

# NHS Project

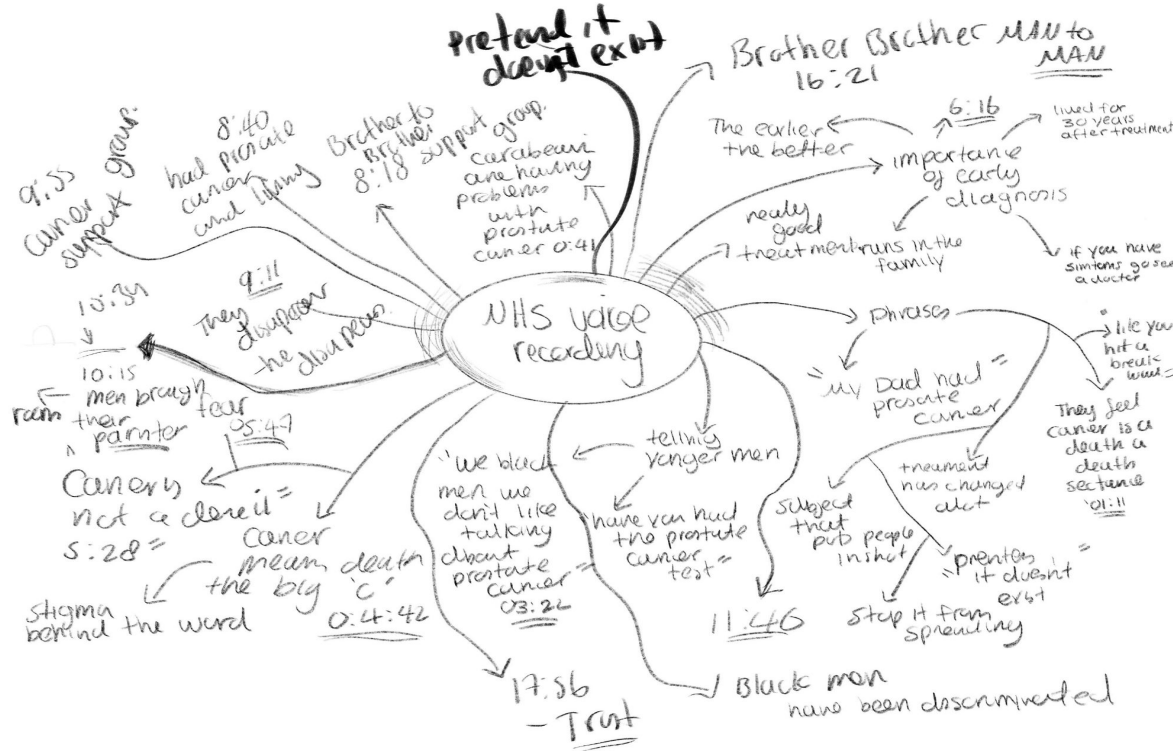
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## Mindmap



## Check list

### Stop motion

- ☐ Start slide show
- ☐ Listen to audio
- ☐ Make a mind map
- ☐ Moodboard (take pics)
- ☐ Sketch out concepts
- ☐ Sketch out the environment planing form
- ☐ Sketch out characters
- ☐ Sketch out camrs angles
- ☐ Make test pieces
- ☐ Test recording
- ☐ Make all the props
- ☐ Film ourselves working
- ☐ Make possible sounds
- ☐ Edit final film
- ☐ Submit

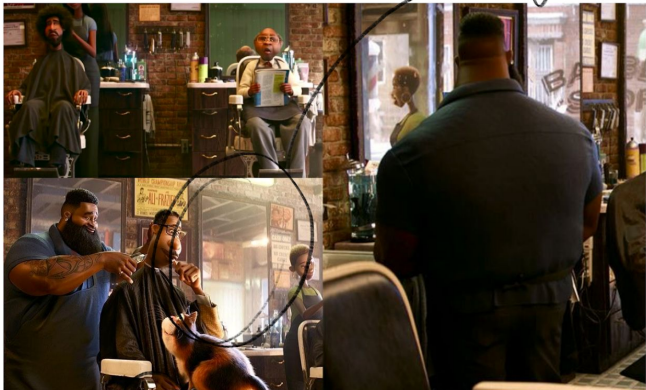
The first thing we did was make a mind map to go through the audio and figure out how we could make a narrative out of it, we noted down different times in the audio that me and Ayan flet stood out. We spent around 5 hours going through this audio till we finally had an initial audio that we would edit based on feedback. I also made an initial checklist to help get us started because staying organised helped me alot in making progress

## Moodboards

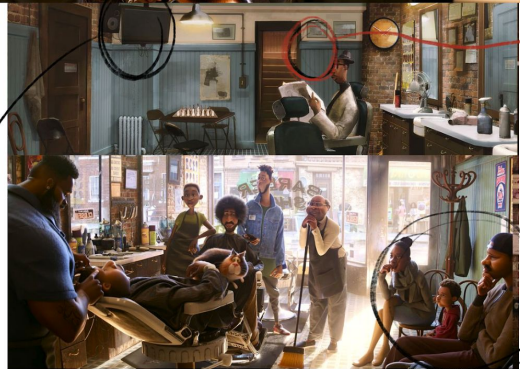


Before starting the project we knew we wanted to experiment with stop motion animation so I made a couple of mood boards so we could get inspiration on what type of style we possible use in the animation. We were mostly drawn to the idea of felt puppets.

Moodboards



Big mirror



Wooden beams

Seating area

TV in the room

Barbershops

lots of photos on the walls

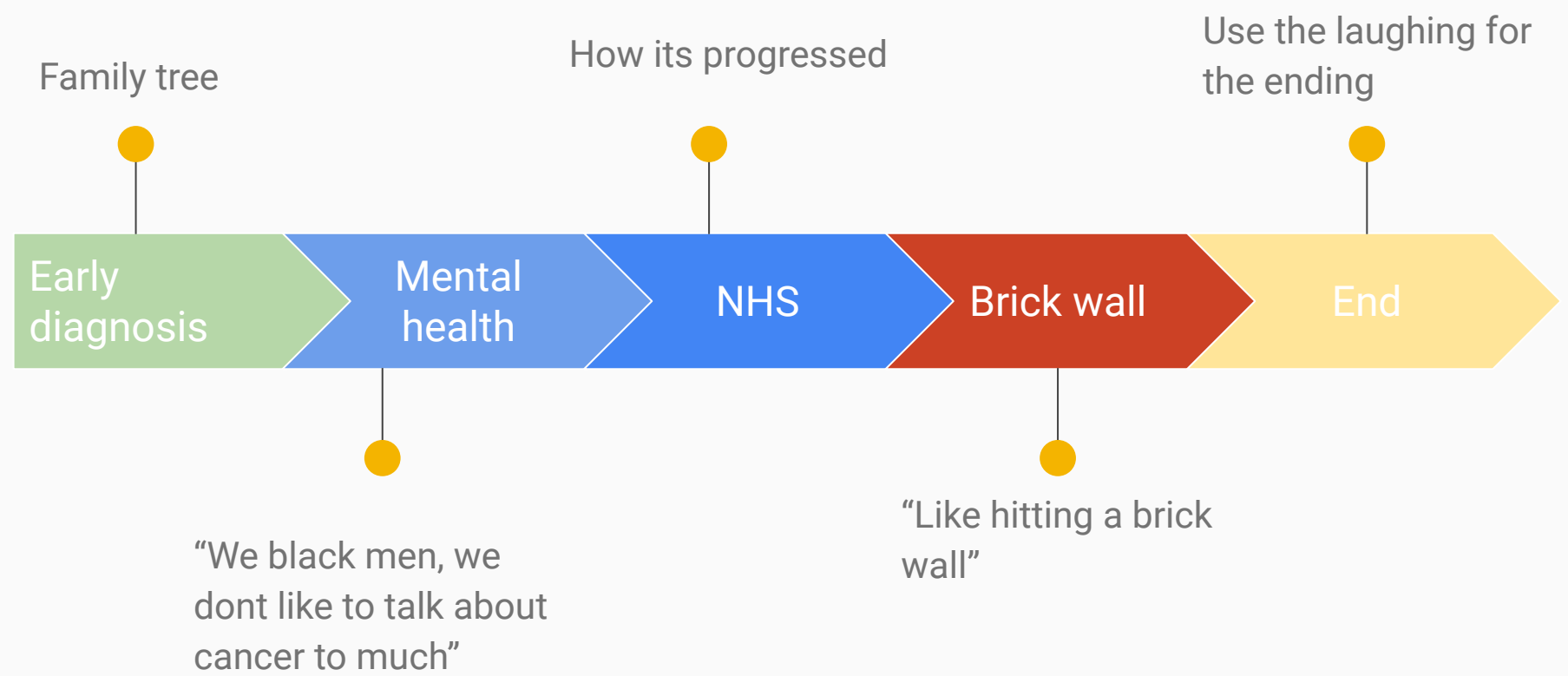


Brick wall

Wooden floors



Initial timeline



# Research



To get an accurate idea of the environments me and my teammate Ayan want to recreate one of which is a barber shop. We went around out local barber shops and ask to take photos for reference we were able to even get some photos of me in the barber chair

## Gallery visit and artist research

Visiting the Laika gallery, Me and Ayan had the opportunity to see the real life puppets and techniques they used to animate in the Laika films.



### Anna Mantzaris



Anna Mantzaris is a stop motion animator who uses felt puppets. We plan on taking a lot inspiration from this animator because the materials and style she uses are more accessible and effective

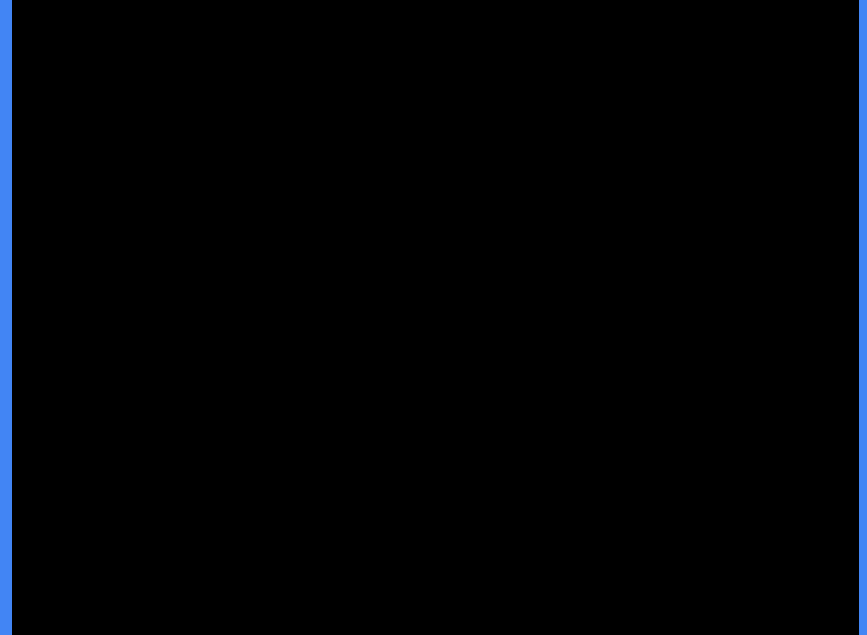
## Initial storyboard



When me and ayan were discussing the narrative I made a rough initial storyboard to get a better idea of the structure and how we could change it, we needed to keep in mind that we were using stop motion and we needed to figure out what scenes would compliment stop motion best. At this point we decided it was best that we act it out because it might give us some different ideas.

After receiving feedback from the clients we also changed a lot with the beginning of the narrative.

## Acting for animation ft Ayan Novruzlu



In order to make the felt puppets come to life with animation we needed to act out the scenes that required a lot of movement and talking. This helped me and Ayan get a better perspective of different angles.



Final storyboard after feedback

"I'm a surgeon for 7 years"



Bob transition to people talking and panel of barber

"you have to take some sort of"



Barber starts cutting hair

"responsibly for yourself"



Bob's moving around and cutting hair

"The more information you have"



Bob's moving around cutting hair

"you'll be in a better position"



Barber again



Bob starts to see other guy "what's that?"



Bob's guy starts talking "we have to be"



"we don't want to be a doctor"



"the other, you catch the thing there are really good treatments"



"The NHS is important to much"



Barber comforts his client



Pub scene = "you get the treatment at your risk"



Bob's looking at the barber "you get what"



Bob's looking at the barber "you get what"



"private cancer is not dangerous"



Bob's looking at the barber "you get what"



Bob's looking at the barber "you get what"



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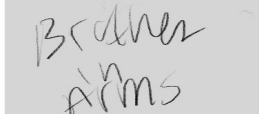
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Bob's looking at the barber "you get what"



Bob's looking at the barber "you get what"



Bob's looking at the barber "you get what"



Bob's looking at the barber "you get what"



Bob's looking at the barber "you get what"

sitting in a circle

↑

Brother arms

NHS

end

## Character design



Initial concept of the puppets



## Final character design

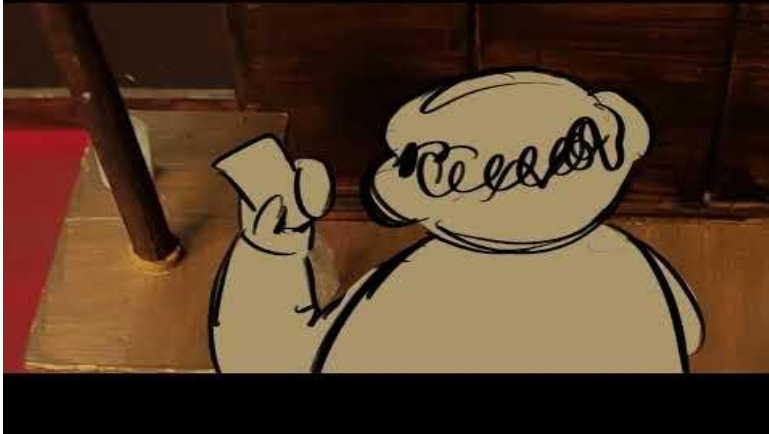
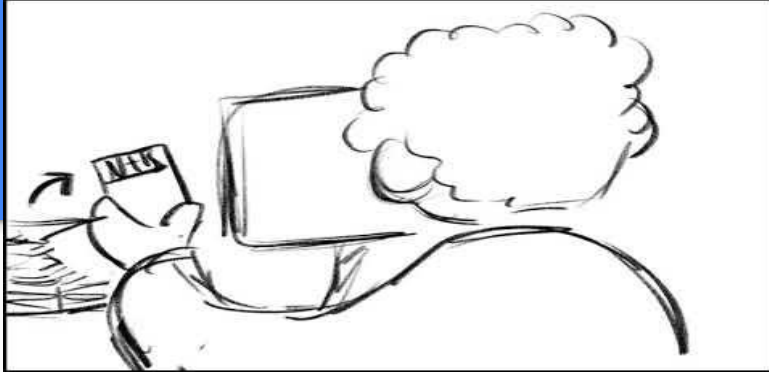


# Concept art



To get a an idea of what we were envisioning, I drew some concept art to communicate clearly to the clients what we are planning to do before we had any animation done

## Initial and final animatic



## Test animation 1 puppet



Puppet and animation done by Ayan Novruzlu

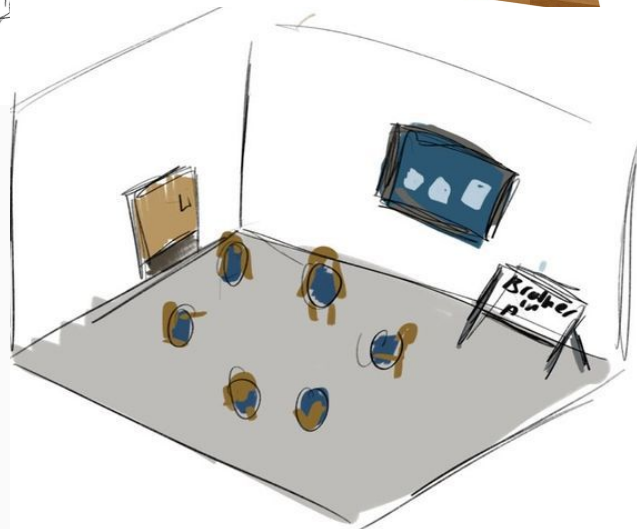
## Test animation 2 getting to know the equipment and green screen



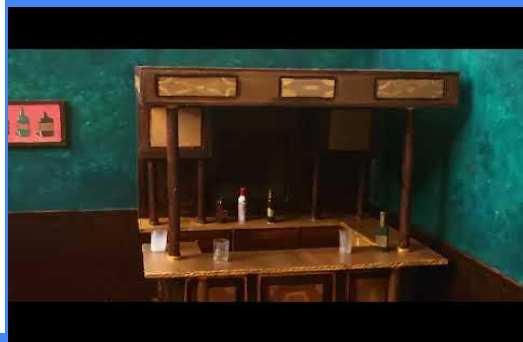
Animation by Vicky Richardson , puppet made by Ayan Novruzlu



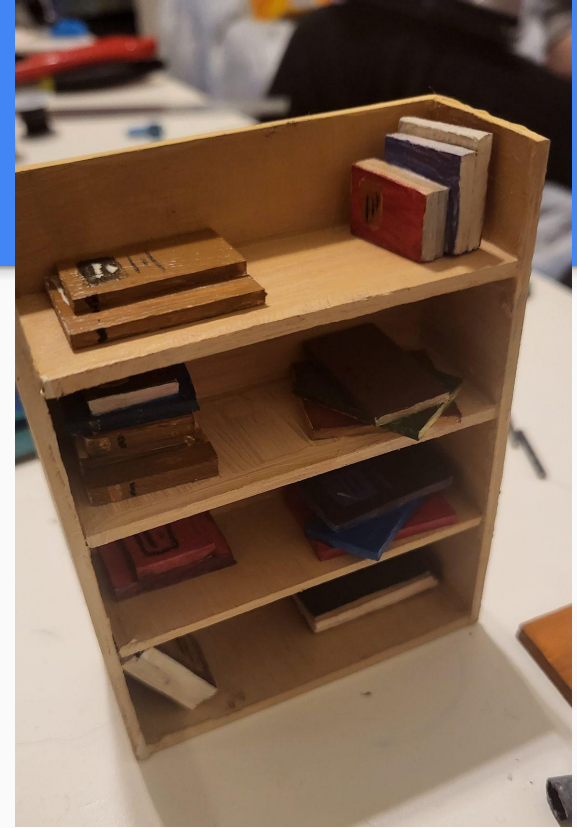
## Designing the set



By using the materials we researched online and from photos, I designed 3 sets for the backgrounds. we changed a few elements during the production of making the sets because we realised we had to use green screen in the barber shop scene so we couldn't have any green objects so I changed the colour of the bottom of the walls to brown. I made the pub based on old fashion english pubs using warm tones. The bedroom has a lot of blue and gray colours because I wanted the meeting room to be contrasting when the scene transitions. This helps drive the emotion we wanted to communicate of feeling such down to being open about feelings in the group meeting. The set was sculpted by Ayan Novruzlu and painted my me



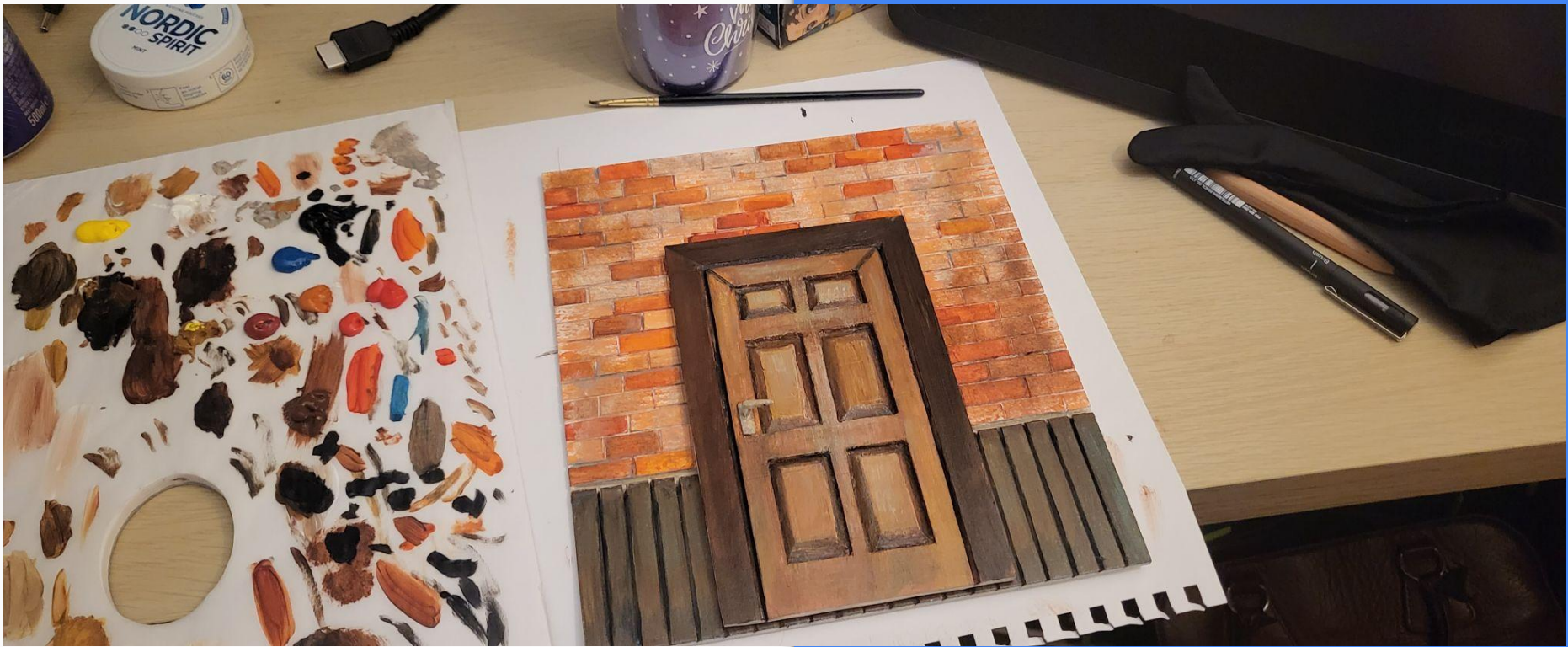
## Painting the set



Set sculpted by Ayan Novruzlu.

For all the sets I used acrylic paint my process is to make sure everything has a base coat then go over it again and add the detail



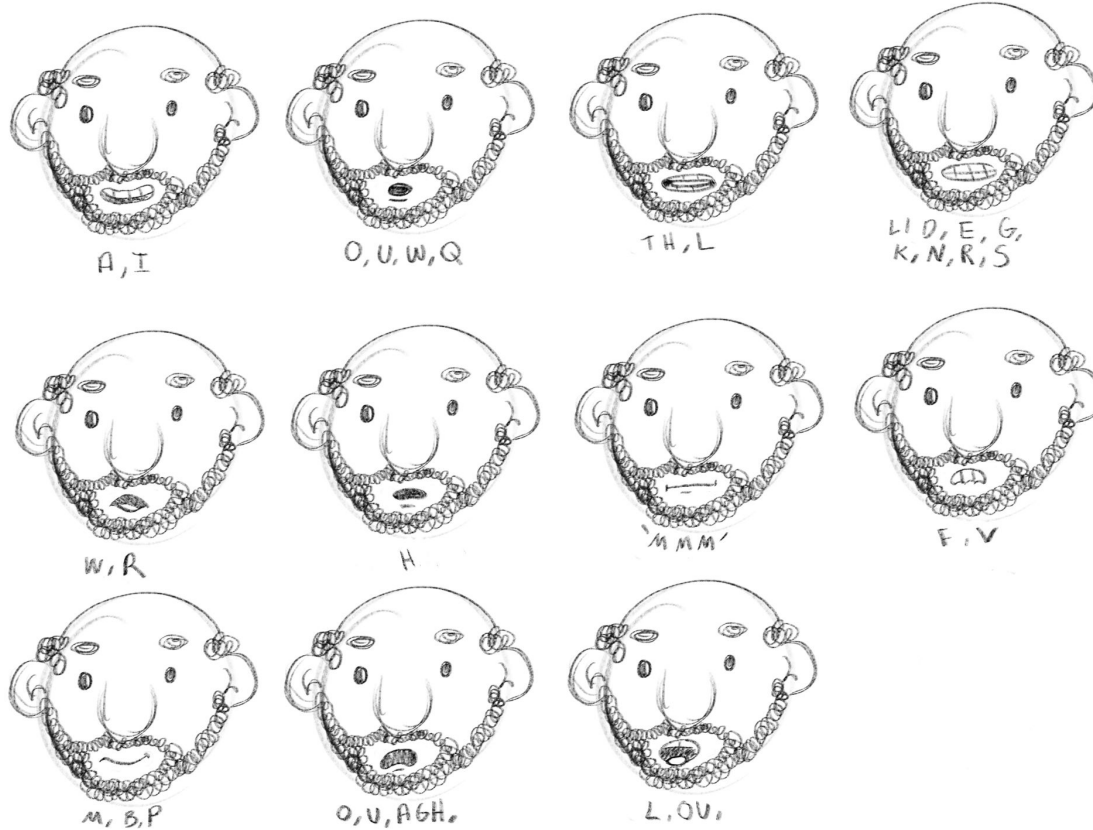


# Work in progress, shooting





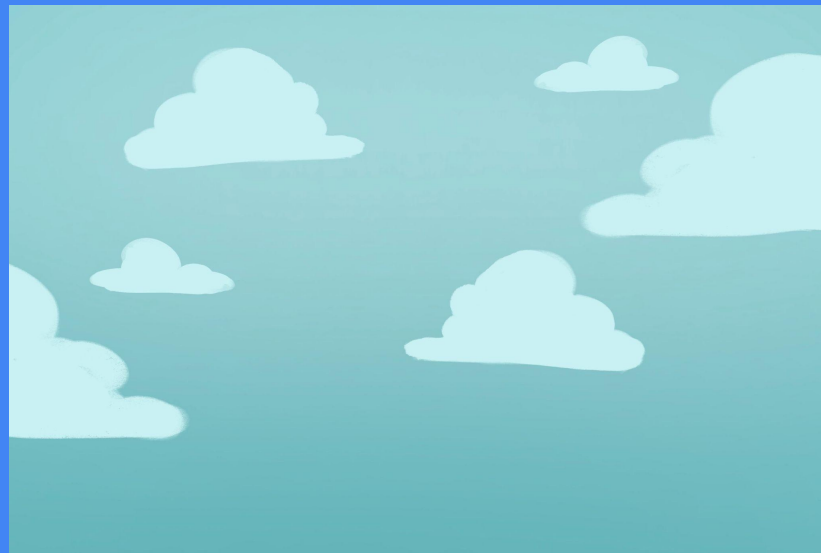
## Post production mouth sheet and editing plans



After the shooting is complete we decided to use 2D animation for the lip syncing so I made a mouth sheet that I could reference when animation.

I will be importing the final image sequences into premiere pro to edit the green screen and final sound editing, then animating on top to of that in photoshop.

## Background for green screen



Illustrated using procreate

## Evaluation

Overall I'm really happy with how this project is turning out and it's made me have a new perspective on stop motion animation. I feel that the opportunity to work with the NHS has given me more insight to what is required when working with clients and receiving feedback. Before working on this project I wasn't familiar with stop motion but I wanted to experiment and learn from my team mate Ayan Novruzlu who has experience with this medium, the main thing I learn from this is attention to detail and how it can make a big difference in the final film. This project has really tested my patience and I feel it has made me more attentive and to get out of the habit of rushing things. Another thing this project has helped with is stage fright, after having the presentations with the clients I feel I have overcome this fear which will help greatly in the future. I have learned many new things including using new equipment eg the camera and lighting, I now understand how the equipment works and why it helps with how the final animation will turn out. I'm also learning how to edit on premiere pro which is great because in the past I would always try to avoid video editing because I wasn't confident with it but because stop motion requires a lot of video editing it's really pushed me into learning it properly and to get better at it. Working in pairs for this project has been really beneficial as I mentioned before I have learnt quite a bit from Ayan but we also worked really well together and stuck to a organised schedule. Our different skill sets work out well as we discussed what jobs we would take for each step of production, however when it came to filming the final stop motion we worked hard together to direct and solve issues that we encountered.

The issues we encountered in this project was figuring out what process we would use to archive what we wanted, one of which was how we would add the 2D animation on the stop motion, to overcome this we discussed a lot of with teachers and researched online tutorials. Another problem we faced when filming the animation was when we realised we had to retake some of scenes because the angels were slightly off, we had to change it because we were shooting the reflections from the barber shop mirrors so we really had to figure out how it would look in the environment and to get the movements as accurate as possible to the moving puppets in the first scene. We did figure it out by using a mini mirror to give us an idea on where to place the puppets.

In conclusion I'm really proud of this project and the amount of effort me and my team mate put into it really paid off.