist know that I do have two people working on the rigs for me and they should be done in about a week. However, I was concerned about cutting the story to only show the checker game as they had suggested. After thinking about the review, I didn't want to go back to the drawing board with the story. I rewrote it so many times last semester, and if I cut my story down to the checker game, I still need to come up with an ending. I felt that this would take up time that could be going to the production of my short. I sat down with my advisor and we discussed the review. I voiced to Mike that I wasn't sure if I could finish my project as it is now. It had a lot of run cycles, dealing with superpowers and superpower malfunctions. Mike helped me edit down my story. We got about 15 seconds off of it. I cut the malfunctions of the superpowers out to the story, which would take a lot of time to animate to make sure that it sells. I also was able to cut some of the physical animation out, which concerned the panel. What run cycle I have left is of Flash, which will consist of only a few poses with motion blur. I feel with taking the panelist advice and sitting down with my advisor that I was able to take the panelist advise into consideration without compromising my story, which I was happy with. I also showed the panel my animation reference, they were very please with it. The acting choices I add, would help sell the point to the two characters conflicting personalities, which it one of the main points of my story. Another concern from the panelists was to make sure the transfer of powers sells. I didn't work on the glow effect yet, nor the animation for that scene, so I wasn't able to convey it yet. With the reference I have from the Fantastic Four, I feel I will be able to get this shot to be much clearer. Also my advisor recommended to actually switch the position of the character too, this will also help to sell the idea to the audience. The Panelist were also concerned to make sure I have the characters more expressive, I feel that it didn't read as well, since my rigs were not cooperating with me. I'm not too concerned about his right now.

In conclusion, I felt that this critique was very helpful. Some of my concerns were also concerns of the panel. I was advised to try an animated 70 frames per week, which I plan to do. I'm finishing up my textures and any last minute details, while I'm waiting for the rigs. Once I receive the rig I will have animation, some simple effects and tweaks to

work on. I will also take advantage of emailing the animators, who offered to look at my project once it is in a more complete state to get some more feedback. Also the weekly meeting of fellow character animation students will be great feedback. I feel that I'm in a much better place after this review and after making the cuts to my story so that I have less physical animation to work on.