



FPT UNIVERSITY

Capstone Project Document

[SUNFLOWER]

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Capstone Project code	

Introduction

We love to watch comedy and action movies a lots. Also, we have been watch movie of jackie chan and Stephen chow for so many times. Their story always have action and comedy scene at the same time. We can't stop laugh when watch their movies. Then, we decied write our own story. The story about a young man who was cool and full of knightly. I would say that this animation is a small adventure. It can be happen every where in our city. It don't have brandishing of weapons or battles involing supernatural powers. However, this story is a showdown between right, wrong and alittle bit of funny. You don't have to be strong to became a hero but you can be a hero with a trong mind and heart.

1. Report No.1: CP Proposal

1.1. Problem Definition

We have a lots problems with the project. We have to work alot in story like what it should be. A funny story or an action story. Also, we decided to make the story both funny and action at the same time. Beside, we have to choose what scene have to be funny, what sence have to be cool action on and on. We have been working on this story seen the third year when we studying about 2d animation.

1.1. Name of this Capstone Project.

Sunflower is name of this capstone project. We want to show people beautiful things with our stories.

1.2. Problem Abstraction

The first story was about action animation. Then, we decied to make the animation became more supprise, funny and action.

1.2. Project Overview

1.2.1. Ideas

The story begin with a young man.He decied to go to the noodle shop to eat. While the young man enjoy his noodle, there are three bad man coming to the noodle shop to collect money. Because the noodle shop don't have enough money, the bad guys catch his daughter as a debt assignment. The young man stand up and help the noodle shop owner. The young man come to fight like a hero. However, he was beat up so fast that make everyone supprise. The owner now stand up and fight the bad guys. At first he dont want to fight the bad guys because he don't want any trouble but when he saw the young man righteousnes, the owner change his mind and fight back. He beat up the bad guys with vovinam (The owner is vovinam kungfu master).

1.2.2. Tools of Development

We decied to make a 2D animation because we think we are good at photoshop and after effect.

Report No.2: Design Proposal

2.1. Script

Every projects start with a script. The script is the written version of the final animation output

Walking on a small street in Hanoi, the young man stop by a familiar noodle shop. He order a bowl of noodles . The noodle shop owner gestured for the boy to enter the shop. A moment later the owner's daughter bring him a bowl of noodle. The young girl smile like a sunshine that make the the young man fall in love.

The young man is eating his noodle. " Bam!! "a sudden loud noise. A tall guy kick out of the chair next to the young man sitting . The chair flickered over the boy's head causing him to startle.

The boss wears a vest with short haircut with 2 gangsters 1 tall ,1 verry big behind him . At the first sign you can also immediately recognize them as a group of gangster collecting protection fee.

The big guy grabbed the old men neck and ask for money :

-Old man give us the money !!

The owner:

I'm sorry. Recently the business is not good. I don't have any money at all.He tremble.

The Big guy:

No money! !? Oh You can sell the little girl to repay the debt. It may help some people who are desperately in need of it. he threatened her

The youg man throwing his bow to the big guy:

-Do not toch her!! The young man scream out lout

The big gangster collapsed. The tall gangster jumped in and fight him. The big gangster awake, he grab the broken chair and hit the young man.

"Bang" the young man got hit and fainting. Two gangsters start hiting the young man.

Suddenly, one of the gangster kicked out of the shop Everyone turned to the guy beaten out of the shop and then turned to look inside. The owner is doing some martial technique. The boss sent a signal to other men. Once again, the owner kick of the gangster through the roof. The owner sent a signal to the boss come to fight him.

Ending 1: The boss get angry. He use his Ki to rip off his suit and rush in to the owner. The boss fist hit the owner but it has no effect with the owner. The owner use his ki to strike back the boss . The boss faint away.

Ending 2: The boss rush in and hit the owner with unexpected speed. The owner was knocked back. The boss continue rush in the owner. The owner hide his fist and transfer his ki to his fist and strike unpredict able. The boss can't stop the owner fist and faint awau.

Stand up, boy, you are a good man, I'm sorry you have been implicated. You better leave.

Suddenly from the deep dark house, it appear something faint light from a fairly small circle. If look closely, then it turns out there is one gold medal champion national Vovinam in 2010 with a few old trophy being thrown in the deep dark corner of the house.

Place: A roadside restaurant in a small street in the middle of Hanoi

Time: night.

There are six roles:

- There are six characters:

-an guy eating noodles (normal clothes, long hair, manly)

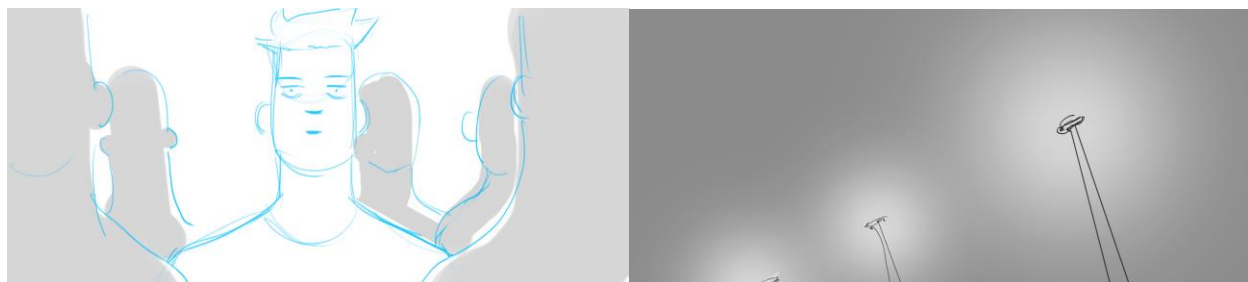
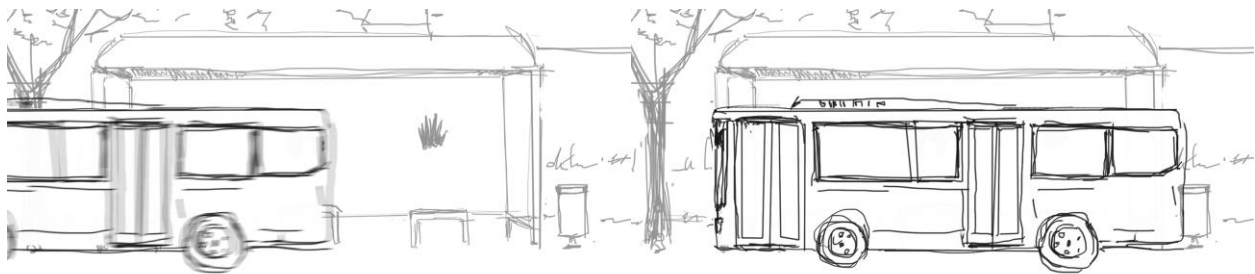
-The owner of the restaurant. (Middle age, slow, fat, ...)

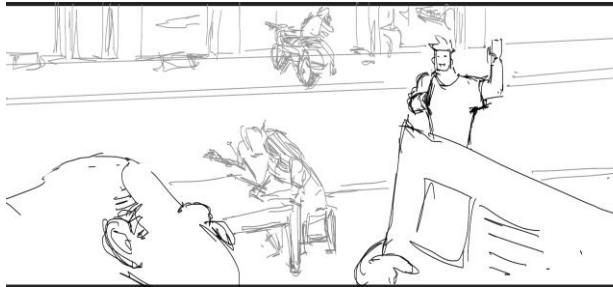
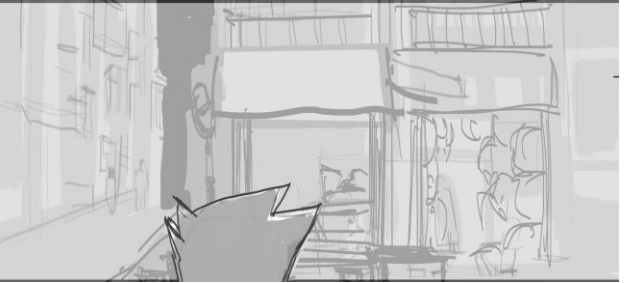
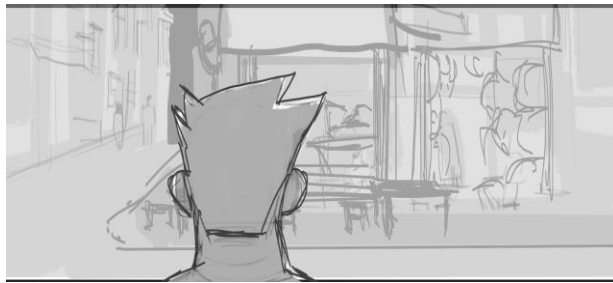
-Daughter. (18 years old, small, short hair)

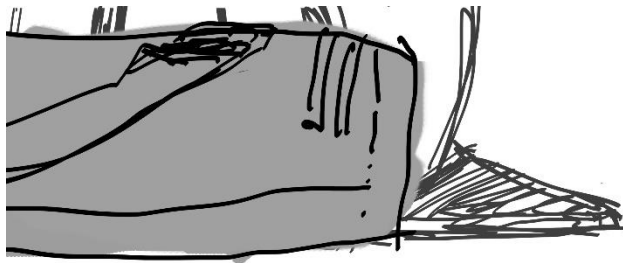
- 3 gansters. (Short hair is neatly dressed inside a flower vest outside vest, the other two dressed in casual clothes)

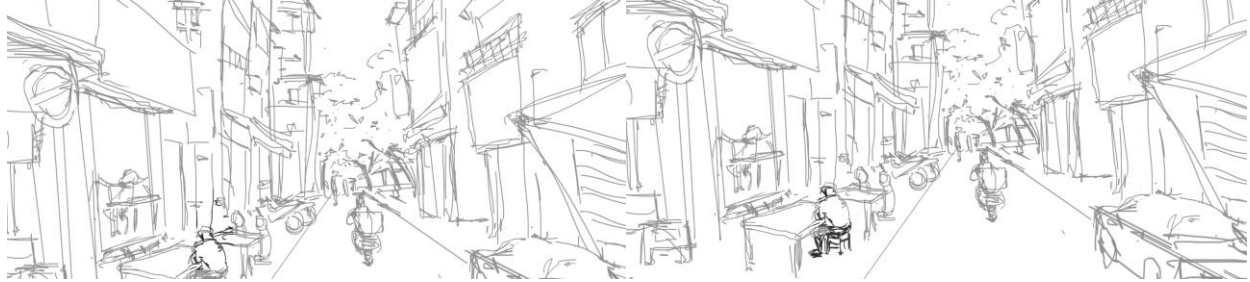
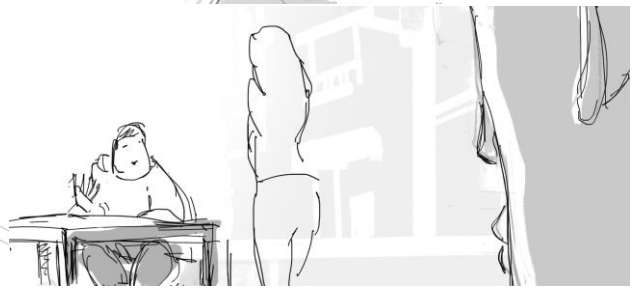
2.2. Storyboard

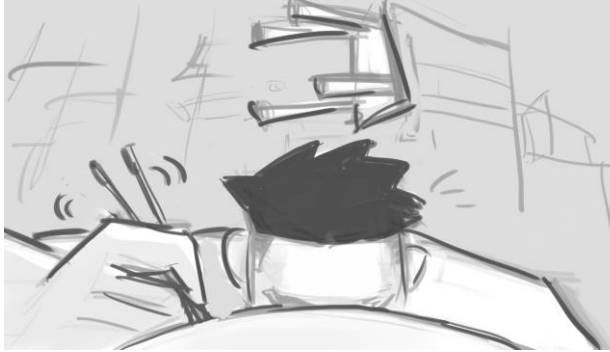
A storyboard is a visual representation of all the scenes and actions contained in the script. How the story can be told with pictures?

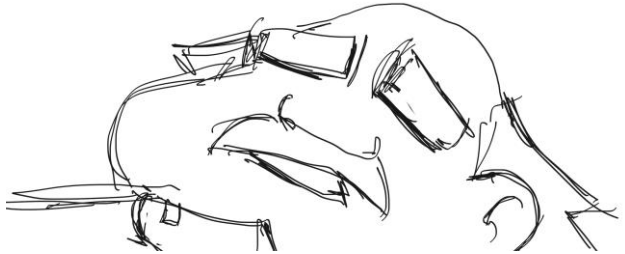


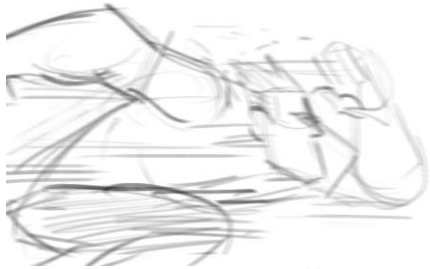
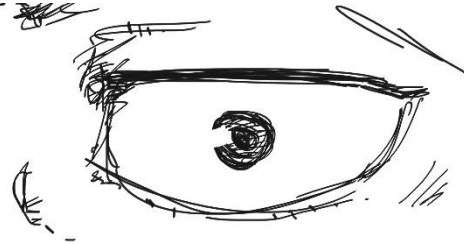
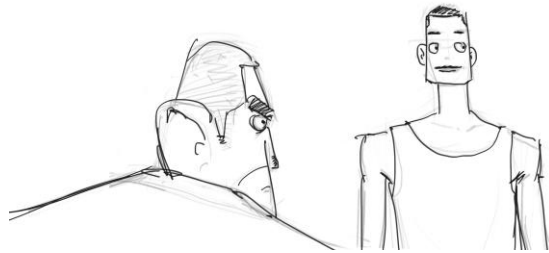


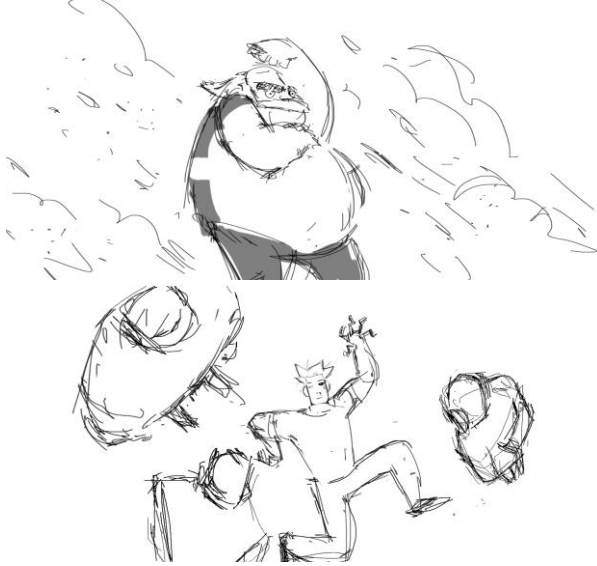








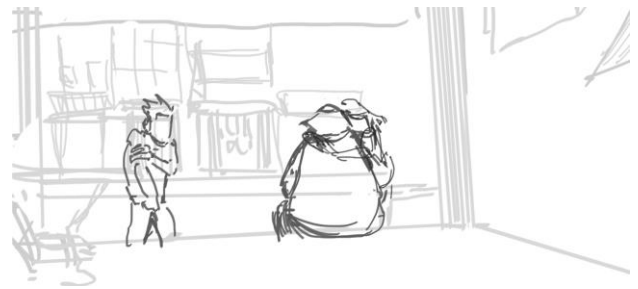






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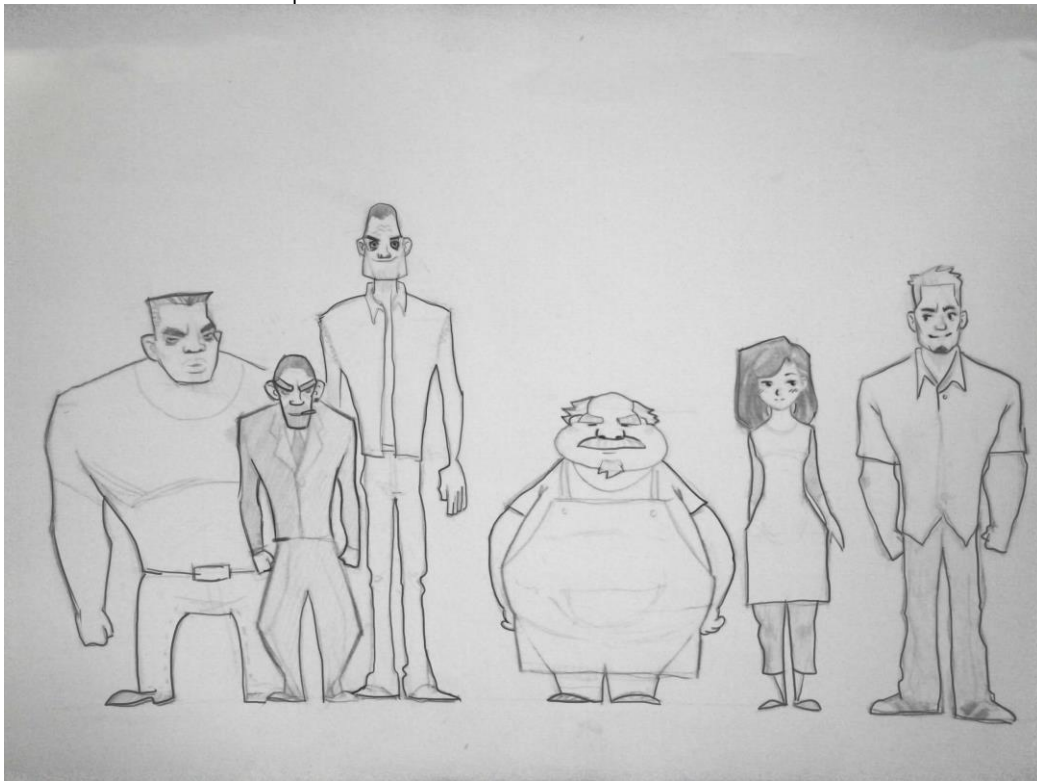




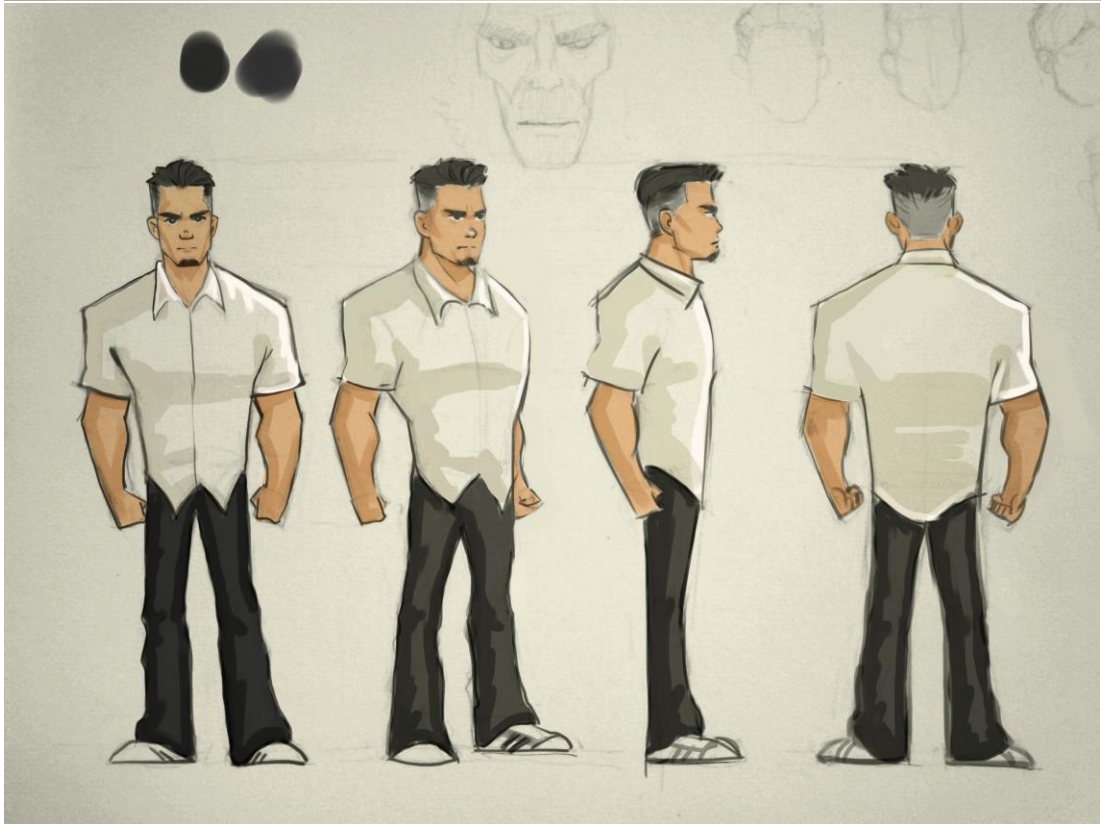
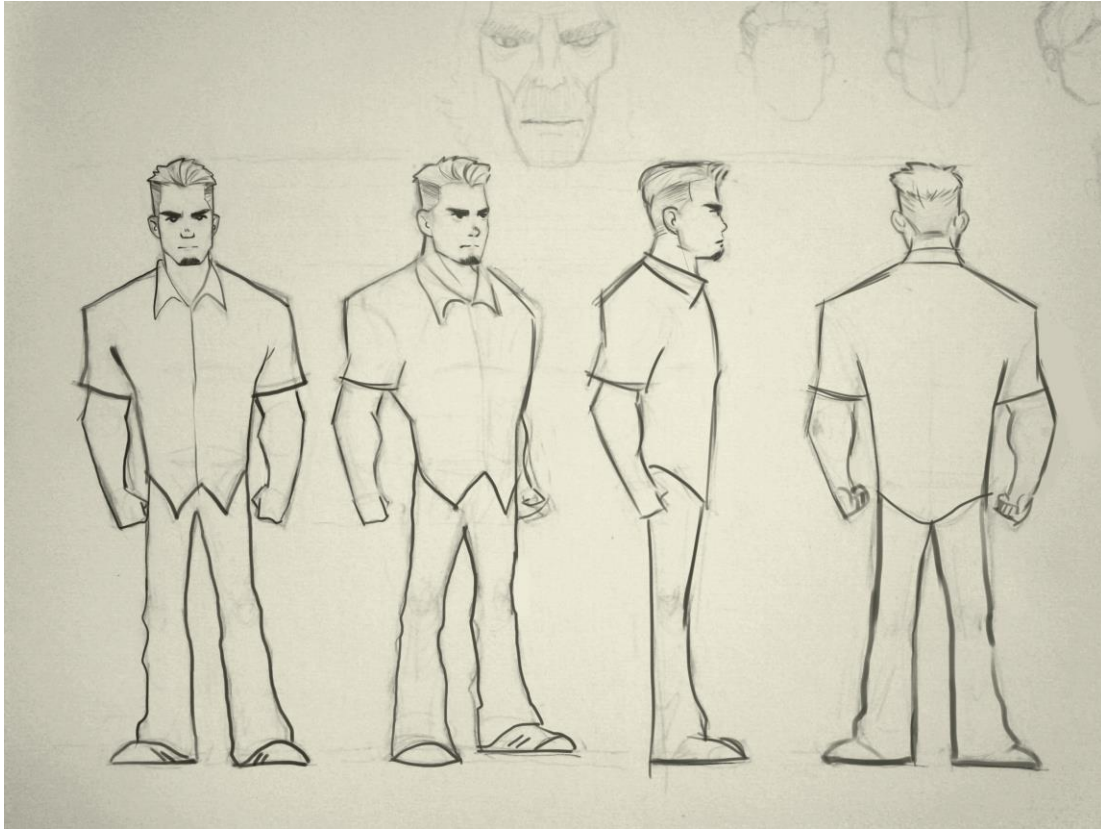
Report No.3: Pre Design

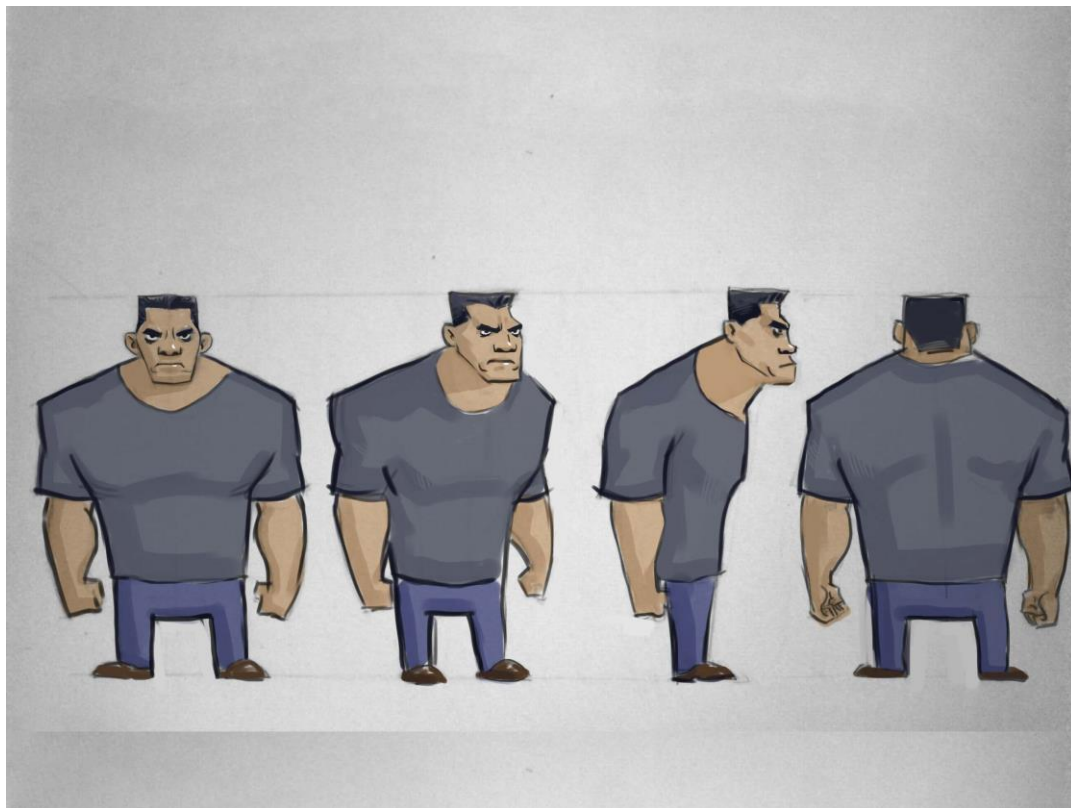
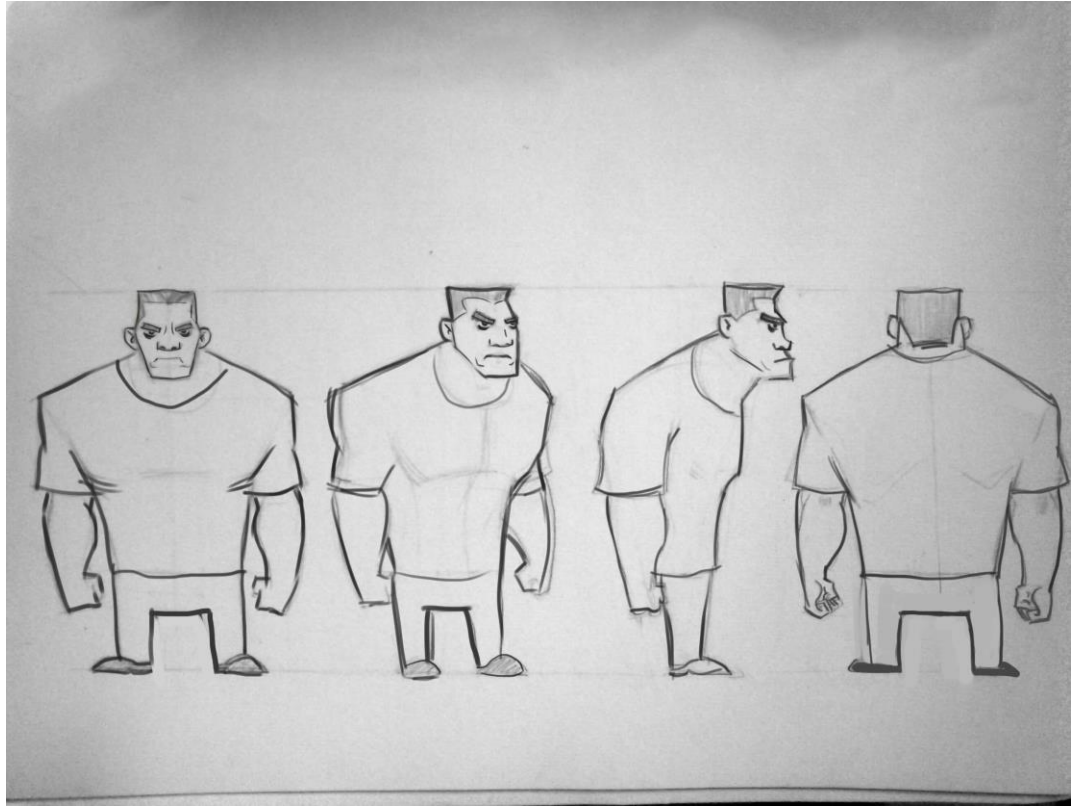
3.1. Characters Design

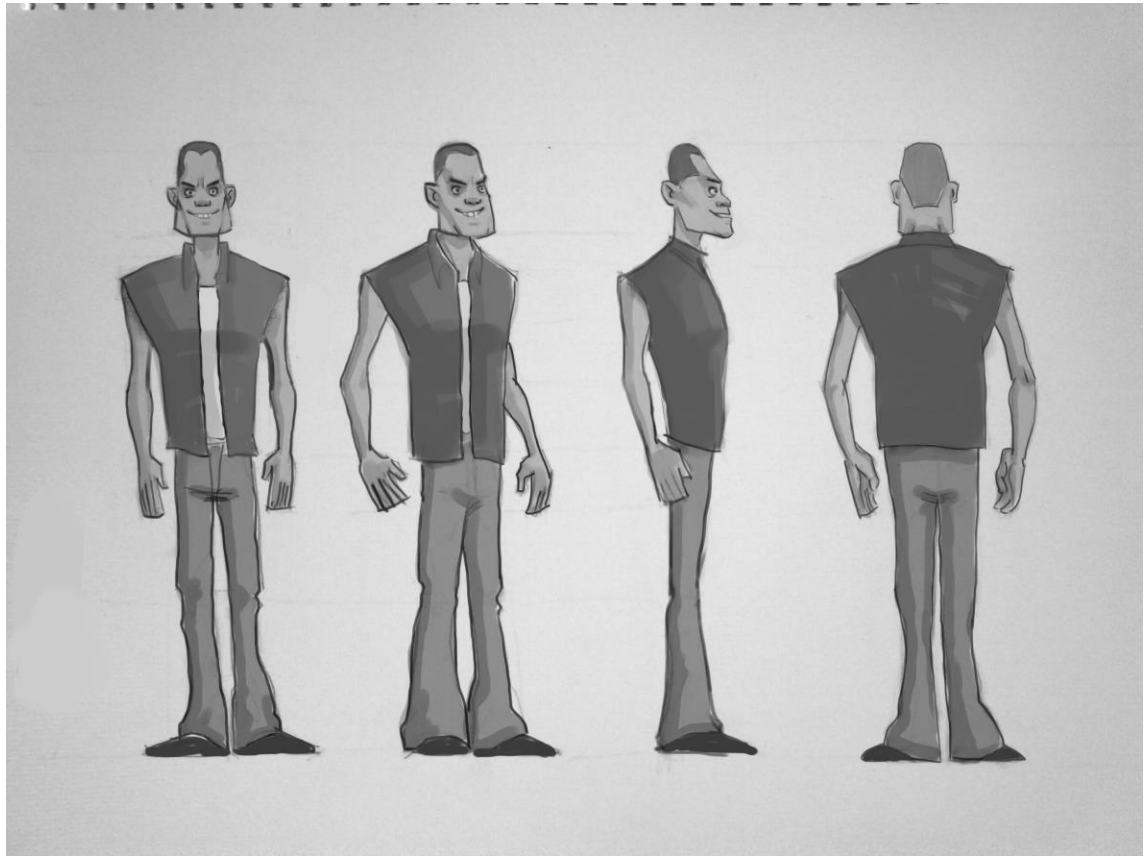
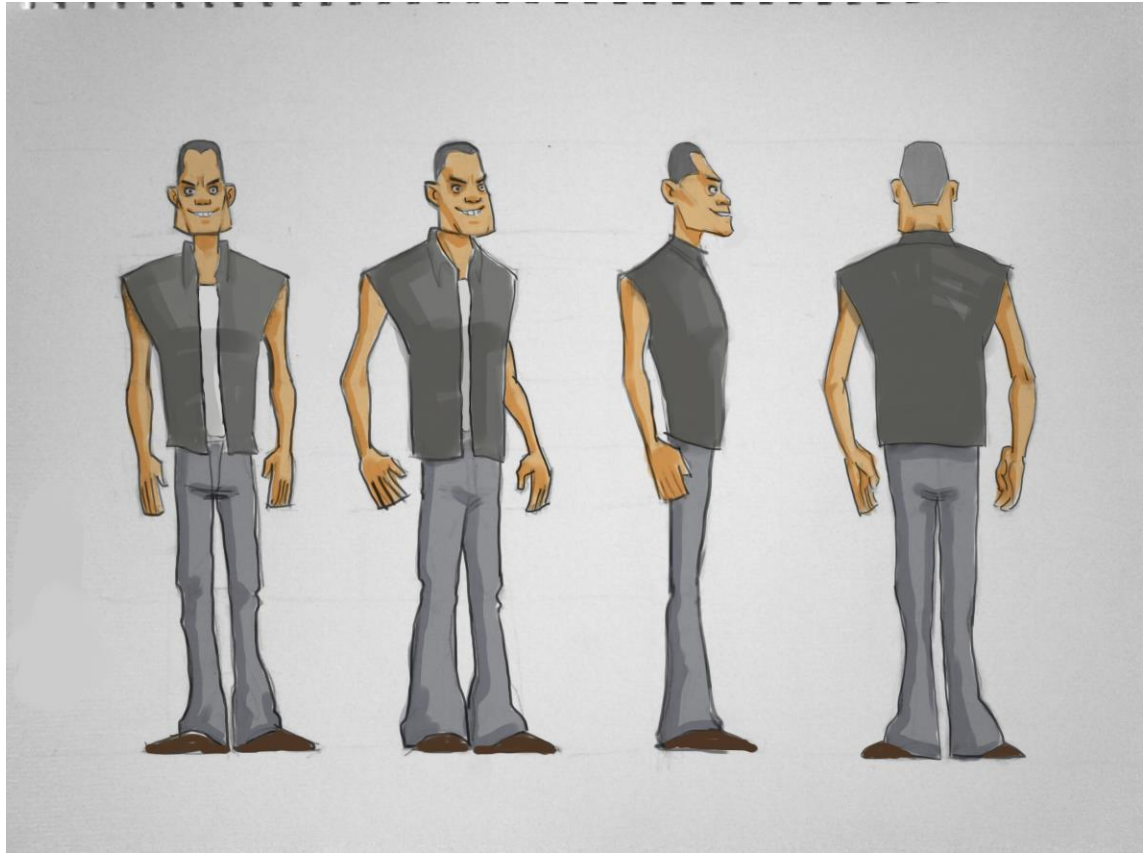
3.1.1. Size Comparison Chart

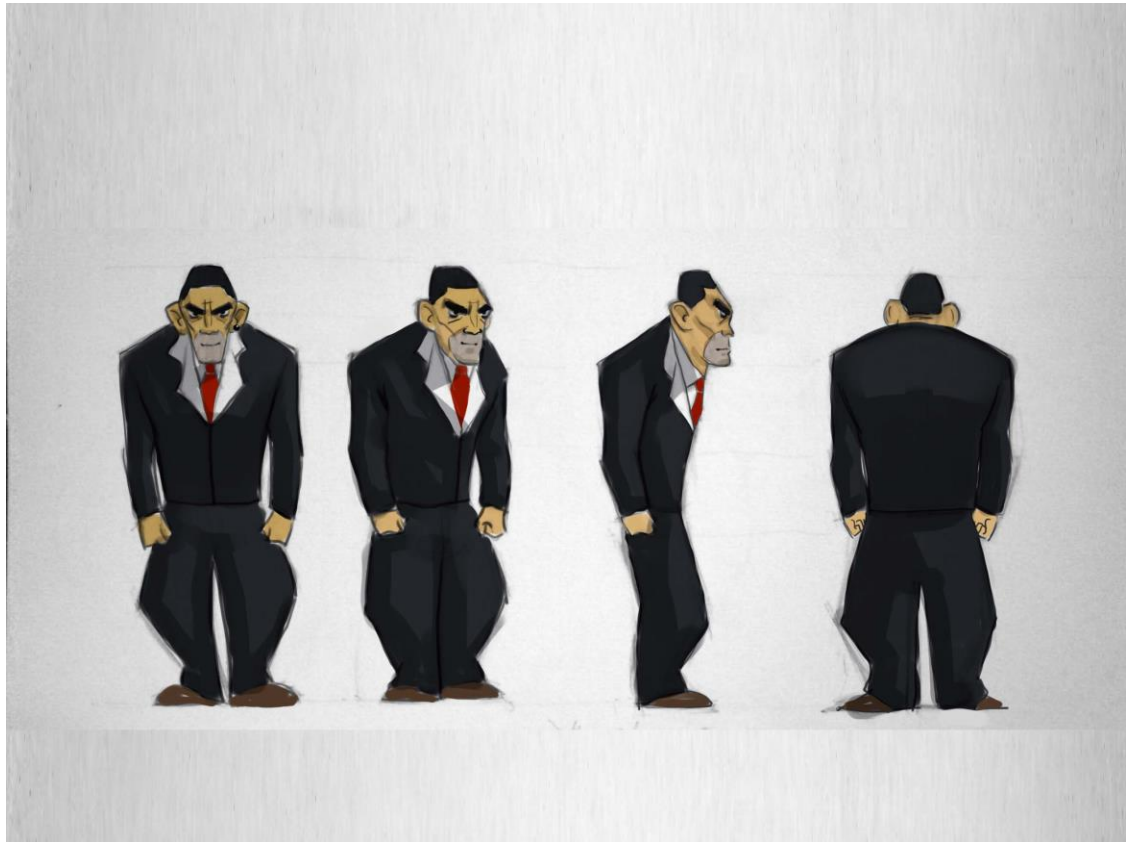
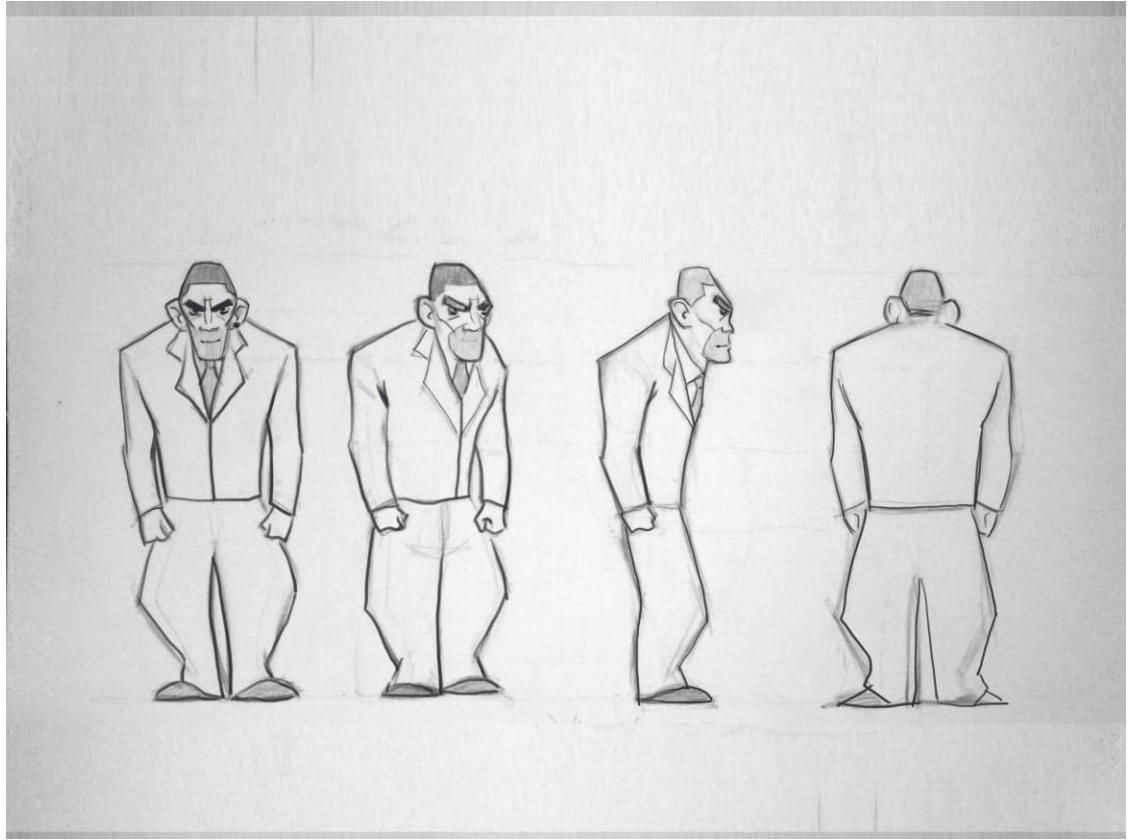


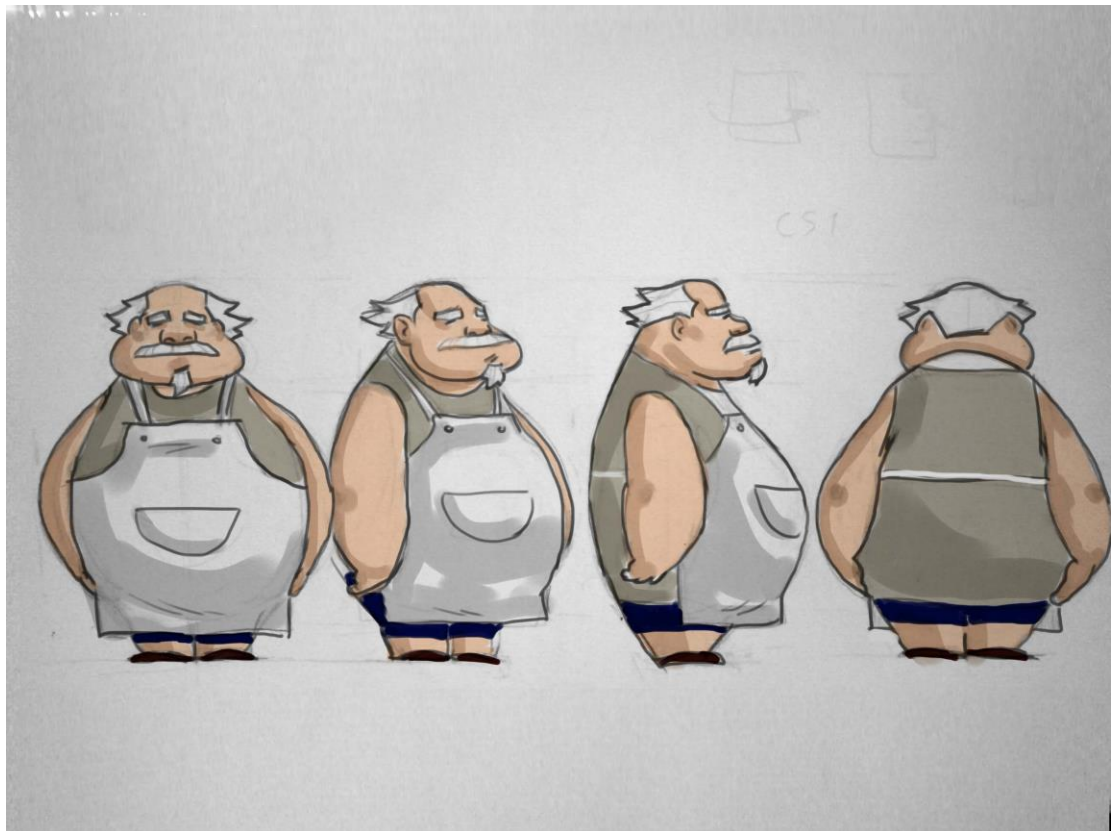
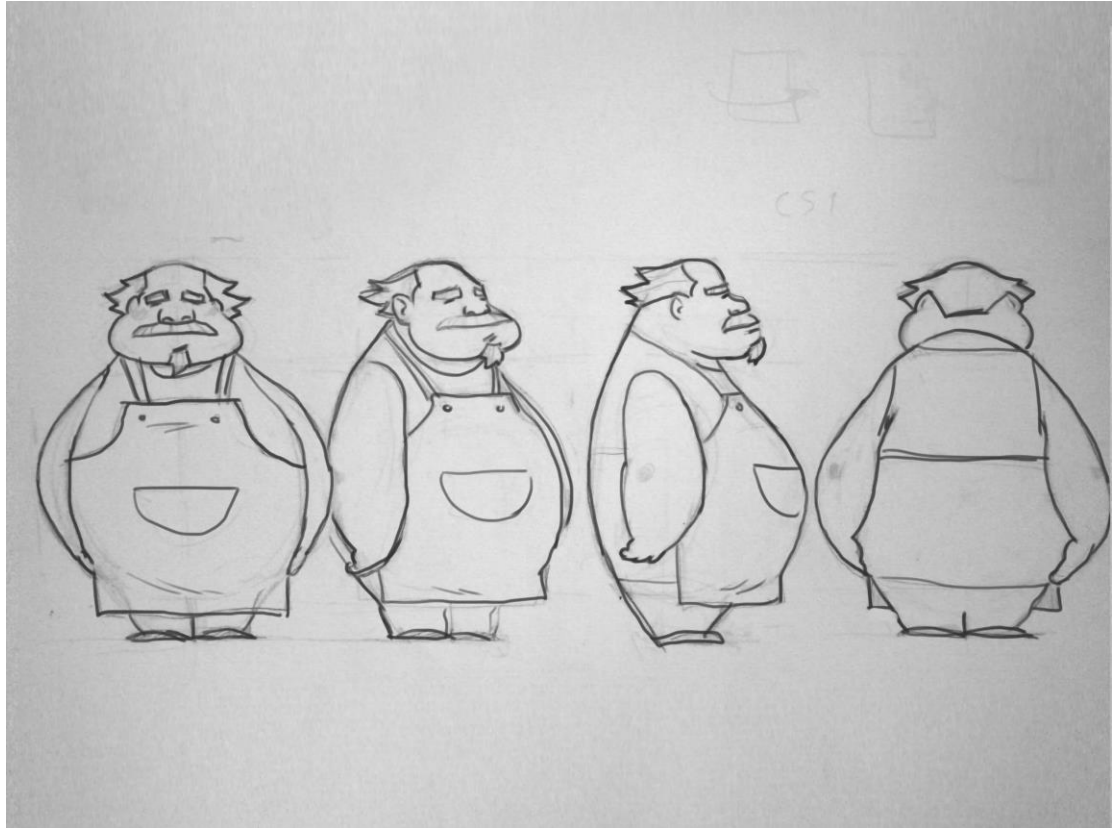
3.1.2. Design characters from different views (posing)

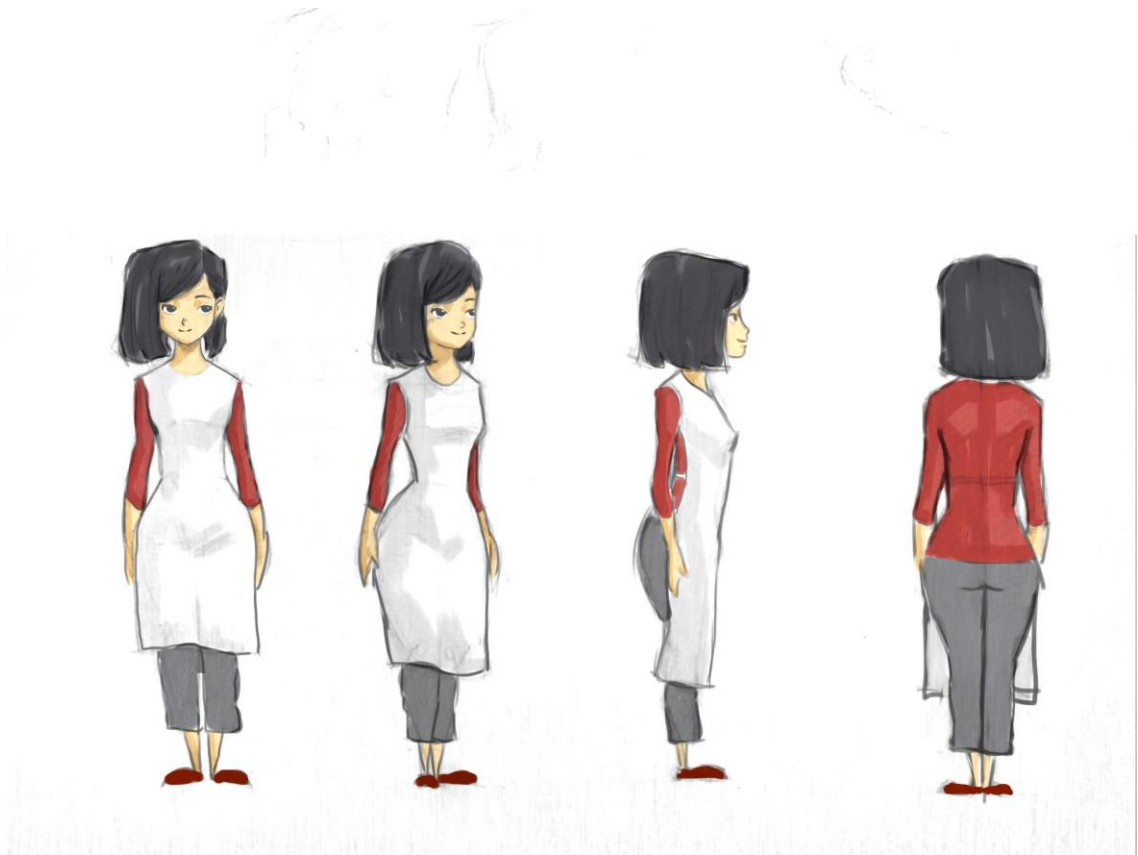
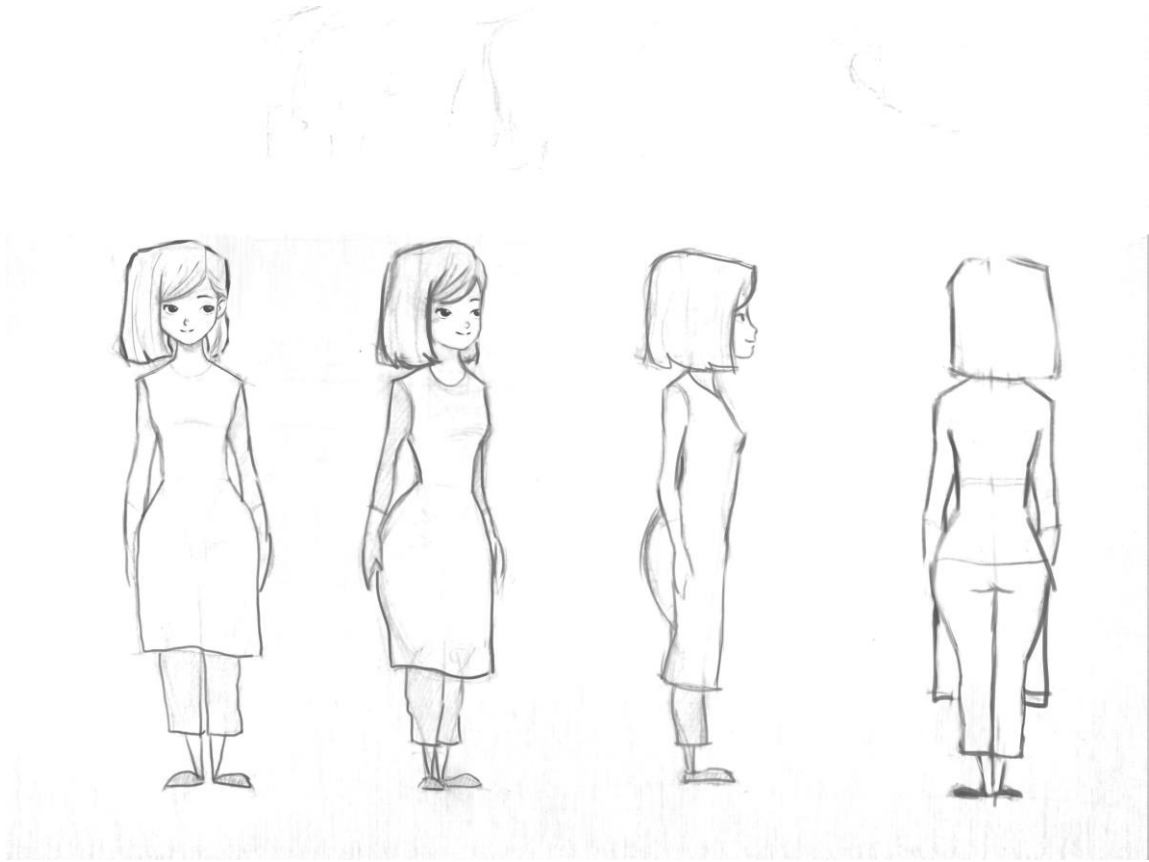




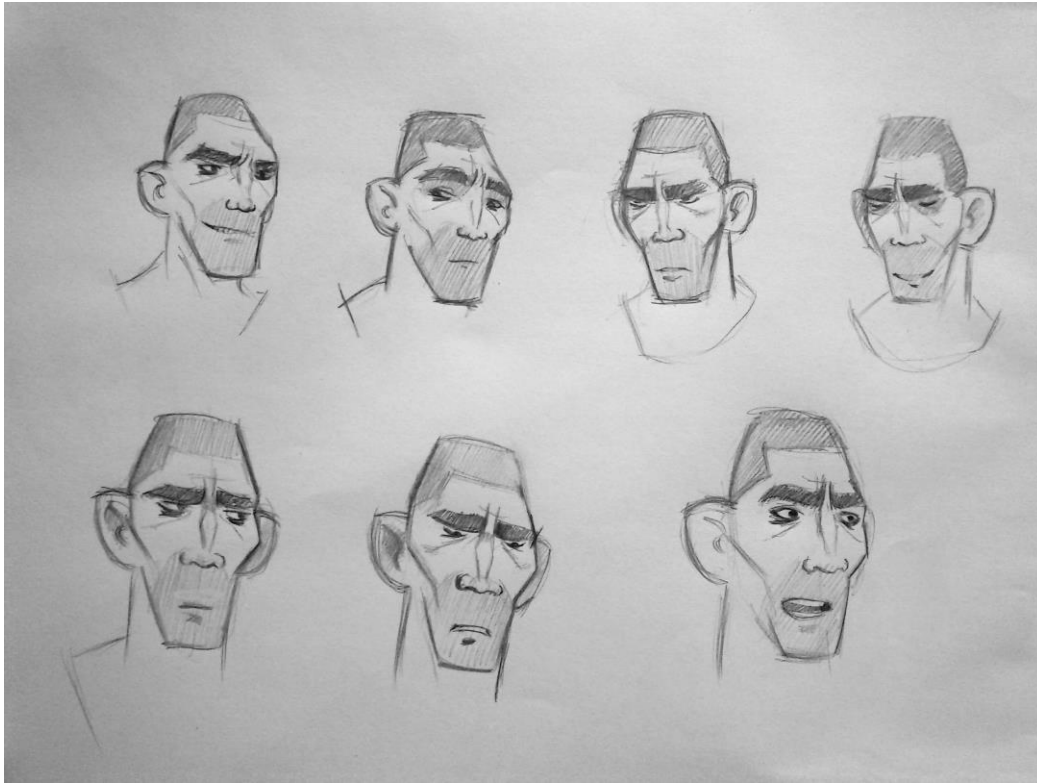








3.1.3. Design facial expressions



3.2. Background (environment) design







Report No.4: Design Finalization

4.1 Characters animation

