

# Faded Relationships

A short animation about Phubbing

The act of ignoring those around us in favour of our mobile phone.



# Project Statement

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An animated short film that explores the impact of phubbing, the act of ignoring those around us in favour of our mobile phones. A project that highlights how phone addiction can harm real-life relationships, causing emotional distance and disconnection.

Set in a coffee shop, the animation presents a series of scenes where people prioritise their phones over those beside them, leaving the other person feeling left out and ignored.

A story designed to raise awareness of phubbing and encourage viewers to spend more quality time with their loved ones by rethinking their phone habits before their relationships fade away.

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# Project Overview

The inspiration for this project came when I was sitting alone in a coffee shop, working on a college assignment. As I looked around, I noticed several groups of people sitting together at the same tables, yet no one was actually communicating or interacting with each other as they were all too distracted by their mobile phones. This moment really captured my attention and made me reflect on how common this behaviour has become in our every day lives, which sparked the idea to create a project based on what I had witnessed.

During the early stages of developing my concept, one of my lecturers actually introduced me to the term phubbing, which helped me shape and strengthen my idea. I began to explore the topic further, and through research, I found that phubbing is a highly impactful and overlooked issue, especially within personal and romantic relationships. According to Smith (2021), phubbing has been linked to several negative outcomes, including low marital satisfaction, poor mental health, emotional disconnect, and poor communication. For example, when one partner constantly checks their phone during conversations, it can make the other feel unimportant or ignored, which can lead to feelings of emotional distance and dissatisfaction within the relationship.

With this in mind, I began thinking about how I could communicate the emotional impact of phubbing in a way that would allow me to use my creative skills in something I genuinely enjoy, while also making it visually engaging and memorable for the audience. Since before starting college, I've had a strong passion for video editing and often created video edits of my favourite artists as a hobby in my spare time. During my time in college, I have also developed a deep interest in digital illustration, particularly using Adobe Illustrator. As my passions involve both creating visual artwork and video editing, I decided that the best way to showcase the concept of phubbing was through a short animation that tells a visual story.

The animation is split into two parts. Part 1 shows scenes of people being distracted by their phones and not paying attention to the people around them, and Part 2 focuses on the people that were previously ignored, now gone from the life of the person who was doing the phubbing. These characters slowly begin to fade away at the end which represents the emotional distance and disconnect that can happen due to constant phone use. This idea also connects to the title of my animation, *Faded Relationships*.

This animation is mostly aimed at young adults and students, who are more likely to engage frequently with their mobile phones in social environments. The message I'm hoping to get across is that a simple action such as checking a phone during a moment that's meant to be shared with someone else, may seem harmless to us in the moment, but can have a significant emotional impact on the people we're with, leading to real consequences in our relationships. The tone of this animation is emotional and reflective, focusing purely on facial expressions and changes in mood. There is no background music, only natural coffee shop ambience that I recorded using a Zoom microphone, along with carefully placed sound effects. The animation also contains no dialogue, as I wanted the audience's attention to remain on the character's emotional shifts, expressed through facial expressions, which I felt would be more impactful overall.

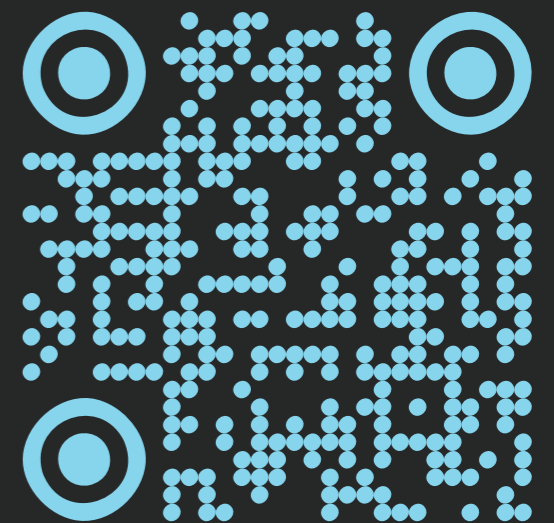
# Prototype



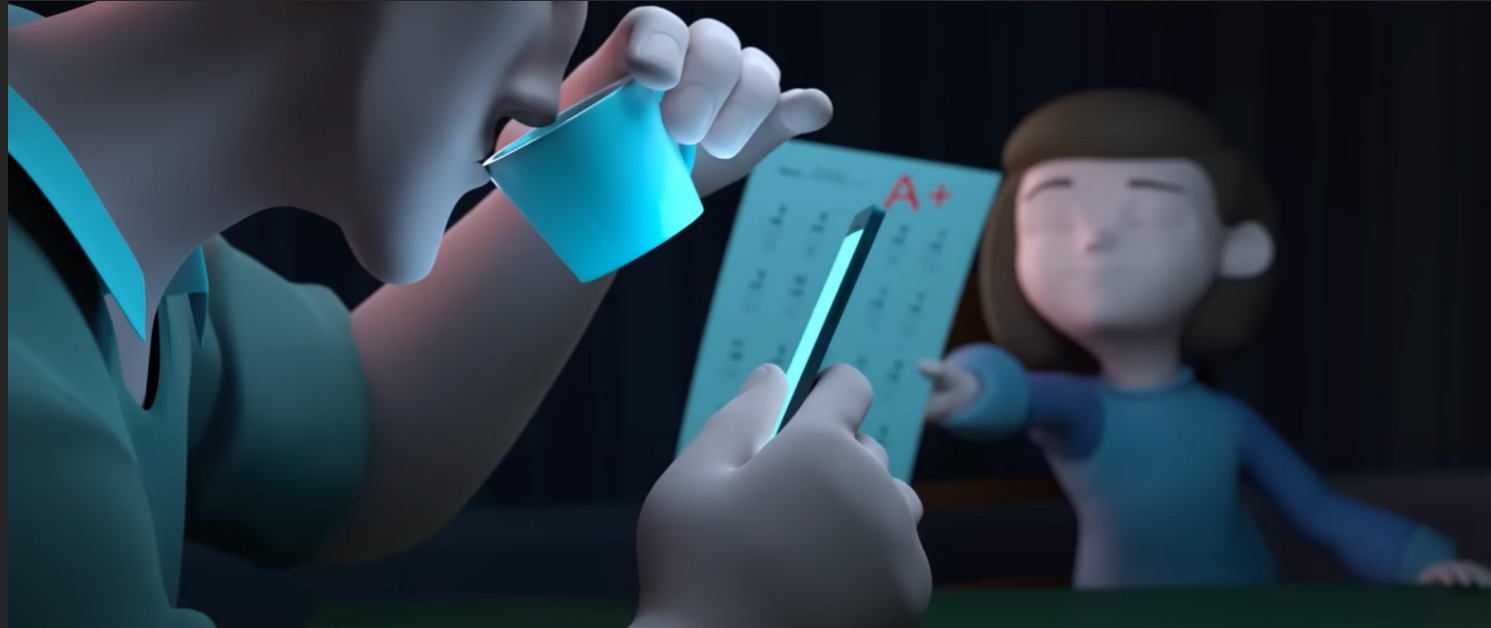
During the earlier stages of the semester, I developed a prototype with a storyline similar to my final animation. When I presented it to my classmates and lecturers, the responses I received were overwhelmingly positive. I received a lot of encouraging feedback, and many people commented on how impactful and well thought out it was. I was genuinely surprised by how well it was received, as I hadn't expected such a strong reaction.

Despite the high praise, I still felt there was room for improvement, I wanted to refine the visuals further and create something that was more polished and aesthetically pleasing overall. This feedback, along with my own desire to push the project further, gave me the motivation to develop it into the final piece it became.

Scan the QR code or visit <https://youtu.be/yg5qqqbXh4o?si=So-wZUNaEn2Zyquj> to watch my prototype!



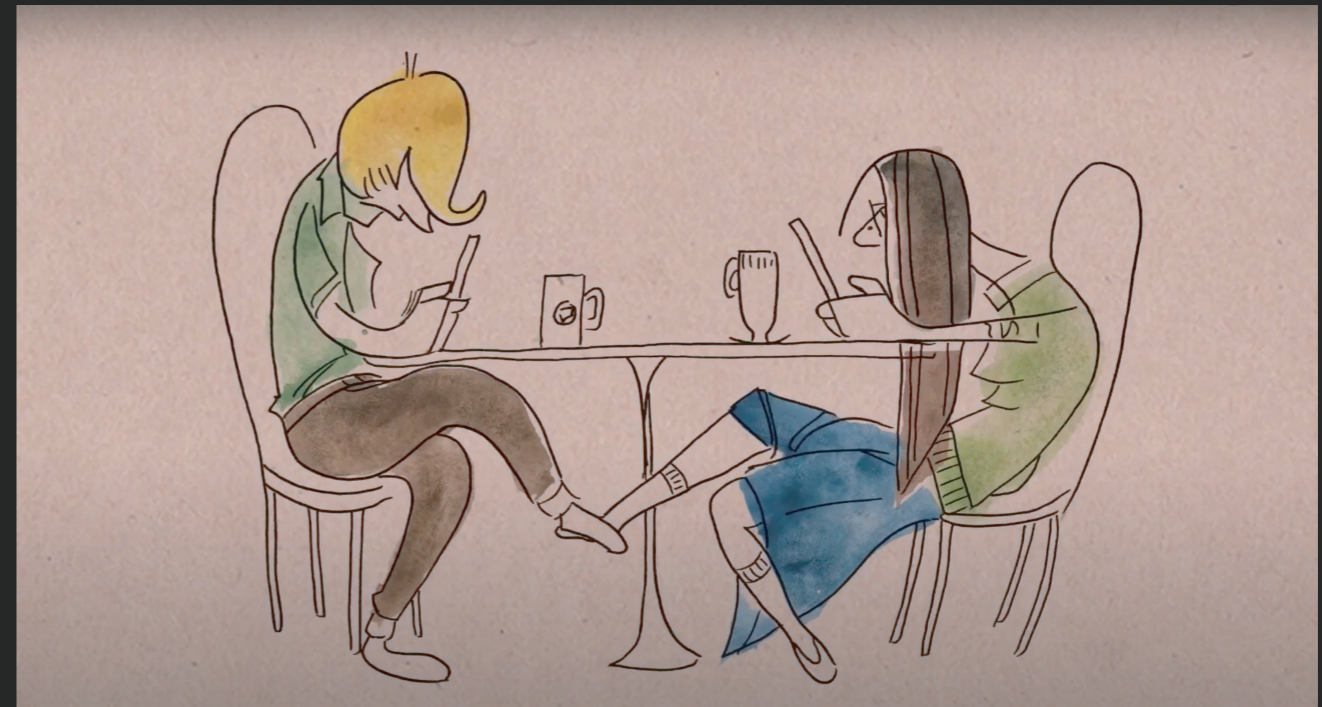
# Key Influences



## “Distracted” by Emile Jacques

Distracted by Emile Jacques is a CGI animated short film that tells the story of a father who becomes so absorbed in his phone that he fails to notice his daughter’s achievements and growth. It’s only when his phone dies, and years have passed that he realises how much he has missed. This animation was a key influence throughout the development of my project, as it made me reflect deeply on the emotional effects that phone addiction can have on relationships. The storyline also inspired me, as it’s about disconnection and regret between family members, an idea that I’ve incorporated in my own animation. One moment that really stood out to me was when the father finally looks up to see that his daughter has grown into an adult, something he only notices after his phone stops working. He drops his phone in shock, overwhelmed with regret. I reflected this in my own animation with a similar scene, where a mother drops her phone after realising her baby has disappeared, having been too distracted by her phone to notice her child’s needs.

# Key Influences



## “Hiverminds” by Gabriella Ditton

Hiverminds by Gabriella Ditton is one of my favorite animated videos and was a major influence on my project, particularly the opening scene of the two girls, which inspired a similar idea for the two best friends in my own animation. The animation explores how social media affects our minds and behavior, centering on a teenage girl who begins to question how much control she really has over what she sees online. As the story goes on, the animation shows how overwhelming and addictive social media can become.

The use of sound, such as typing, text notifications, and ambient café noise also directly influenced my audio choices. Most importantly, the way the animation pans through scenes of people being distracted by their mobile phones which helped shape the structure of my own animation. I added a twist by showing the emotional reactions of the people being ignored, to emphasize the impact of phubbing. I also really liked the animation’s use of “line boil”, a technique that adds subtle movement to static drawings, making the animation look more organic and hand drawn.

# Key Influences



## “The Social Media Generation” by Marc Maron

This animated video is based on a comic by Zen Pencils, which was inspired by a script from Marc Maron’s book *Attempting Normal*. The comic was later adapted into an animation that explores phone addiction and how people often prioritise their social media presence over real life engagement. One powerful moment that stood out to me was when a child finally throws a tantrum and screams, “Would someone please acknowledge me”, after his parents neglected him completely for their phones. This scene made me reflect on how social media can cause people to neglect their closest relationships, something that many people, including myself, can relate to. One other element that really inspired me was the blue glow coming from the mobile phones, which I chose to incorporate into my own animation to visually represent the mobile phones coming from the characters who were distracted by their devices.

# PROJECT PROCESS

## - SCRIPT

"Left hanging" – The impact of phubbing on relationships.

FYP Animation

By Paula Suarasan

When I first started planning the structure and storyline of my animation, I wrote an early script to guide me. At the time, I had a rough idea in mind, and the original title was *Left Hangin*. However, as the project developed, the story evolved and the final title became *Faded Relationships*.

The final outcome ended up being quite different from what I originally had in mind.

Originally, I also included dialogue in certain scenes, such as the scene with the boy playing games on his laptop, ignoring his girlfriend sitting right next to him, as you'll see in the earlier version of the script. However, I later removed all dialogue, as I wanted the animation to be completely non-verbal.

As you read through the script, you may notice that some scenes have been replaced or removed entirely from the final version as my ideas developed further over time.

# PROJECT PROCESS

## - SCRIPT

**FADE IN:**

### **1 EXT. COFFEE SHOP - DAY**

Slow tilt up from ground level to reveal the exterior of a coffee shop.

### **2. INT. COFFEE SHOP - CUSTOMER & WAITRESS - DAY**

**WIDE SHOT** - WAITRESS, cheerful, stands at a table, notebook in hand, ready to take an order. CUSTOMER, scrolling through his phone, being too distracted to pay attention to her.

**WAITRESS:** (Cheerfully)

Hi there! What would you like to drink?

**CLOSE UP** - The waitress prepares to write down the order in her notebook.

**MEDIUM CLOSE UP** - The customer remains fixated on his phone,

ignoring her.

**CLOSE UP** - The waitress raises an eyebrow, watching the customer.

**WAITRESS:** (slightly raising voice)

Excuse me?

The customer still doesn't look up. The waitress crosses her arms, unimpressed and frustrated.

Originally, I had a scene with a waitress and customer, but I later decided to remove it. This scene relied on dialogue, and the overall goal of my animation was to focus more on character facial expressions and body language rather than spoken words. I also felt that starting the animation with the two girls later on was a stronger introduction, as it captured the theme and mood I was aiming for since the beginning.

# PROJECT PROCESS

## - SCRIPT

DISSOLVE TO...

**3. INT. COFFEE SHOP - TWO GIRL FRIENDS - DAY**

**WIDE SHOT** - Two GIRL FRIENDS sit together. One girl is on her phone, while the other looks bored.

One friend takes a picture of her milkshake and posts it online.

**POV CLOSE UP** - Phone screen displaying a social media post. Caption reads:

"Trying out this new pistachio flavoured hot chocolate at insomnia! New obsession unlocked #Insomnia #perfection"

**MEDIUM CLOSE UP** - Girl watches like count on her post rapidly increasing.

**MEDIUM CLOSE UP** - Second girl on her phone, texting "FRIEND #2" about her friend. Speech bubbles appear on

screen:

**TEXT BUBBLES:**

"She's on her phone taking pics of her drink again 🦠 she always does this istg"

"Does she even notice you're there?? 😭"

"Nahhh she's been on her phone the whole time, I just got on mine too so it's less awkward..."

WIPE TO...

**4. INT. COFFEE SHOP - COUPLE, BOY PLAYING GAMES ON LAPTOP - DAY**

**WIDE SHOT** - A COUPLE sits together. The BOY is playing a game on his laptop while his GIRLFRIEND watches, clearly upset.

**MEDIUM CLOSE UP** - Boyfriend's focused

# PROJECT PROCESS

## - SCRIPT

face as he plays.

GAMING SOUNDS in the background.

**GIRLFRIEND:**

Babe?

**BOYFRIEND:** (not looking up)

"One sec babe, Just one more level.

**GIRLFRIEND:** (sighs, visibly disappointed)

You said that 20 minutes ago.

**POV CLOSE UP** - Laptop screen, pixelated game symbols (coins, trophy, monsters) pop up.

Behind the girlfriend, a clock speeds forward, symbolizing time passing as he remains focused on the game.

**TRANSITION TO:**

**5. INT. COFFEE SHOP - MOTHER & BABY - DAY**

**WIDE SHOT** - A MOTHER scrolls on her phone while her BABY in a pram cries for food.

**MEDIUM CLOSE UP** - The mother, texting, pop up symbols (thumbs up, hearts, chat bubbles) appear next to her.

**MEDIUM CLOSE UP** - Baby cries in pram, milk bottle symbol appears, indicating hunger.

**WIPE TO...**

**6. INT. COFFEE SHOP - COUPLE - DAY**

**WIDE SHOT** - A BOY and a GIRL sit across from each other, both staring at their screens.

**MEDIUM CLOSE UP** - The boy typing.

**CLOSE UP** - His fingers tapping the screen.

# PROJECT PROCESS

## - SCRIPT

**MEDIUM CLOSE UP** - The girl typing.

**CLOSE UP** - Her fingers, tapping the screen.

**TRANSITION TO...**

**7. INT. COFFEE SHOP - GROUP TABLE - DAY**

**WIDE SHOT** - A group of three friends at a table. One is texting on her phone, one is on call, and the other looks bored and frustrated.

**MEDIUM CLOSE UP** - One girl typing.

**MEDIUM CLOSE UP** - Another girl talking on the phone.

**MEDIUM CLOSE UP** - The other girl looking bored and frustrated.

**TRANSITION:**

**QUICK MONTAGE...**

**8. INT. COFFEE SHOP - MONTAGE...**

Rapid sequence of shots showing different scenarios of people on their phones:

Customer on phone while waitress is trying to take his order

Two girl friends sitting together at a table on their phones

Boyfriend playing games on his laptop

The mother on her phone while the baby cries for food.

Couple at a table, both on their phones.

The two people on their phones at the group table.

Pace of the montage increases, repeating scenarios until...

**FADE TO BLACK.**

# PROJECT PROCESS

## - SCRIPT

**BATTERY LOW SYMBOL** appears on screen followed by text:

**Warning: Human connection critically low.**

**WIPE TO...**

**9. INT. COFFEE SHOP - DAY (WAITRESS & CUSTOMER SCENE PART 2)**

**MEDIUM CLOSE UP** - The CUSTOMER is still scrolling on his phone.

**POV CLOSE UP** - Phone screen suddenly turns off in his hands.

**CLOSE UP** - The CUSTOMER'S eyes slowly lift up from the screen, looking around the coffee shop.

**WIDE SHOT** - A slow Left to right pan of the now empty coffee shop.

**CLOSE UP** - CUSTOMER Looks down at the table.

A handwritten note on the table in front of him, it reads:

"shop's closed, have fun scrolling alone. <3"

**MEDIUM SHOT** - The CUSTOMER'S face drops.

**FADE TO...**

**10. INT. COFFEE SHOP - DAY (TWO FRIENDS SCENE - PART 2)**

**MEDIUM CLOSE UP** - Girl is still scrolling on her phone.

**POV CLOSE UP** - She scrolls and finds a picture of her best friend with another girl. The caption reads:

"So grateful for REAL friends <33"

**WIDE SHOT** - The girl looks to the seat right next to her. Her best friend is no longer there.

**CLOSE UP** - Girls facial expression,

# PROJECT PROCESS

## - SCRIPT

face drops as sadness sets in.

**WIPE TO...**

**11. INT. COFFEE SHOP - DAY (COUPLE  
SCENE - BOY ON LAPTOP PART 2)**

**POV CLOSE UP** - Laptop screen displays

"GAME OVER".

**POV CLOSE UP** - (relieved)

"Okay babe, I just finished my game  
do you want to -"

**WIDE SHOT** - Looks to the chair right  
next to him, his GIRLFRIEND is no  
longer sitting beside him.

**BOY (concerned)**

"Babe?"

**WIDE SHOT** - The girlfriend is sitting  
at another table with another man.  
Both smiling and appear happy.

**CLOSE UP** - Boy's face looks angry.

**EXTREME CLOSE UP** - Fist tightens from  
frustration.

**MEDIUM SHOT** - He slams the laptop  
shut, face down on the table.

**TRANSITION TO...**

**12. INT. COFFEE SHOP - DAY (MOTHER &  
BABY SCENE PART 2)**

**MEDIUM SHOT** - Mother sitting at  
coffee shop, scrolling on phone.

**CLOSE UP** - A Shoe taps the floor  
behind the mother's phone.

**Mother's POV - SLOW TILT UP** - Mother  
slowly looks up from phone, confused.

**WIDE SHOT** - The baby is now a grown  
adult, looking back at her with an  
angry facial expression and crossed  
arms.

# PROJECT PROCESS

## - SCRIPT

**CLOSE UP** - Mother's eyes widen as she realises her baby is now a grown adult, expression changes to regret.

**TRANSITION TO...**

**13. INT. COFFEE SHOP - DAY (COUPLE SCENE PART 2)**

**WIDE SHOT** - BOY and a GIRL sit across from each other, both on their phones.

**MEDIUM CLOSE UP** - Girl scrolls through phone

**POV CLOSE UP** - Social Media post, girl posts picture with caption

"Left my last man for prioritising his phone over me, new one treats me like a queen!"

**MEDIUM CLOSE UP** - Boy scrolls through phone

**POV CLOSE UP** - Boy is on a dating app, matching with another girl

**CLOSE UP** - Boy's facial expression changes from neutral, to a smirk on his face.

**CLOSE UP** - Girl's face changes, she is now upset and feels ignored by her boyfriend.

**FADE TO...**

**14. INT. COFFEE SHOP - DAY (GROUP TABLE)**

**WIDE SHOT** - Group of three friends at table. One is texting on her phone, one is on call, and the other looks bored and frustrated.

**POV CLOSE UP** - friends notices the friend in the middle looking upset

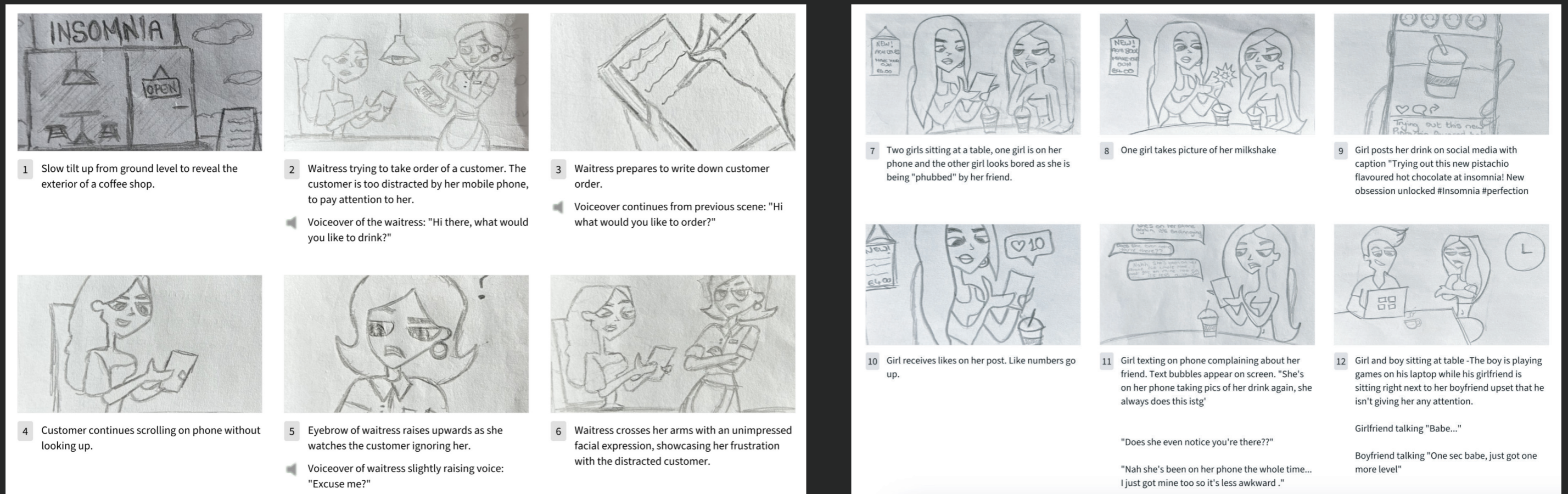
**MEDIUM CLOSE UP** - Both girls put their phone down and begin to talk.

**CLOSE UP** - Girl in the middle now smiles, happy that she got their attention.

**FADE TO BLACK**

# PROJECT PROCESS

## - Storyboard



Once the script was complete, I created some storyboards to help me visualise the structure and flow of my animation. I initially sketched these out on paper, then later transferred them into "Boords" a storyboard website recommended by my lecturer. This process was really helpful, as it allowed me to plan out each scene clearly, which I later used as a template for when it was time to start drawing digitally.

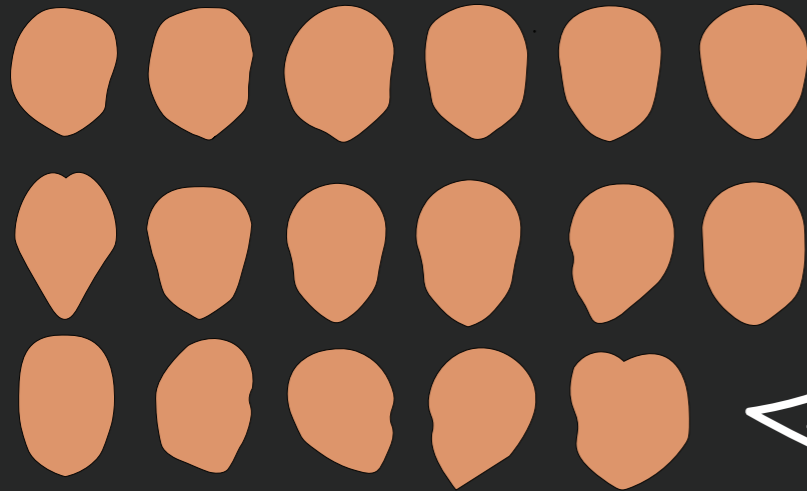
# PROJECT PROCESS

## - Character Designs

When creating my characters, I started off by making a character construction sheet. This helped me build my characters much faster and allowed me to experiment with the look of each character by switching out different head shapes, eyes, mouths and eyebrows.

### Character Sheet Template

Head:



From the character sheet I created, this was the head shape I liked most and used it consistently for most of my characters as it gave the impression of a more cartoonic style which matched the overall theme and aesthetic of my animation.



Eyes:



Once I completed the face of my characters and was satisfied with the facial features, I moved on to designing the hairstyles. I adjusted the shape of the head and the style of the hair to make sure they worked well together.



Mouth:



Eyebrows:



I also added a pop of colour to the eyes in the form of eyeshadow to make them look more feminine, especially for the female characters.

# PROJECT PROCESS

## - Character Sheets

I developed the following character sheets to explore different expressions and poses for each character.

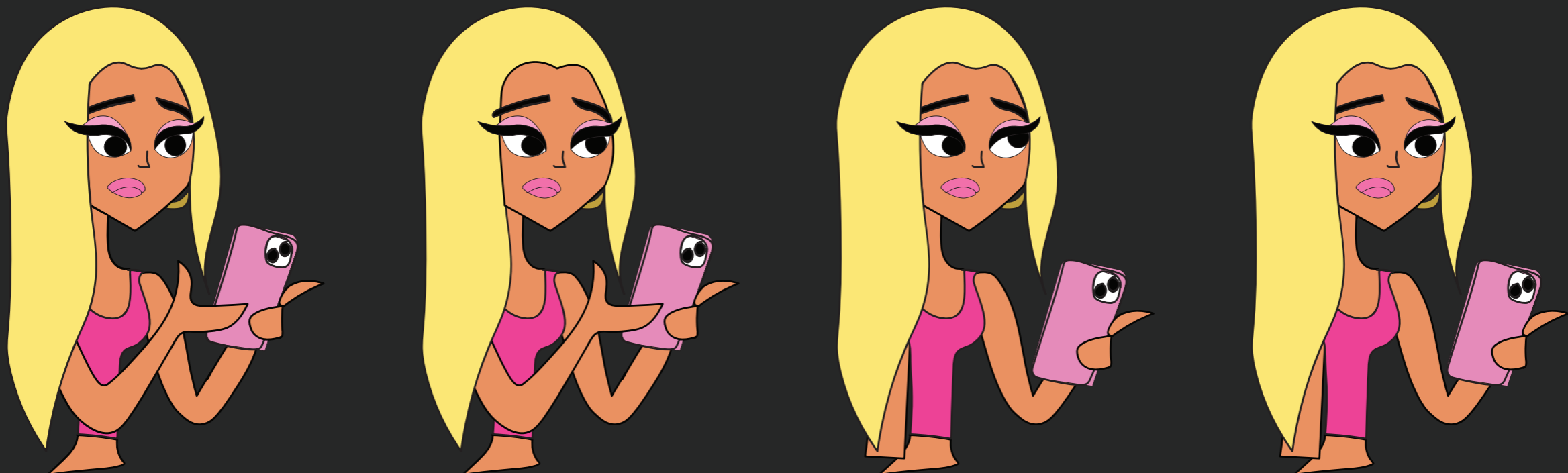
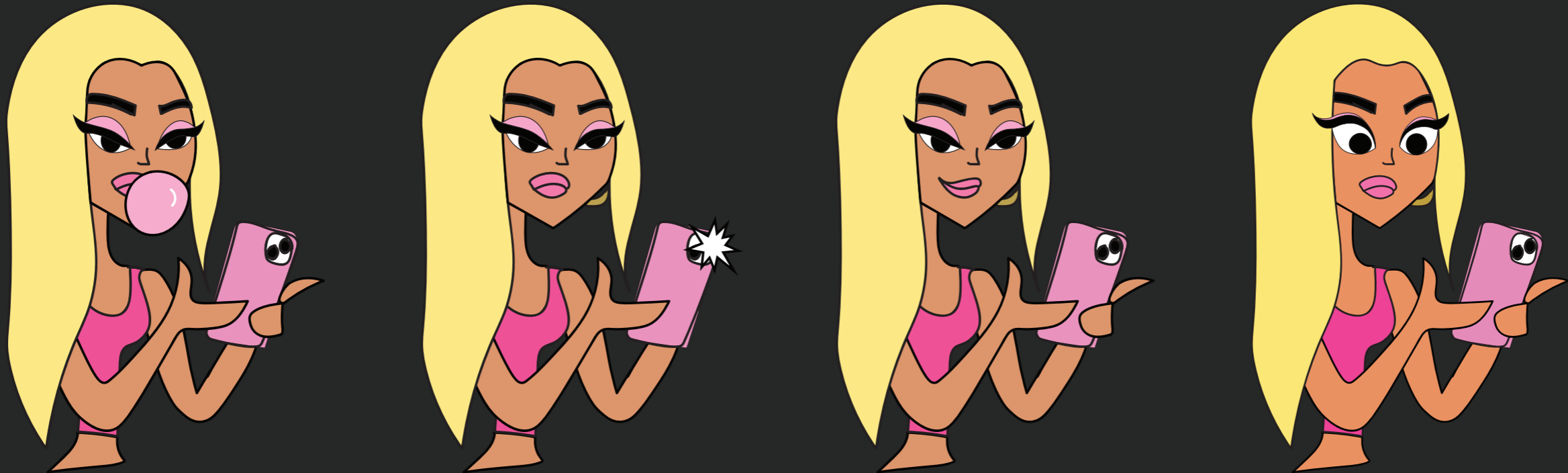
This character was originally created for the introduction of the animation. However, I later decided to remove her, as her role required dialogue, and I wanted the animation to remain entirely non verbal.



# PROJECT PROCESS

## - Character Sheets; Phone obsessed friend - Phubber

This character is meant to be the "Phone-obsessed friend" or "social media addict" who is always on her phone and more interested in social media than real life or the people around her. Her role in the animation shows how being on your phone too much can damage real friendships.



# PROJECT PROCESS

## - Character Sheets Ignored friend - Phubbed

This character is the friend who feels left out and ignored. She's meant to show the emotional side of being phubbed by someone close to you. Her expressions show boredom and frustration as she watches her best friend ignore her for her phone.

She later picks up her own phone and starts messaging another friend about what's happening. She explains that she only picked up her phone because she felt awkward sitting with someone who wasn't paying her any attention. This character is meant to show how being ignored by someone on their phone can make you feel unimportant, even when you're right there with them.



# PROJECT PROCESS

## - Character Sheets *Gamer Boyfriend - Phubber*

This character is the boyfriend who's addicted to gaming. He's always focused on his laptop and ignores his girlfriend. At the end, when he finally looks up, he realises his girlfriend is no longer there, and his mood changes from anger as he sees her with someone else across the table from him, to sadness and regret. This character shows how being too focused on screens can lead to losing the people who care about you.



# PROJECT PROCESS

## - Character Sheets *Frustrated Girlfriend - Phubbed*

This character is the girlfriend who feels hurt and annoyed because she's being ignored by her boyfriend. Her arms are crossed and her facial expressions show that she's upset, dissapointed and angry. I designed her to show what it's like to be in a relationship where the other person is always distracted by their device. She doesn't say anything but her facial expressions tells the full story. She represents the emotional impact of being left out by someone who is supposed to care about you.



# PROJECT PROCESS

## - Character Sheets *Distracted Mother - Phubber*

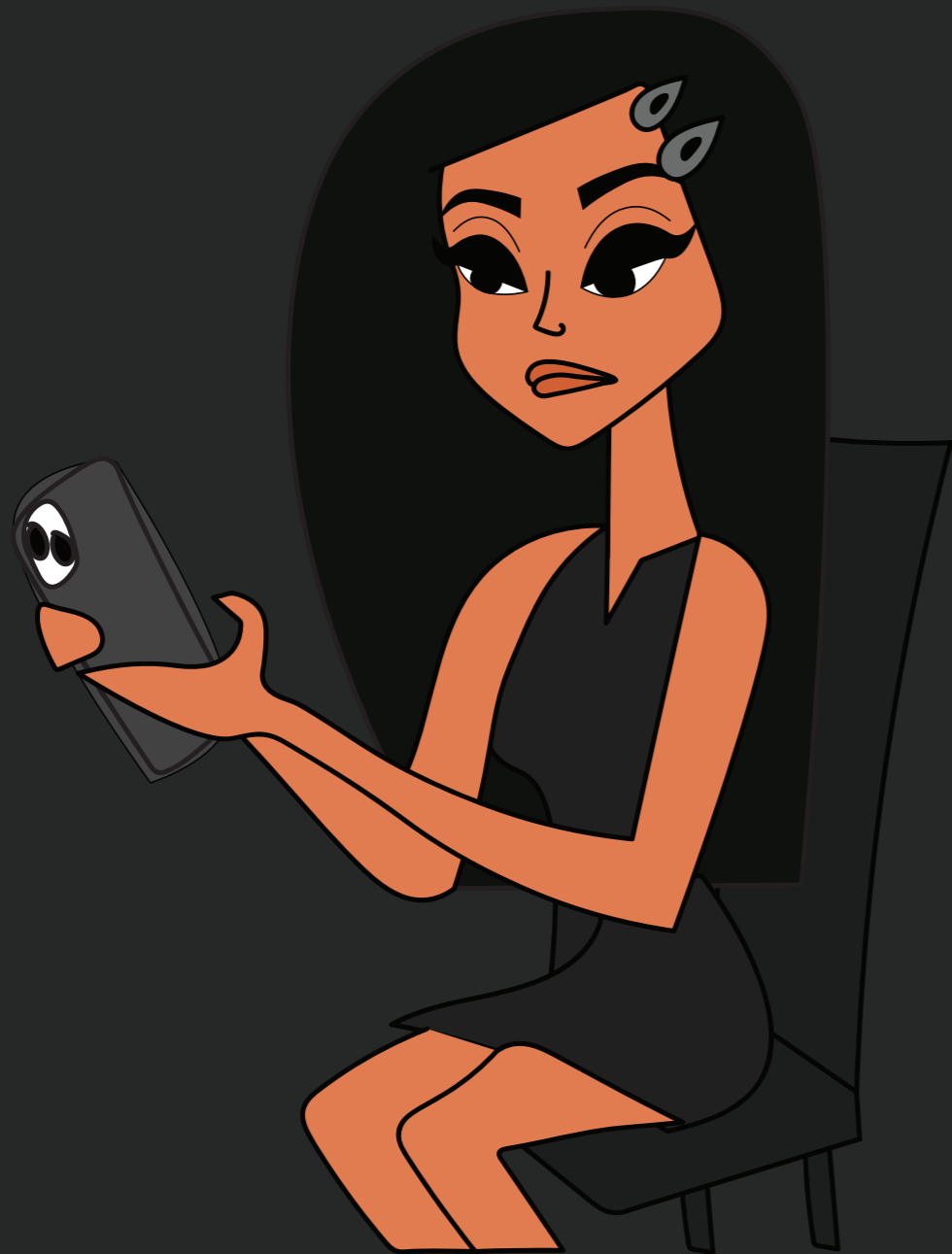
This character is a mother who became so distracted by her mobile phone that she doesn't notice her baby's needs. I designed her to show how dangerous phone addiction can be, especially when it causes someone to ignore what really matters. At first, she's focused on her phone, unaware of what's happening around her. As the scene goes on, she realises too late what she has missed, which now leads to a breakdown filled with shock, regret and heartbreak.



# PROJECT PROCESS

## - Character Sheets *girlfriend - Phubber*

This character appears in a scene with her boyfriend, where both of them are sitting together but focused on their phones. At first, she seems distracted like him, but later she sees a social media post of another girl with her boyfriend looking happy. This post makes her stop and reflect and makes her realise that even though she and her boyfriend are physically together, they're emotionally disconnected. Her expressions change from neutral to sad, showing that she wants something more meaningful than just being with someone who's not really present.



# PROJECT PROCESS

## - Character Sheets *Boyfriend - Phubber*

This character is the boyfriend who sits across from his girlfriend while secretly using a dating app. In the scene, he's on Tinder and matching with another girl, completely ignoring his girlfriend sitting right in front of him. I designed him to show how phubbing can go beyond just being distracted, it can also break trust and damage relationships.



# PROJECT PROCESS

## - Character Sheets *Birthday Girl - Phubbed*

This character is the birthday girl. She's dressed up and excited for her special day, but her expressions show that she slowly starts to feel ignored and forgotten. Even though it's supposed to be her moment, her friends are too distracted by their phones to give her any real attention. I designed her to show how a meaningful event like a birthday can feel completely ruined by phubbing. Her role in the animation highlights how even the most special moments can be ruined when people choose their phones over prioritising the moments and people that matter most.



# PROJECT PROCESS

## - Frames



These frames are from part 1 of my animation.

Before putting together the final version, I designed a series of static frames in Adobe Illustrator to help me visualise how the story would unfold.

Creating this frame set was one of the most helpful parts of my process, as it allowed me to clearly plan out the narrative flow and structure of my animation.

This is also where I planned what each frame would look like, and decided on backgrounds, colors, fonts, and other visual elements that make up the overall style of my animation.

# PROJECT PROCESS

## - Frames






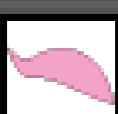
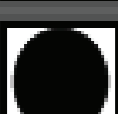
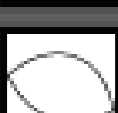

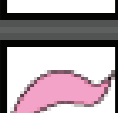
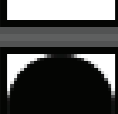
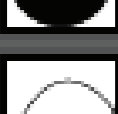


These frames are from part 2 of my animation.

This is where I decided what happens in each scene following part 1. I focused more on facial expressions and giving the characters some sort of movement in these scenes.












For this part, the characters who were being phubbed disappear from the other person's life, and the characters who were doing the phubbing eventually notice they are no longer there and end up regretting their actions.

# PROJECT PROCESS

## - Asset Preparation

	+Right Eye...
	+ Left Eyeb...
	right eyeliner
	right eyesh...
	+ Right Pupil
	right eyeball
	left eyeliner
	Left eyesh...
	+ Left Pupil
	left eyeball
	nose
	Mouth

Originally, I had intended to bring my characters into Adobe Character Animate, so I renamed each layer based on the body parts and added a "+" sign. This tells the software to treat those parts like separate objects that can move independently, which is useful for animating actions like making the character blink. However, I later decided to go ahead with the frame by frame idea instead, as I felt it was more natural and suited my style better. I also chose this method because I'm more experienced with Adobe Illustrator than Adobe Character Animate.

	Screen Glow
>	 Gum
>	 Milkshake
>	 Menu
>	 Milkshake
	 Table
>	 Girl 1
>	 Girl 2
	 Chair
	 Chair
	 Background

When illustrating my frames, I also renamed each layer of the drawings clearly. This not only helped keep the work organised, but it also made the process much easier when importing assets into Adobe After Effects for animation later on.

# PROJECT PROCESS

## - Visual Design

Before deciding on the final look of my overall animation, my characters and scenes went through different stages before being finalised.

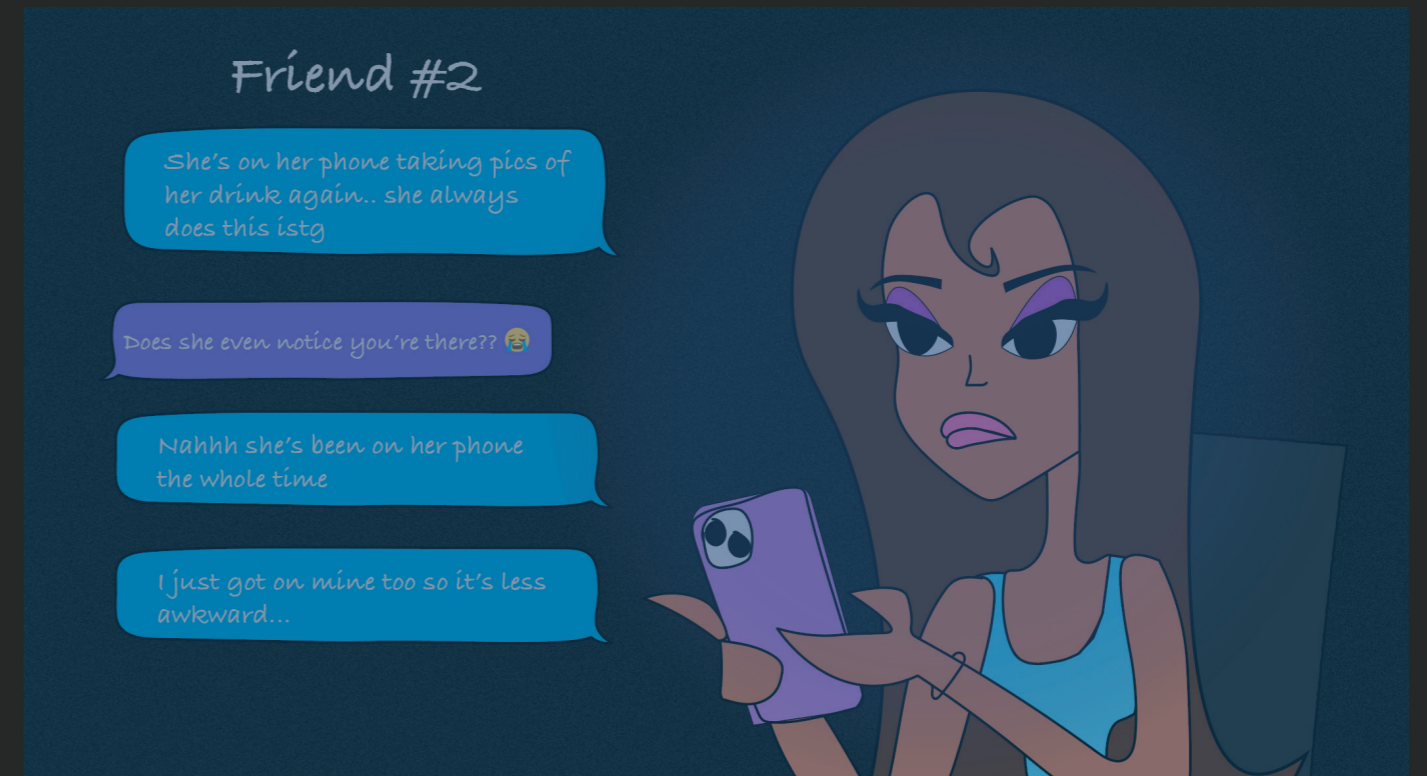
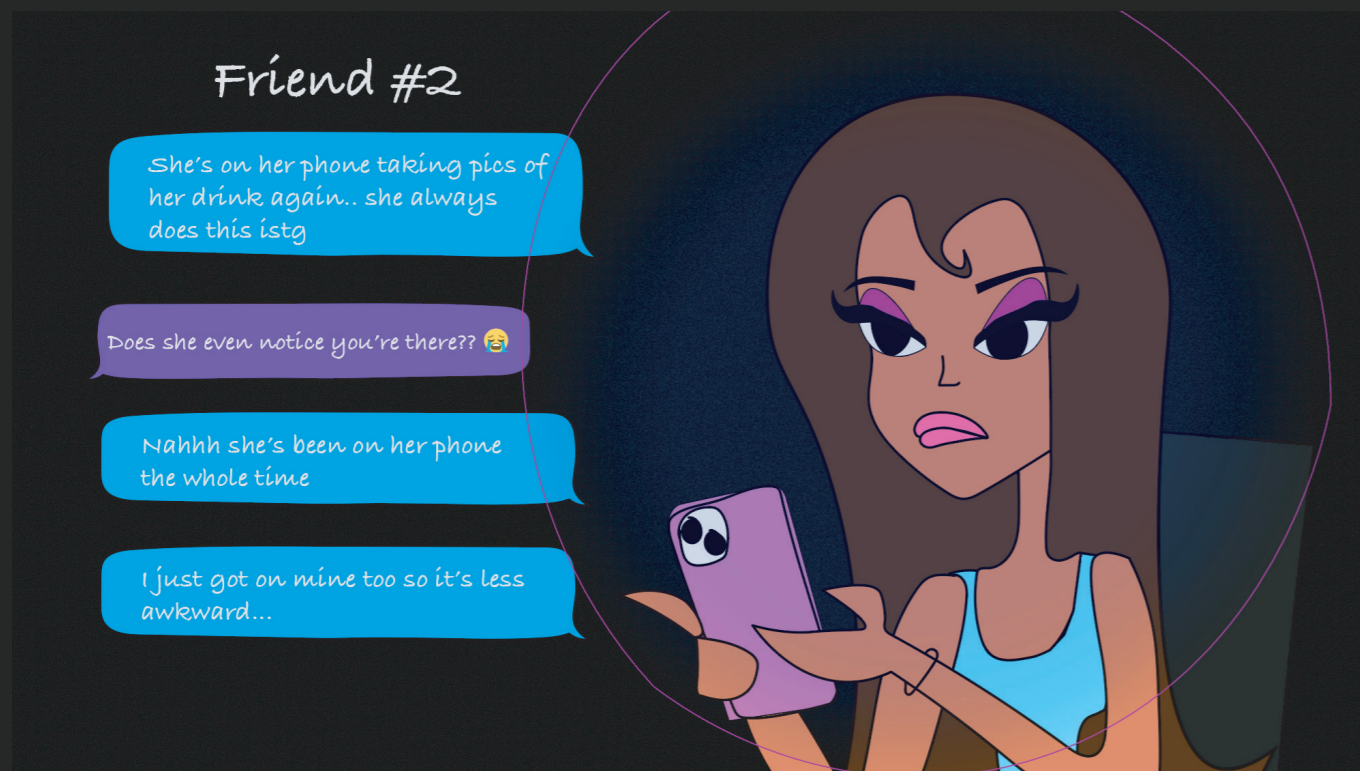
For example, I often found myself changing their colours or adjusting their overall appearance until I was fully satisfied with the result.

The main background colour was originally blue, but this was later changed to black, mainly because it was too hard to see the blue screen glow from the phones against the blue background..



# PROJECT PROCESS

## - Visual Design Choices



For the visual design of my animation, I chose a plain black background with a subtle grain effect to keep things simple and visually clean. I added a blue overlay to give the animation a more cinematic feel. The blue also made the scenes look softer and more emotional, representing feelings of sadness and disconnection, which is the key theme of my animation.

I also included a screen glow effect by using the ellipse tool in Adobe Illustrator and adding a Gaussian blur to it. This was used on each character who was on their phone to visually represent the glow from the screen.

# PROJECT PROCESS

- Typography

Bradley Hand Bold

Times New Roman

Pixelify Sans

For the font, I chose Bradley Hand Bold as the main typeface as it resembles handwriting and adds a more personal, human touch to the design.

I also used Times New Roman for the tombstone text later in the animation, as it is commonly associated with memorials and gravestones according to my research.

For the computer gaming screen, I chose the font Pixelify Sans, as I wanted the screen to appear pixelated and give it a retro, digital look.

# PROJECT PROCESS

## - Editing in Adobe After Effects

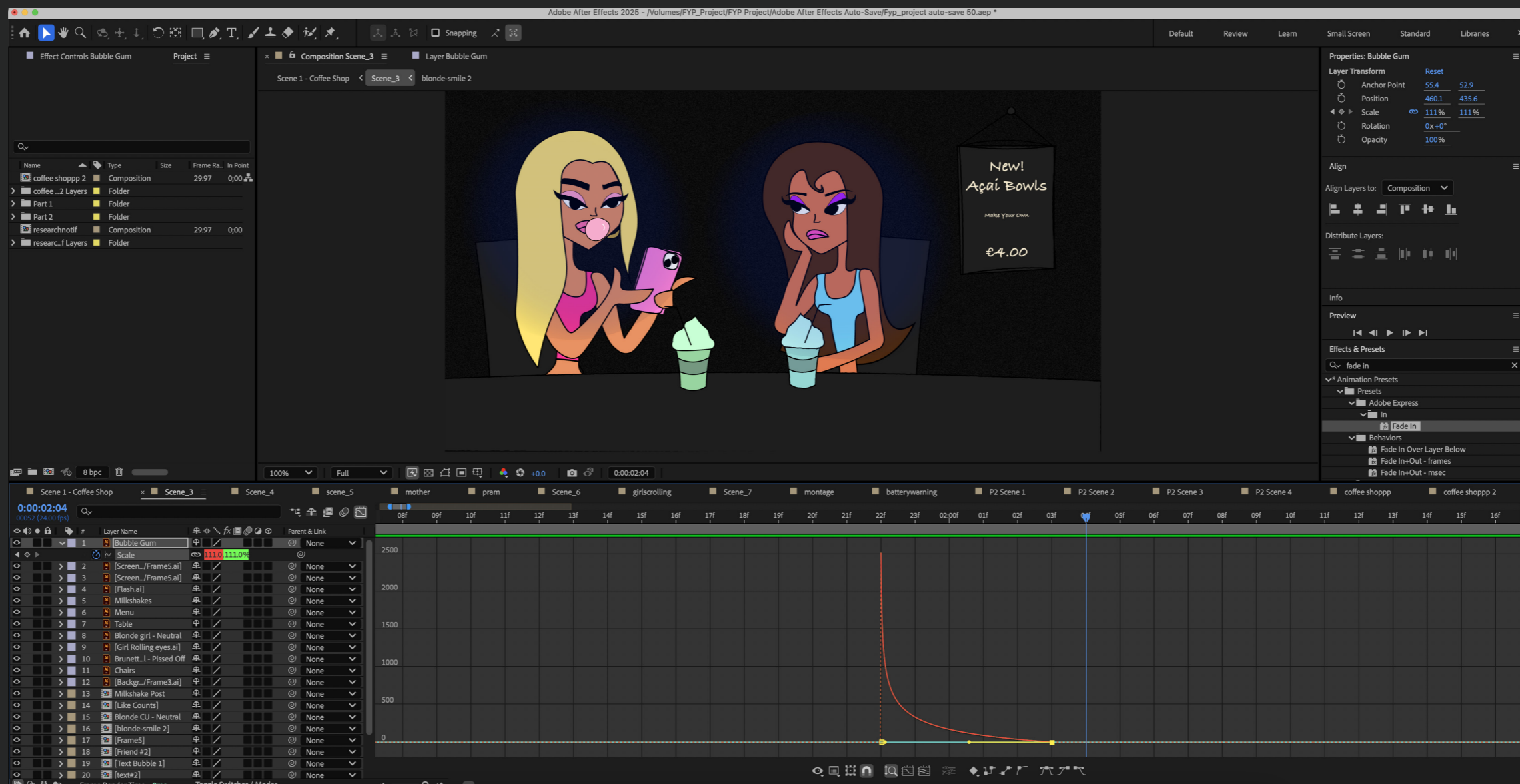


Once I finished drawing all my scenes and was happy with how they turned out, I started editing in Adobe After Effects. I began by laying out all my assets on the timeline and then started animating.

One effect I really enjoyed using was the Line Boil Effect. I created this by adding the Turbulent Displace effect and adjusting the amount and size to give the text a subtle wiggle, making it feel more alive and hand drawn.

# PROJECT PROCESS

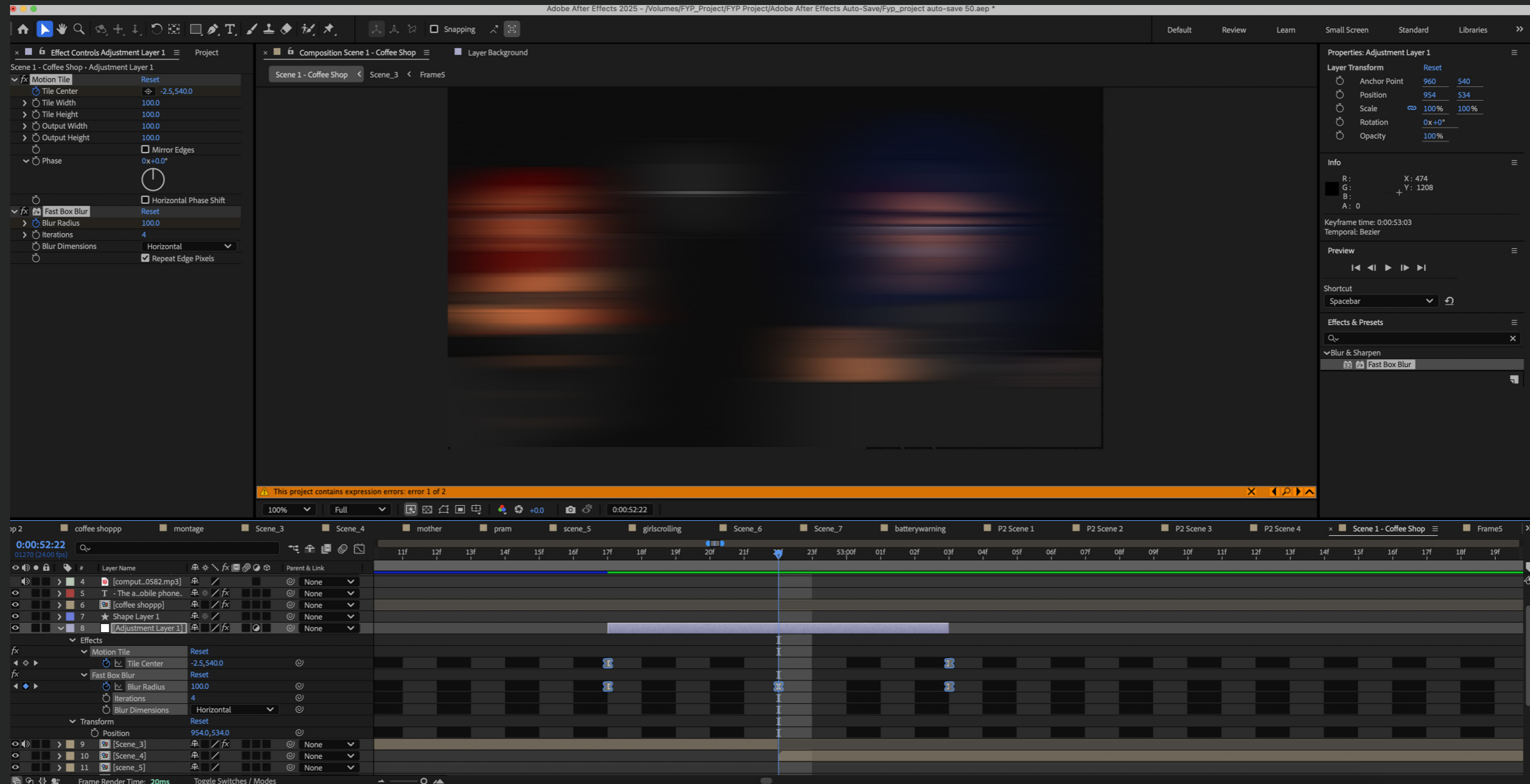
## - Editing in Adobe After Effects



Another effect that I enjoyed making was the bubble gum pop. I animated the bubble by scaling it from small to large using key frames, then adjusted the speed graph editor to give it a stretchy, bouncy feel. I really liked this effect because it gave the animation a more cartoonish style, which I was hoping to achieve, and also made the scene look better overall.

# PROJECT PROCESS

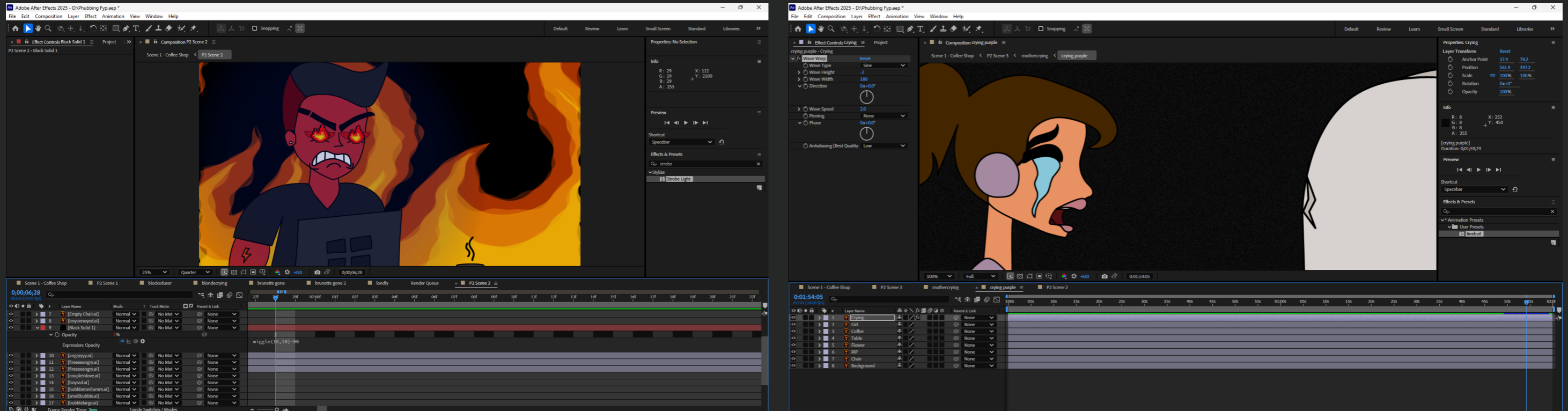
## - Editing in Adobe After Effects



Throughout the first part of the animation, I also added a transition effect between each scene. I did this by adding an adjustment layer to the timeline and applying the Motion Tile effect. I then added Fast Box Blur and adjusted the Tile Centre to move each scene horizontally or vertically depending on the direction I wanted. I also used the graph editor to make the movement smoother.

# PROJECT PROCESS

## - Editing in Adobe After Effects

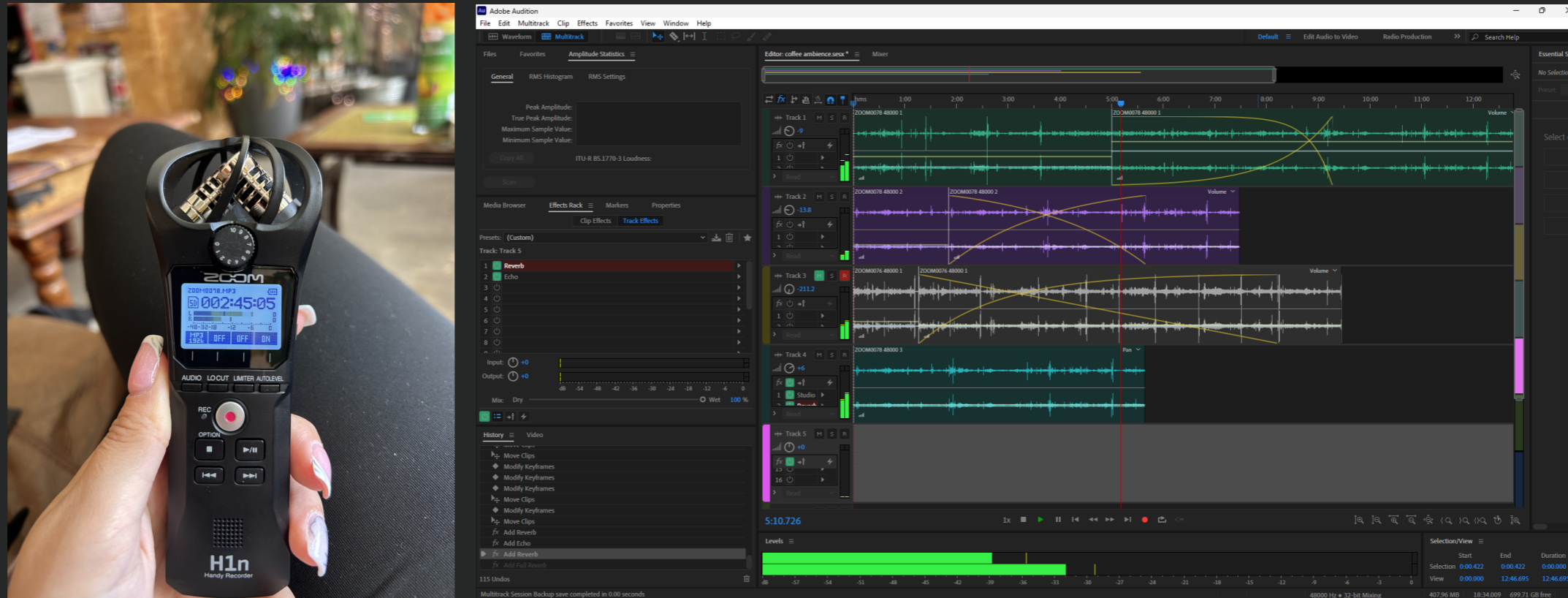


In the scene with the angry boy, I animated the fire by adding a Wave Warp effect and adjusting the height and width to my liking. I also used this effect to the mother's tears in the scene where she's crying over her baby, and on the candle flickering on the birthday cake in the final scene of the animation.

In the scene with the angry boy, I also made him shake to emphasize how angry he was. I did this by adding a Slider Control and using a wiggle expression on the Position, which created a shaky movement. I then increased the value to make it more intense and added the turbulent displace effect I used for the Line Boil and a slow zoom in on the character to make the scene more dramatic.

# PROJECT PROCESS

## - Audio



For the audio, I recorded the sound of a coffee shop ambience using a Zoom microphone to get the clearest sound possible. This part was the most frustrating, as most coffee shops I visited all had background music, which I didn't want in my animation at all. It was very hard to find a coffee shop with no music and the right atmosphere.

When I finally recorded the audio and listened back, I realised that the conversations of people in the background were too clear. I didn't want this to distract from my animation, as it would make the dialogue sound like part of the story. To fix this, I brought the audio into Adobe Audition, made multiple tracks of the same recording, and layered them which helped muffle the conversations and made it less distracting.

Throughout the animation, I also relied on royalty free sound as my animation had no dialogue. These were credited at the end of my animation.

# Testing

Throughout the entire animation process, I carried out regular user testing to gather feedback for the animation and identify areas for improvement.

The main sessions were held with three of our supervisors and fellow students. These sessions provided us with an opportunity to review each project and offer constructive feedback. This process was really helpful, as it gave me clear insights and ideas on how I could improve my animation.

User testing was also conducted during my weekly supervisor sessions with Rebecca Sheridan, which was quite helpful and gave me valuable feedback and advice

# Conclusion

In conclusion, I am really proud of the final animation. As it's my first ever full animation, I think I did a very good job and learned so much throughout the whole process. Although making an animation can be quite time consuming and challenging at times, it made me appreciate the works of animation even more, as I realised the amount of time and effort that goes into creating one. I believe the overall story and message of the animation came out quite strong, and I couldn't be happier with how everything turned out. From the illustrations to the video editing, this project was a very enjoyable and fun experience overall.

If I were to do this project again, I'd work on improving the sound, probably add some voiceover dialogue, and try to work a bit faster, without spending too much time perfecting every single detail, as the storyline is what matters most.

Thank You!