Within the past few weeks, I have been learning how to animate a scene and match it to the designated sound that I have picked.

During this process, i thought of one sound that I could use , which would be from a rainbow six siege video on YouTube , which goes “would you guys be there for me if I was going through something?”

And that sound made me think , I could animate my friends and I saying this.

My first thought was how I was meant to draw them out, because I usually draw in my anime style where it involves heavy detail , and I knew that I couldn’t do that with almost 6 characters talking over each other. I researched into mood boards , and artists that I could use for reference and I came across the artist carles dalmau.

Their work is very detailed, but also very cartoonish, the eyes are the main focus point and it gives it that emphasis that emotion can be used by just the way the eyes are drawn.

I went ahead and tried using their work , also morphing the artists Masashi kishimotos work and gege akutamis into my own.

And I came up with 6 characters that I also named after my friends . Using shapes i drew their faces and I added detail like accessories etc , to show their own characteristics and what they represent .

The X-sheet was the difficult part of this whole thing. At first I didn’t understand how it worked at all, I still don’t know how it works but I did attempt at doing it , I did this for all 6 of my characters.

I had to draw backgrounds as well, my idea for the backgrounds was to have different gaming setups and different colours to represent the different characters, however I started getting agitated with the work a bit since its 6 characters that I had to animate, and each of them had to be placed in different backgrounds. So I scrapped the whole animation, and I did some quick research on TikTok to see which sound would be better to use.

And I came across this SpongeBob sound where its supposed to be “sad” but it was good enough since it involved two people . I took that and used it instead.

I made up two whole new characters from scratch.

I redid the x-sheet , again I don't know how it works properly but I did have an attempt at doing it since its important to figure out where the frames go.

The character mouth sheets was the most simple and fun thing to do , it became very relaxing compared to the other tasks that I had to complete. I preferred the second attempt rather than the first , just cause it looks more cleaner.

My new idea for this was to have one of my characters talking on the phone to his friend and they were going over some memories and they found old photos that they had taken together. So one scene would be him talking , the other would be him clicking the image and then him talking again.

This idea was a bit difficult to do , because I had to keep switching scenes and exporting files and image sequences. The difficult part of this was when I had to animate the mouth movement on the laptop scene frame by frame and that became irritating but when I got. The hang of it it became less hard to do. The difficult part was when I had to keep colouring in the frames, so I resorted to black and white instead. This way it was easier for me to complete it on time since I was also running out of time.

For the character turnarounds, for the first 6 characters i did it wrong and it was a bit more difficult to finish but I did complete them. For the character turnarounds on the second sound where it was the only 2 characters, it was a bit more simpler but it was done properly this time.

This whole project was a bit iffy for me, since I had a few complications along the way of completing the work.