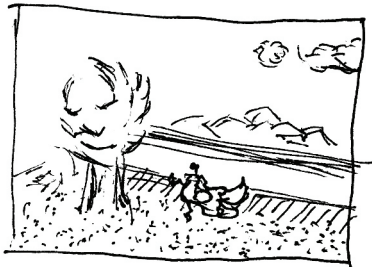
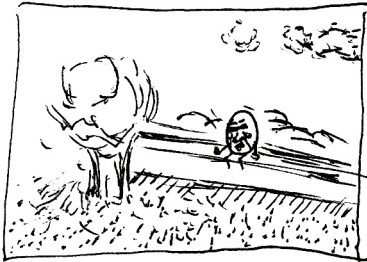
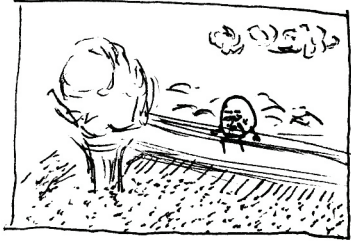
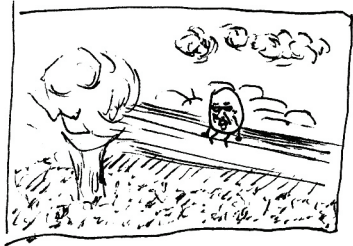


Perseverance

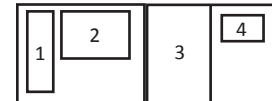


Concept

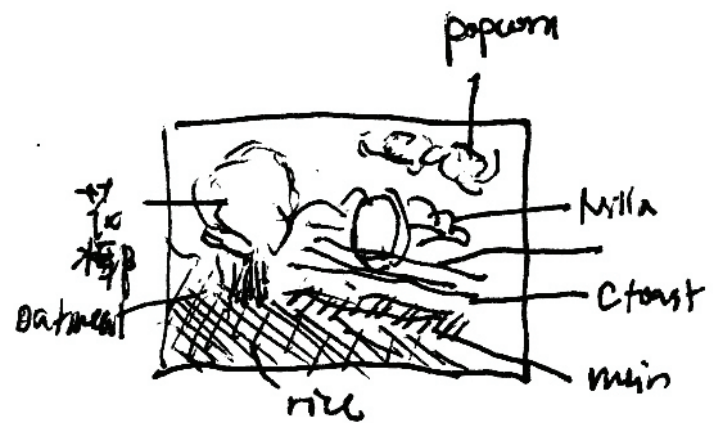
The main idea behind "Perseverance" is that throughout life we are constantly waiting for something to happen, unfortunately there are times when matters turn to the worst. Life isn't fair, but what we can control is our actions.



1. Rough storyboard of animation
2. Initial sketch of composition
3. Architecture model for work. I'm only responsible for the hangman...
4. Initial thoughts on composition of food



"Perseverance" was something that I wanted to do last year. Procrastination did a good job. So, I had a lot of food sitting around that was waiting to be thrown away. They either tasted horrible or have long passed their expiration date. Feeling bad as they did not fulfill their duty during the lifetime, I decided I should let them have their chance to shine on a stage before being gone for good. In a hypocritical way it's a reminder not to waste food. According to the U.S. Department of Agriculture's Food Loss Project, Americans throw away more than 25 percent of the food produced for domestic sale and consumption.*



Texttext (idea)

Should we applaud banana peel stunts?

Do people deserve judgment based on their looks?

Would you feel sorry for the character? Would the

reaction change if the character were cuter?

texttexttext

Building the set

There are two things that I like about stop motion. The first is building; the second is watching things come to life. If there was something that I excelled at during my years in architecture, I would have to say it was making things that would most likely *not* be presentable. (See left) However, stop motion allows everything; furthermore it gives the opportunity to bring something to life rather than being a still snapshot.

character placeholder

set

Animation

My stop motion workflow is quite different from others. Not owning any stop motion software, I do things the hard and worst possible way.

Shoot with digital camera -> Upload photos -> Import into After Effects -> Analyze shot.

In other words, I do not see any of the animation I am shooting before it is done. Each shot has to be animated straight through. After the whole uploading and analyzing process, if there is something wrong, I start over. While it may sound painstaking, if the shot is successful the whole piece of animation is done. Finished. It's super rewarding.

This was my first time using a DSLR (Canon EOS 7D with 28-135mm f/3.5-5.6 IS USM Lens) to shoot stop motion. I used a Canon RC-6 wireless remote controller to trigger the shutter rather than having to touch the camera itself. Touching the camera is never good. One, I hate touching my camera with dirty paws. Two, it increases the risk of moving the camera; if the camera moves ever so slightly, the image shifts and it breaks the illusion.

Normally I shoot at night to avoid sunlight altering the overall lighting, but this time around I built the set in a dark corner where I normally place my trash. Considering everything is edible, I didn't want to spread the "aroma" all over my apartment, as well as introducing potential roach tour spots.



First shot

It was worse than filming with my point and shoot Powershot camera. The images shifted A LOT. Though I wasn't aiming to ace it the first time, I was pretty surprised when the first attempt failed miserably considering I had fixated the aperture, shutter, and ISO values.

Second shot

After double-checking the settings, I took a Teddy Graham and did a quick and dirty test by walking it across stage. Same deal. I was awfully cautious not to touch the camera or the set itself.



Third shot

I searched around a couple of forums and came across someone talking about flickering on time lapse or stop motion work . * The problem is that with DSLRs the iris does not stop down to the exact same place twice; one solution would be to set the camera to maximum aperture. By setting the camera to a wider aperture would mean more light and a shallower depth of field which would cause the image to be brighter and blur more on areas where the camera is not focused. In this case, since my focus was set in the middle-ground, it was a nice touch to make the background look even further away. It would have been nice if the house looked a little bit clearer but I can live with that. Other than those settings, I also set the lens to manual focus, turned image stabilization off, and changed the white balance setting which made the tone warmer.

Bear walk, take two. It worked! Compared to the previous shot I liked how the hue complimented the overall atmosphere, but it may have been a little too cheery with it so saturated.

Fourth shot

I lowered the ISO value, testing what looked good with a couple photos, and then I started animating. In my animation, the egg actually did move but it wasn't subtle enough which took away the suspense so I edited it out. Just for fun, at the end of the animation, I animated Teddy doing a cartwheel and jumping into the egg. I wanted to make it fly away but it wasn't premeditated so it was hard make it move anywhere, not to mention all the yolk leaking all over the place.

1		
2		
3		
4		

8 Extracted frames from animation

1. First shot - egg
2. Second shot - Teddy Graham
3. Third shot - Teddy Graham
4. Fourth shot - egg + Teddy Graham