FPT University
Capstone Project

ART OF

JAM

A short 2D animation by
Quang Tung Nguyen & Minh Quan Tran

Instructed by
M.D Ngoc Tuan Nguyen

The following work shows the process from start
to finish of creating the full animation for our short film: "JAM".

This 2D Animation works is created entirely by
Quang Tung & Minh Quan during four months
of the last semester.

This work is the achievement of the process of learning,
experience during the study time at university and the support
and guidance of an instructor - M.D Ngoc Tuan Nguyen.

CONTENTS

I. PRE-PRODUCTION

A. Concept idea
B. Design
C. Storyboard
D. Animatic

Introduction

Title	Length	Genre	Property
JAM (Eng.)	6:20	Drama	Resolution: UHD
ĐỀ NÉN (Viet.)		Comedy	Frame by frame

Title explanation
Jam doesn't only stand for "traffic jam", but also represents a character who is "jammed" in negativity and depression, causing errors to the whole mechanism.

Programs used

Miro	Pinterest	Storyboarder
Photoshop	Illustrator	After Effect
FreeMusicArchive	freesound	Media Encoder	Premiere Pro

IA. Concept Idea

This has been our workflow since we set our minds on the concept idea. In our first steps, together we carried out research and brainstormed everything we'd had in mind, hence classified them into topics. Then, the unsuitable topics were eliminated.

STORY DEVELOPMENT

Brainstorm → Research → Topic → Stage of Storyline → Script

Brainstorm

Văn hóa Việt Nam — Hát bội

Môi trường đang bị tàn phá — Plastic pollution — Cháy rừng — Băng tan

Vấn đề nhức nhối trong xã hội — How to ngăn cản quấy rối tình dục — Làm sao để bảo vệ trẻ em trước quấy rối tình dục

Thành phần xã hội — LGBT — Ghét trẻ con? - Trẻ con có lỗi?

Ảnh hưởng của công nghệ — Mạng xã hội đến tâm lý — Bad impact to human being — Tự động hoá dẫn đến thụ động — Chaos of Information Age

Tham khảo Black M — Tương lai sẽ thế nào?

Vấn đề tâm lý — Self-love

Vấn đề triết học — What makes life matter?

Vấn đề xã hội — Hút thuốc và tác hại — This Thai Ad Has A Really Real And Deep Meaning

miro.com

IA. Concept Idea

Nevertheless, we got stuck with irrealistic and illusional ideas because this was our first attempt at animation short film. After a while, we spent time on researching and figuring out how to deal with storytelling and we finally found out our problems.

"Write what you know."

"Go ahead write about monsters, and explosions and car chases, but put something into it that talks about your own life, how you feel."
Pete Docter - Director of Pixar films: Inside out, Up, Monster Inc.

Take on his wise words of storytelling, we restart by a new way of approaching: this time we pay attention to small things and we think of every simple thing around and about us.

Topic

Family
Impatience

Ideas

Our ideas đơn giản đến từ chính cảm giác và trải nghiệm khi lưu thông trên đường, khi phải dừng đèn đỏ, phải đi nhanh để kịp đèn Xanh,...

Và chúng tôi nhận ra chung tôi có chung 1 vấn đề là về our impatient, sống trong 1 xã hội gấp gáp, chúng tôi dễ dàng mất kiên nhẫn với những thứ nhỏ bé trong cuộc sống, nhất là khi tôi nổi nóng với 2 đứa em nhỏ của mình.

dantri.com   pexels.com   9gag.com

Ideas Recap

Brothers Conflict
Traffic lights
Impatient
Understanding
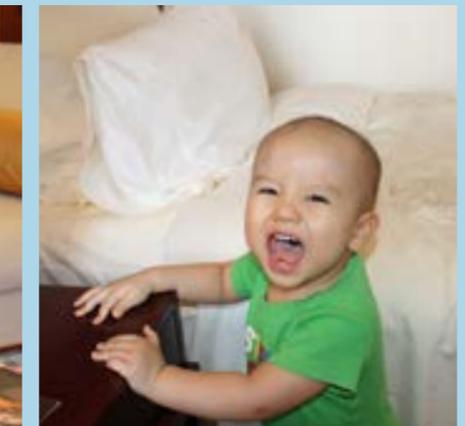
Hình ảnh của tôi và 2 đứa em, who always pissed me off.

IA. Concept Idea

Story structure

1/ Once upon a time...

2/ Everyday...

3/ Until one day...

4/ Because of that...

5/ Because of that...

6/ Until finally...

7/ And ever since then...

Source: Pixar storytelling rules

Stage of Storyline

We use Story structure và Stage of Storyline in order to easily co-writing and fixing the script.
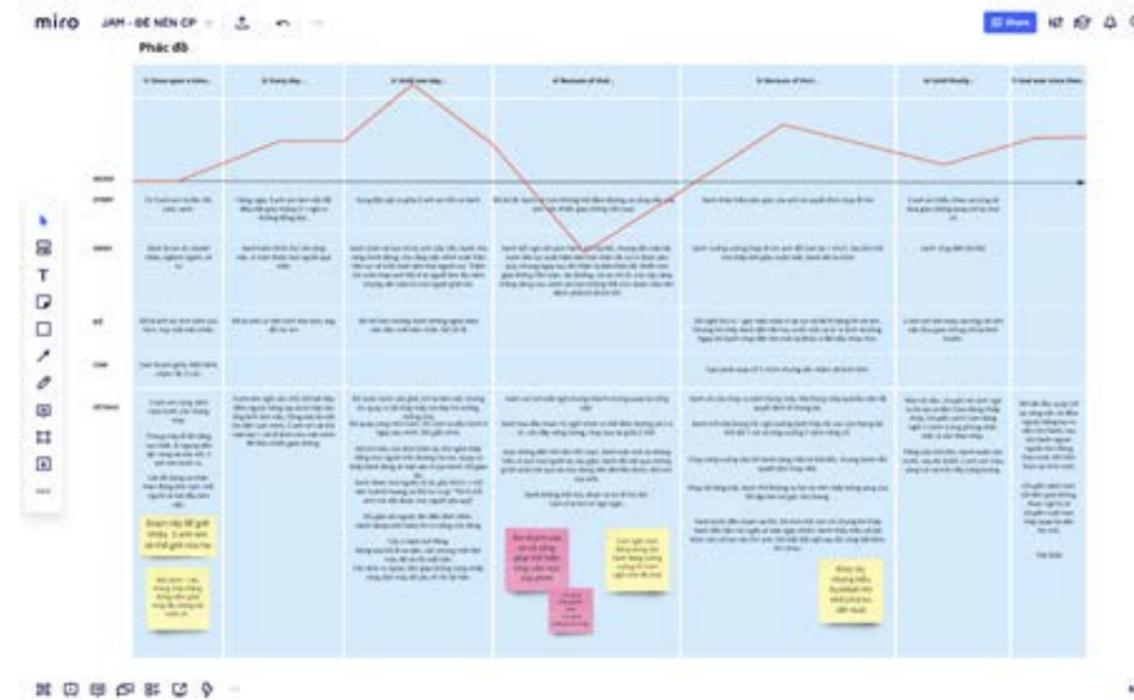
Stage of Storyline Diagram - miro.com

Message

"Everyone has to struggle with their own problems, be thoughful and try to understand each other so life could be a better place."

Script

Once upon a time, there are 3 brothers Red, Yellow, Green.

Everyday, they work together to light up the traffic lights in a nearby intersection.

Until one day, Red keeps on nagging Green on his lack of seriousness at work. However, this act is counterproductive and made Green more rebellious. Therefore, Green tries to take Red's position, literally.

Because of that, Red becomes furious and leaves his job. Green is still very joyful since he gets more chance to show himself, which allows vehicles to move around more.

Because of that, there is a tremendous traffic jam at the intersection. Due to this matter, Green finally acknowledges his brother's difficulties and how bad he's hurt Red.

Because of that, Green is determined to go and search for Red. On his way, Green must face the ordeals and falls right into Red.

Because of that, Red understands Green's deeds and forgives him for his mistakes.

Until finally, two brothers reconcile and reunite with Yellow.
And ever since then, all three brothers work together harmoniously.

IB. Design

After coming up with the concept idea, we have tried to find ways to visualize that idea, in order that it can deliver our message in the most fulfilling, complete and humorous.

→ **Concept art**

Research
Attributes

→ **Character design**

Main Characters
Side Characters

→ **Background design**

Exterior Design
Interior Design
Items Design

Inspirations

Both of us are fans of this comedy genre with infused message.

Alike.
3D Animated Short Film - 2015 - Spain
Directed by Daniel Martínez Lara and Rafa Cano Méndez.

In 2016, Alike received the Goya Award for best animated short film. The animated short is a story of the relationship of a father and his son who live in a society "where order and work ethic literally choke the colour and creativity out of its inhabitants"

The amazing world of Gumball.
Animated TV series - 2011 - United States
Created by Ben Bocquelet, 2015.

Bocquelet based several of the series' characters on re-jected characters from his previous commercial work and making its premise a mixture of "family shows and school shows", which Cartoon Network was heavily interested in.

Inspirations of Art Concept and Design
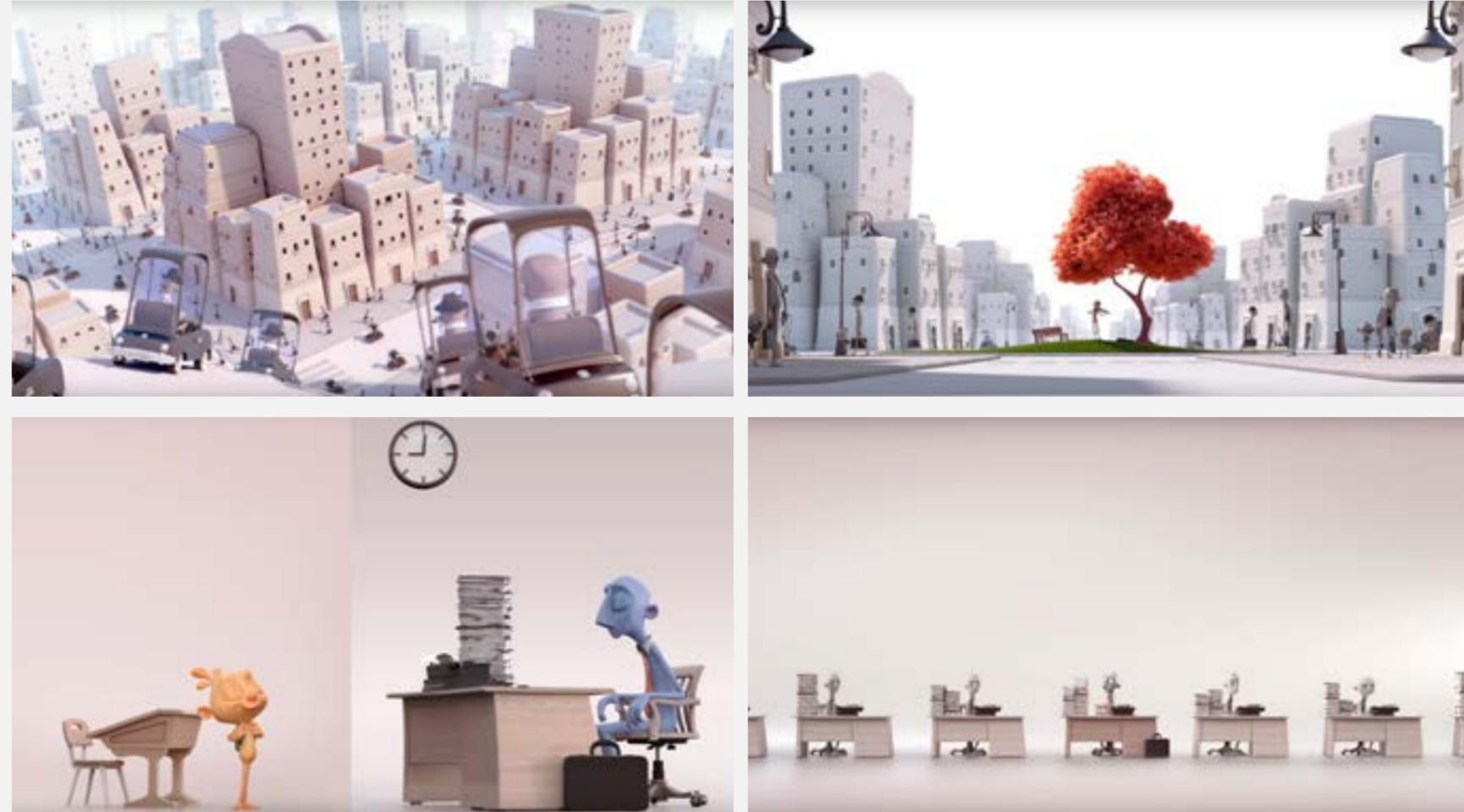
In terms of art concept and design, we head to "Alike" direction, since it has a very simple yet effective expression.

Inspirations of Expression and Action
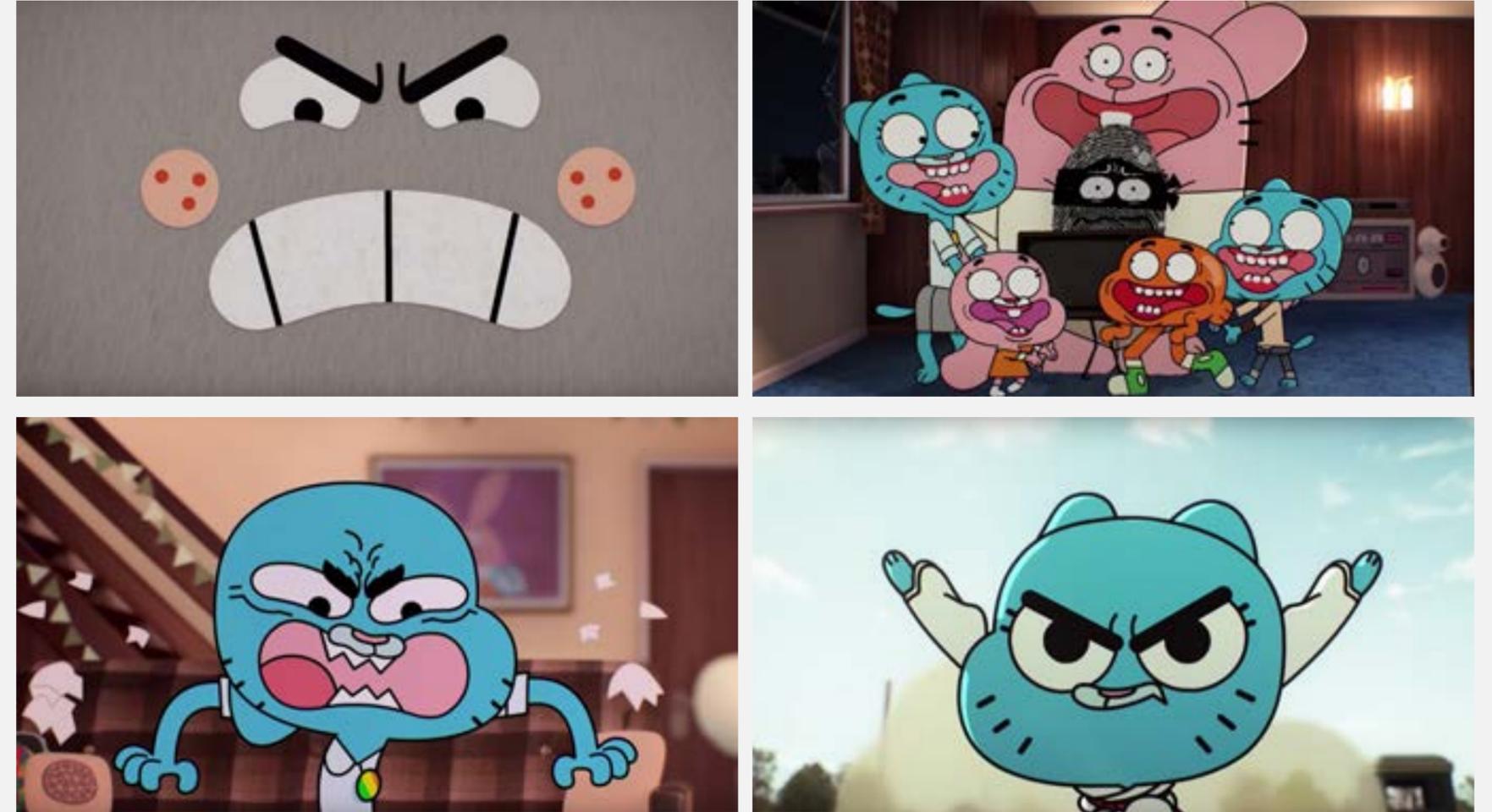
One of our main inspirations is the TV series "The Amazing World of Gumball".

IB. Design

Research

Before coming up with the film's art concept, we had to carry out a lot of researches in order to determine the film's design decision.

Research

Together we looked for references and categorized them into different boards to make it easier for keeping track. Pinterest.com was used for a lot of times here.
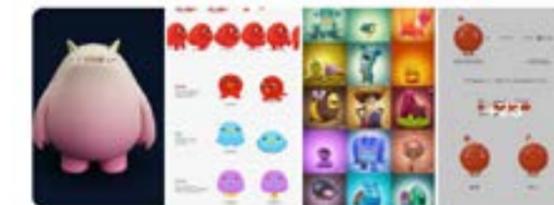
Source: pinterest.com

IB. Design

Moodboard

We collected bunches of inspirations from online sources as well as daily life, such as our field trips. Then, we have them printed out, classified and sticked onto the board within similar "mood" and similar "feeling". Gradually, we shared the same visualization for the animation and could begin sketching the demos.

Concept Art

Cartoonist/ Simple/Bold

Main Characters Design

Red   **Yellow**   **Green**
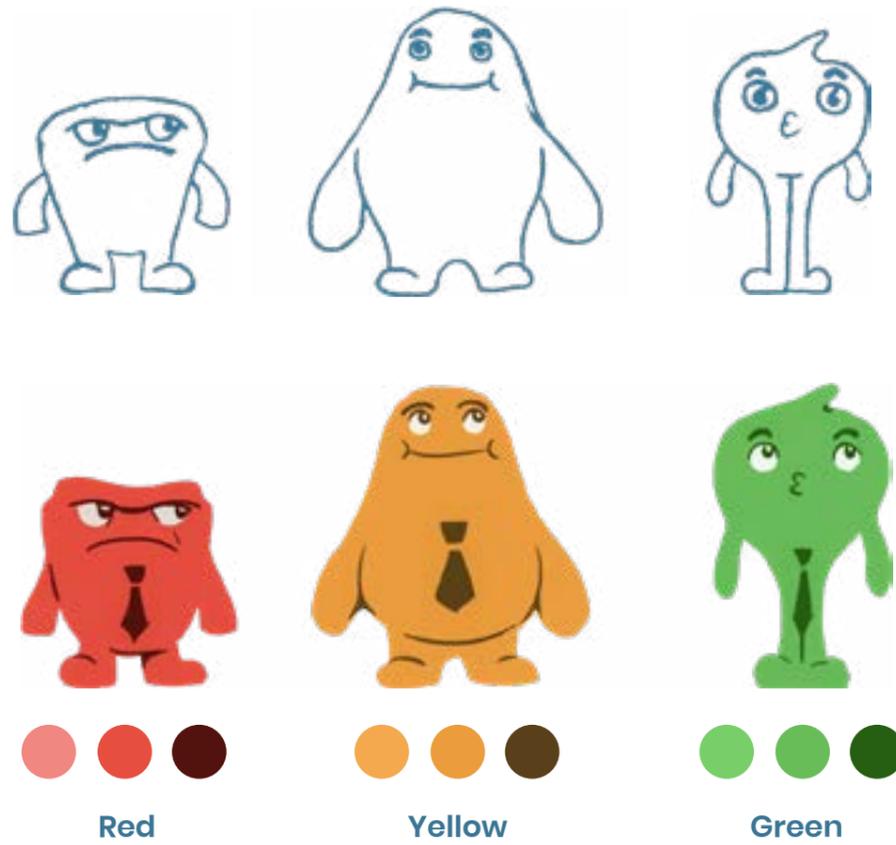
Main Character's rotation poses

Sketch   Finalize
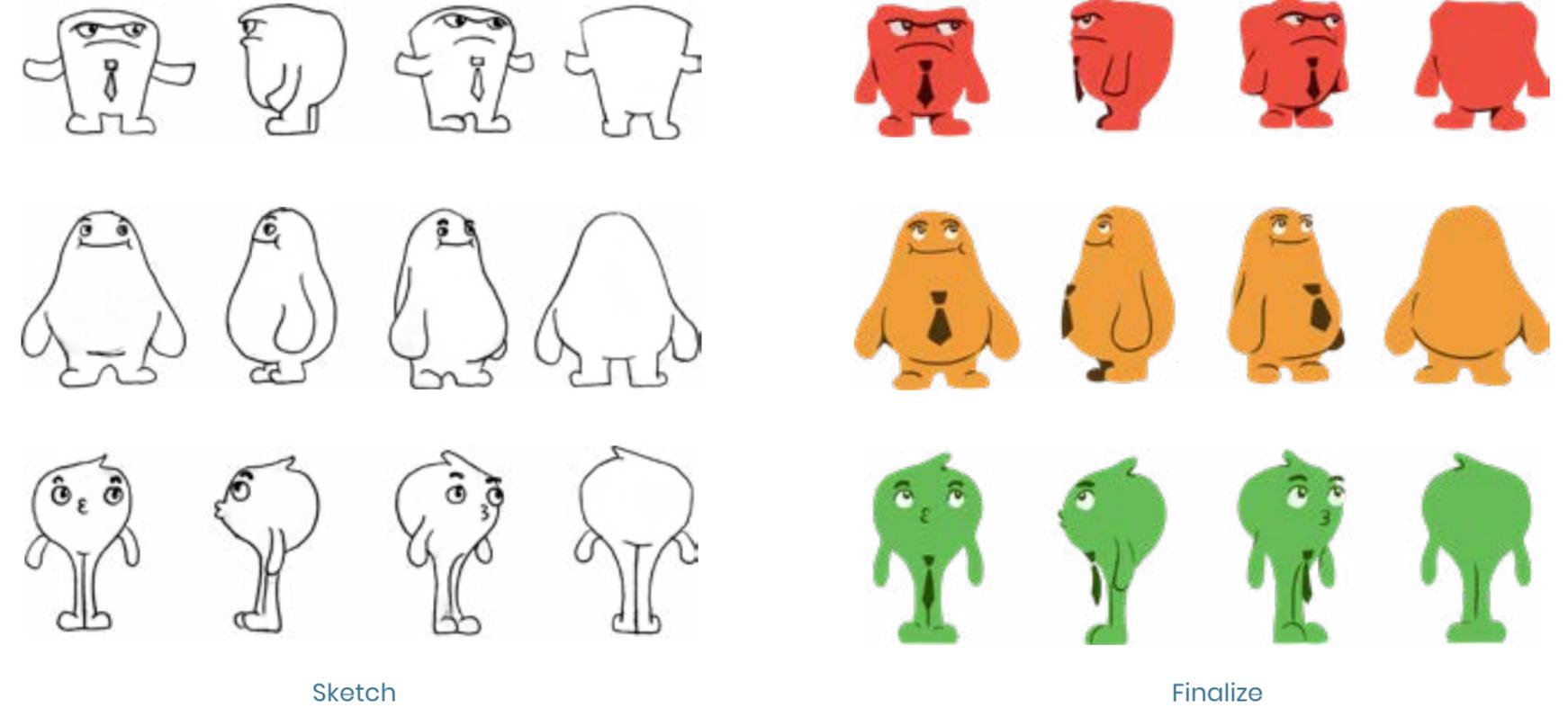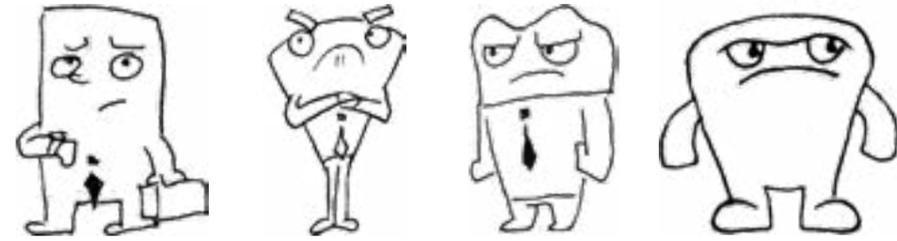
References

Sketches

RED
The first brother, who is grumpy, timid,
reserved and short-tempered.

Main Characters Design
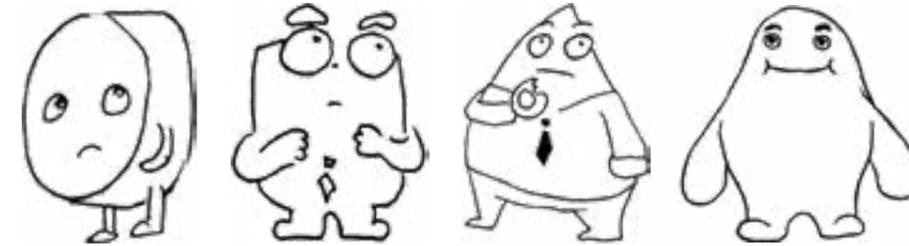
References
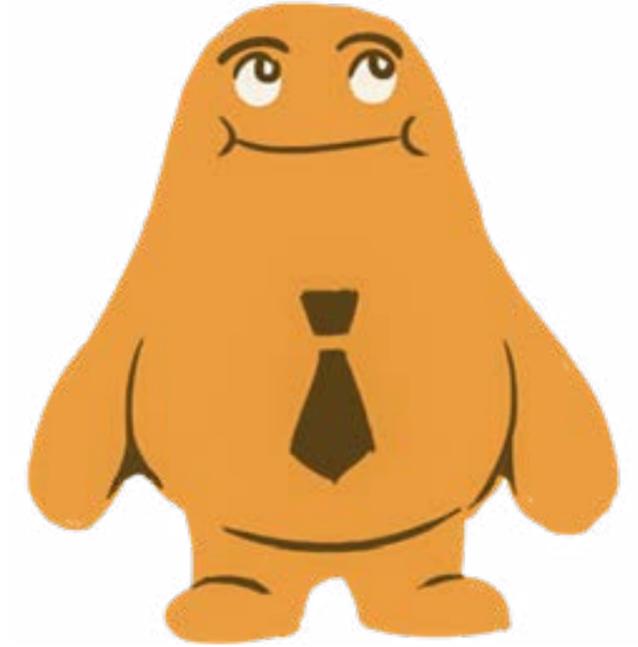
Sketches

YELLOW
The middle-brother, who is kind and
slow on the uptake.

Main Characters Design

References

Sketches

GREEN
The youngest one, a dynamic, mischevious, reckless and indiscreet person.

Main Characters Design

Early Sketch
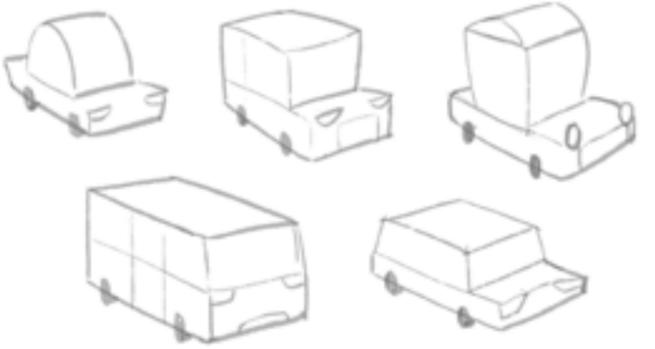
Sketch
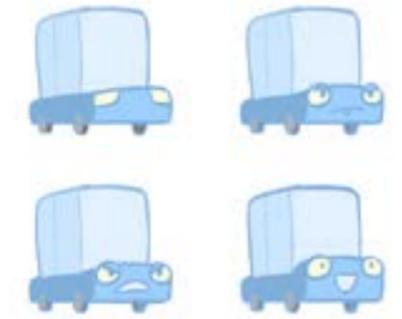
Emotions
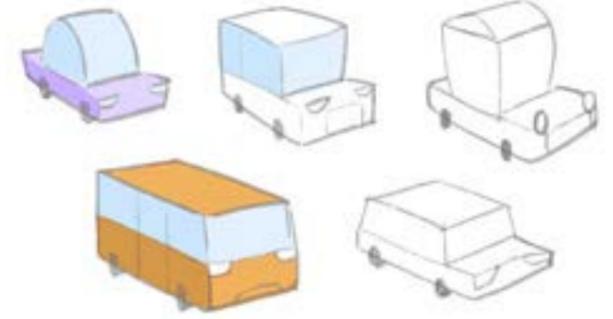
Final

Side Character's Design

IB. Design

Background

After having Concept Art, we then build the world our characters live in, where the story begin. This should start with early sketches of the environments,
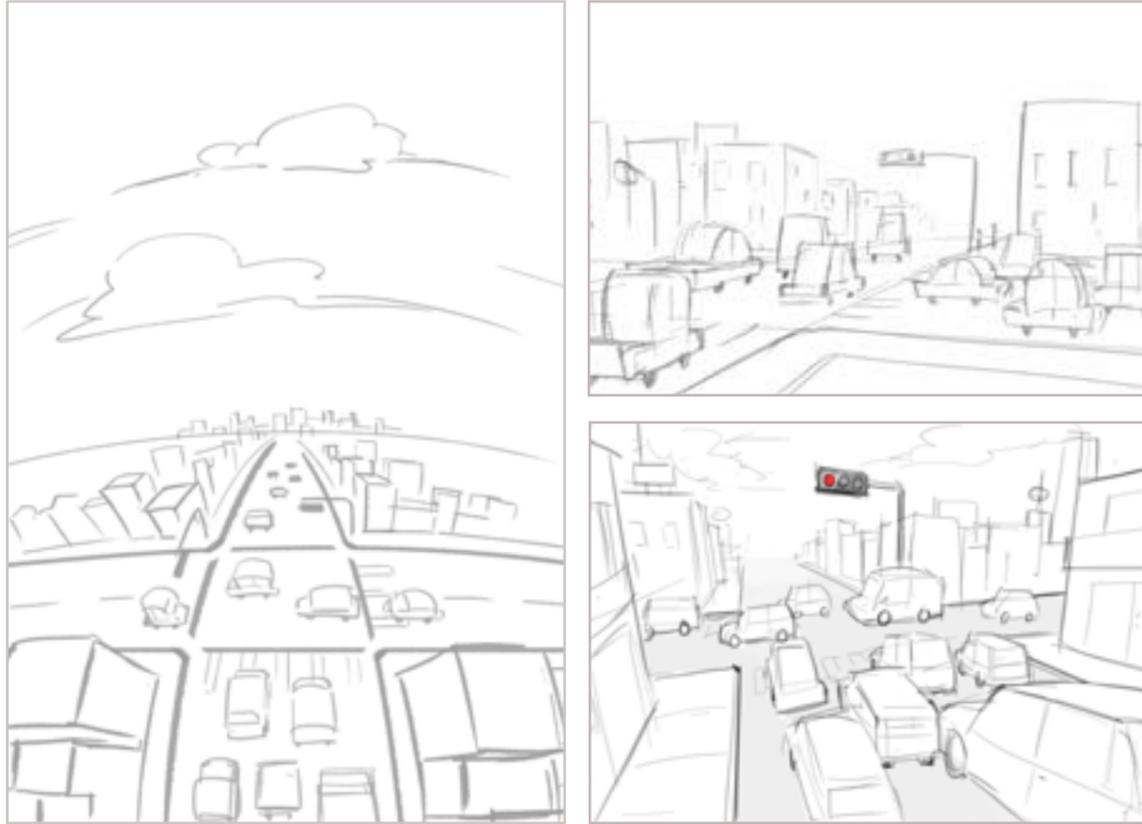
Background

"Traffic Light Building" structure, where 3 brothers work and the story begin.
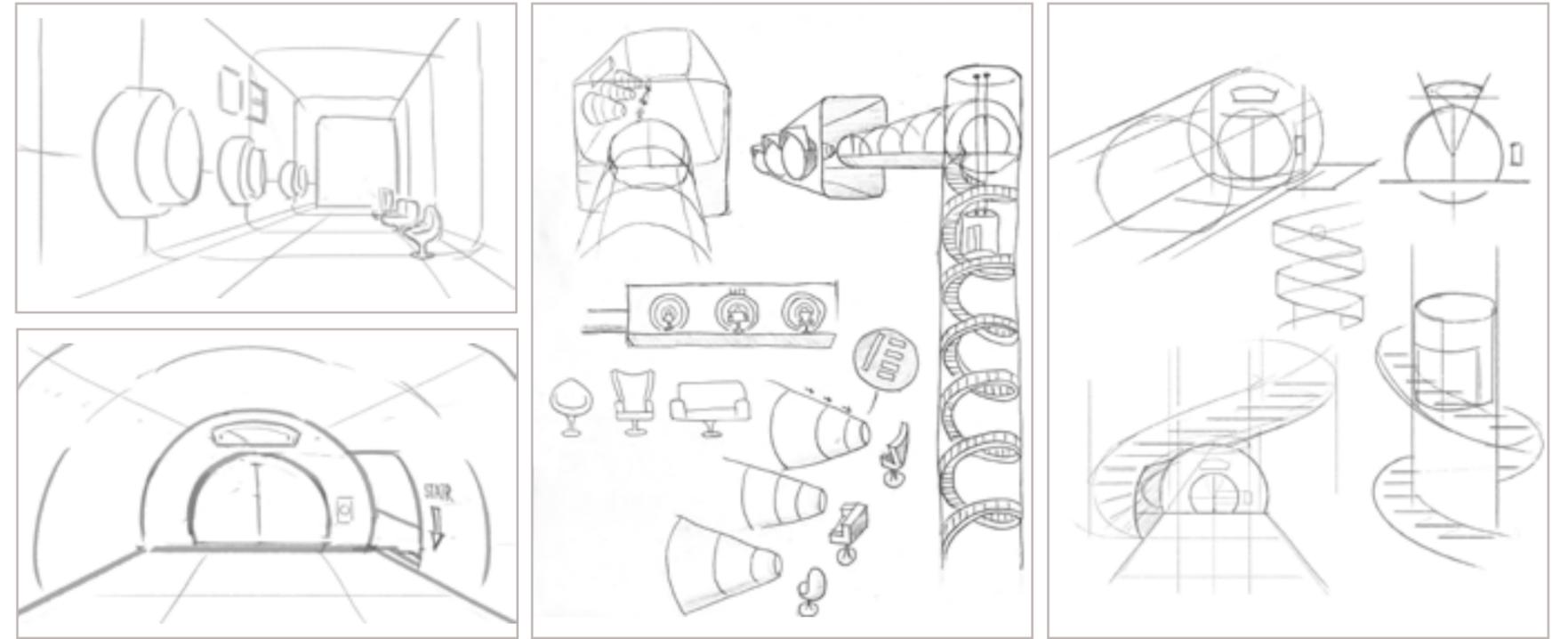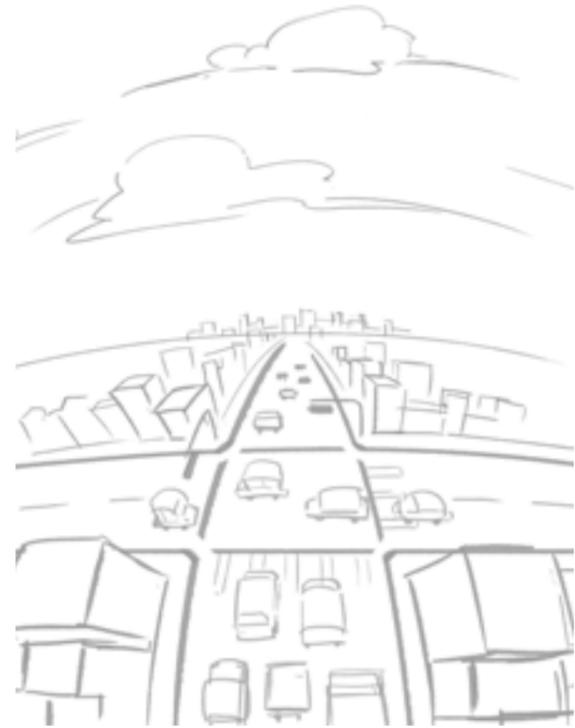
Early sketch   Line   Finalize

Background Design/Exterior

Background Design/Exterior
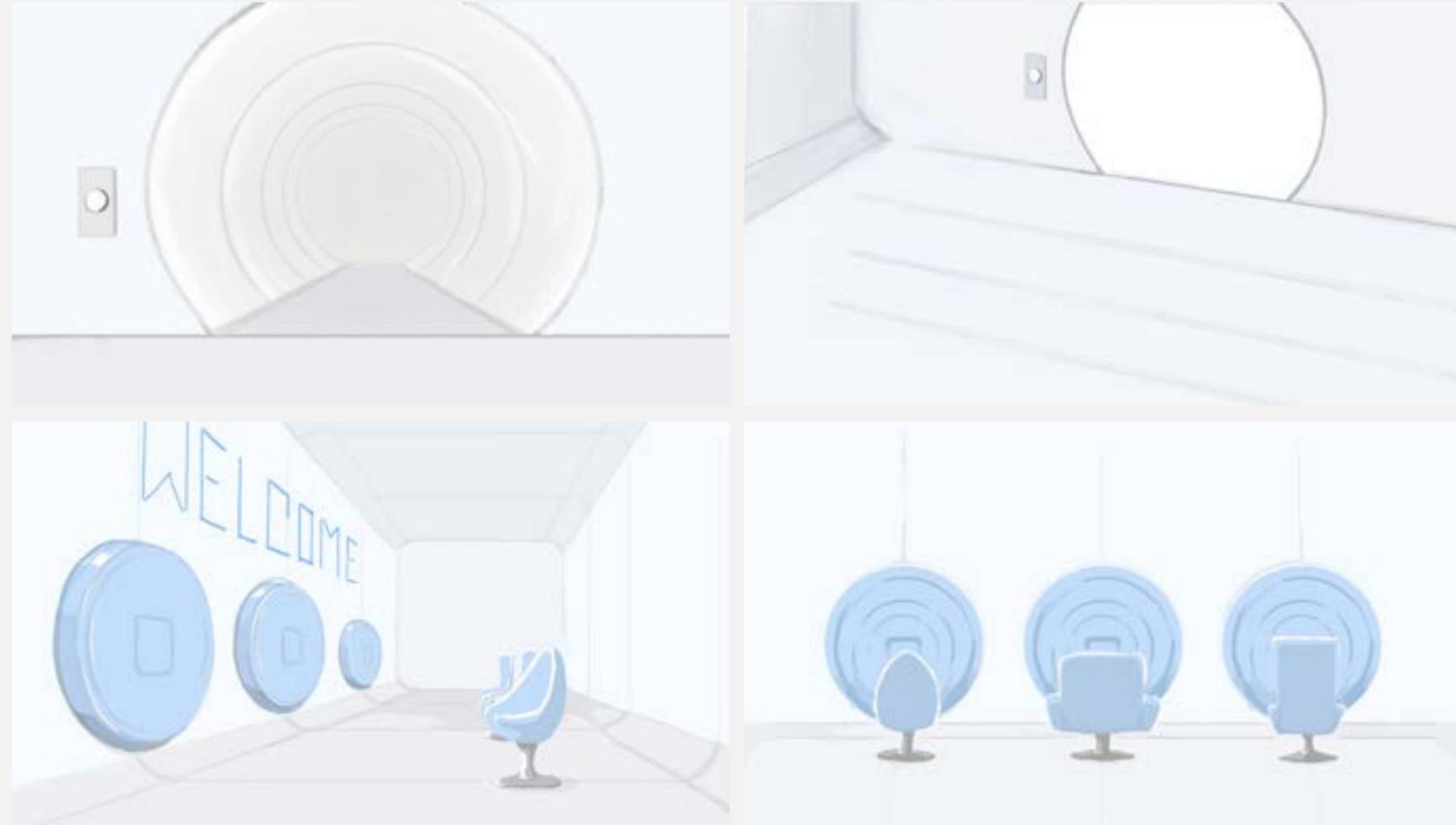
Background Design/Interior/Working Room
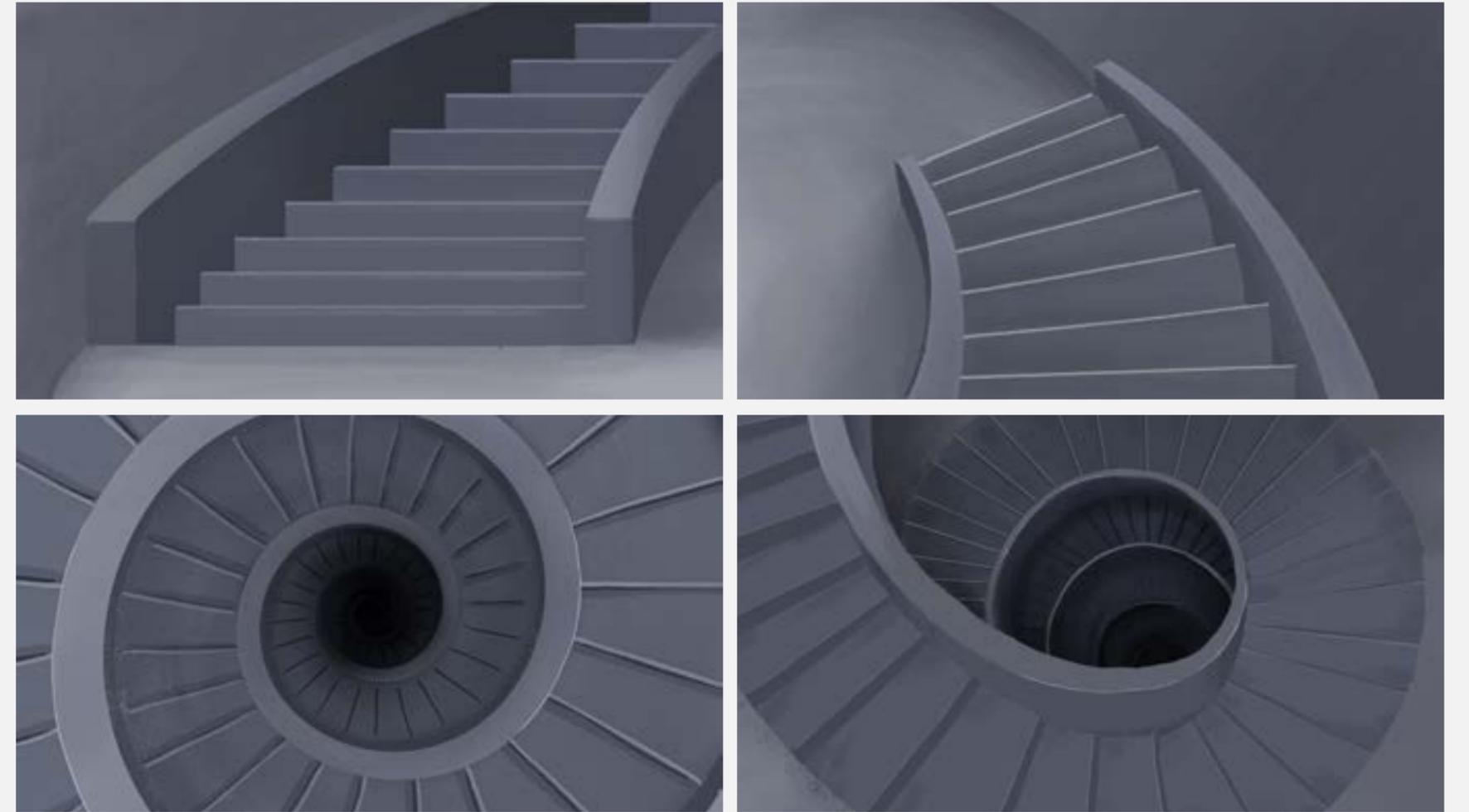
Background Design/Interior

Red is the first brother: timid, agressive and distant so his chair has a tendency to be closed, curvy and solemn.
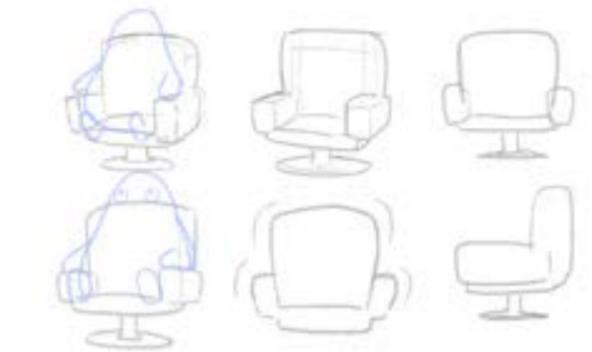
Orange is the middle brother: kind-hearted, slow on the uptake yet very loving so his chair has a tendency to be dull, stable and opened.
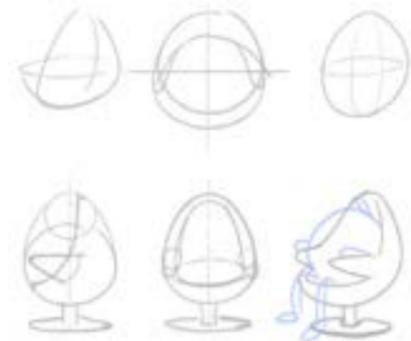
Green is the youngest brother: flexible, dynamic and childish so his chair has a tendency to be comfortable and customized.

Items Design

The chair of each character should show their own characteristic and personality.
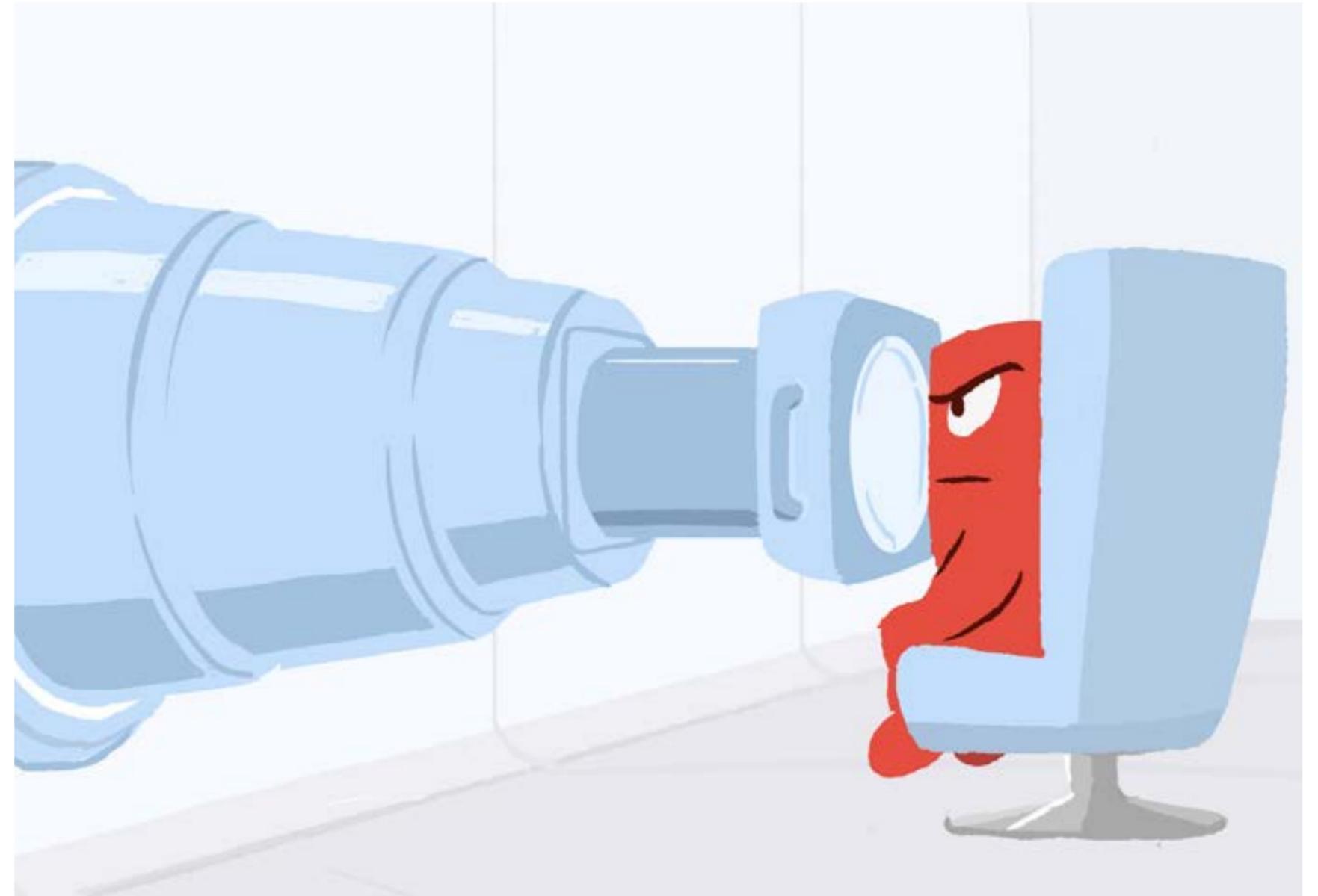
IC. Storyboard

Within all the materials needed, now it's time for us to tell our story on board.

Storyboard Sketch on papers

250 frames on paper
with bunch of squished paper ball

Scene Checklist

The animation takes us 189 scenes.
Having a checklist like this help us a lot on controling length of each part, the details of each scene, transitions from scene to scene, which sound effect/background music should be used. Everything should be noted and we can response each other clearly.

I. OPENING SCENES A. On the way to work
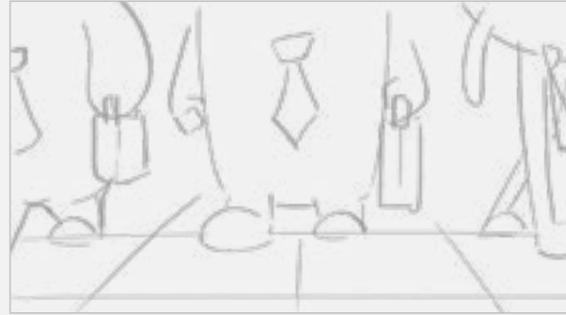
Scene 02

Shot size: Medium
Transition: Dolly back
Script: 3 brothers are walking to work

II. JOB INTRODUCTION B. Green in action
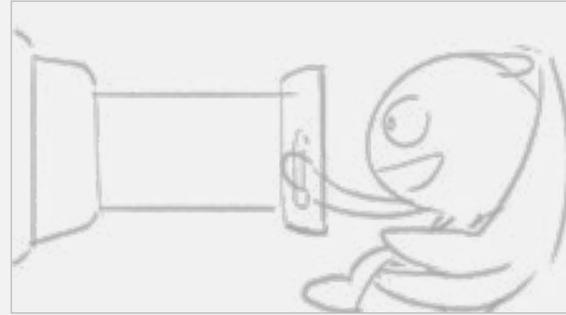
Scene 53

Shot size: Medium
Transition: Zoom in
Script: Green is ready for his turn of lighting.

III. RED'S ANGERS B. Second anger
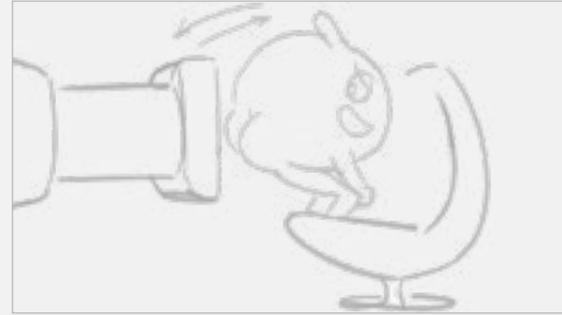
Scene 81

Shot size: Medium
Transition: Pan left to right
Script: Green is messing up green light with his butt.

IV. AFTER RED LEFT A. Green's dominance

Scene 127

Shot size: Long
Transition: Fix
Script: Green is lighting both redlight and green light.

V. REUNITE A. A tough adventure

Scene 141

Shot size: Close-up
Transition: Dolly back
Script: Green is focus on running through the hall to look for Red.

V. REUNITE B. Brothers meet up

Scene 81

Shot size: Medium to Long
Transition: Zoom out
Script: Yellow hug both of his brother up high and all of them smile.

Examples of frames in Storyboard

I.D. Animatic

At this step we draw more of storyboard in order to visualize the actions in frame and to do the timing of the film
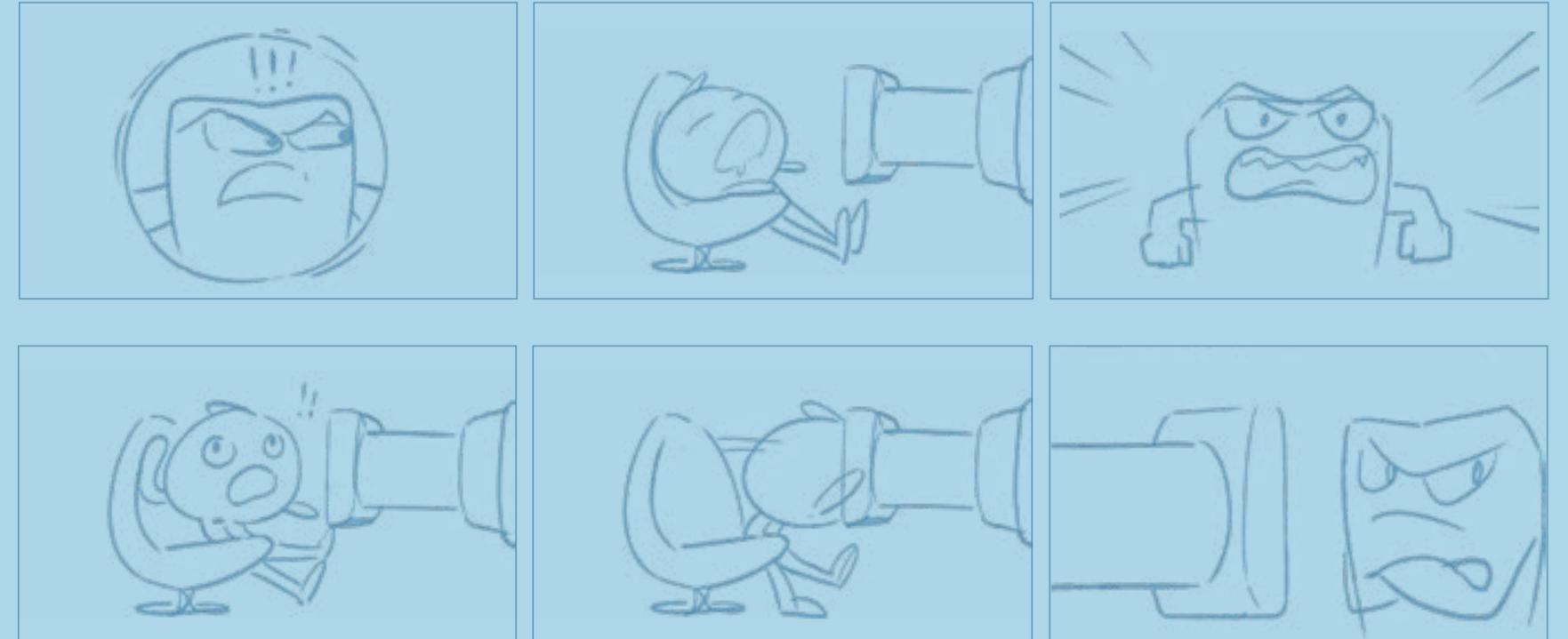
Jam

II. PRODUCTION

2019

IIA. Rough Animation

We were deeply inspired by the exaggeration of actions in "The amazing world of Gumball". The character design in JAM was a tough challenge for us when converting its movements to unreal anatomies.
Therefore, we must cover the movements of characters to create a base. Then, the exaggeration wouldn't be too biased.

IIB. Animation

After having finished the rough animation with our wanted motions, we began our cleaning up process, including refining the drawing lines.

IIC. Coloring

With clean line art, we start working on coloring. We have ourselves a color palette of every thing environments and background in the movie.
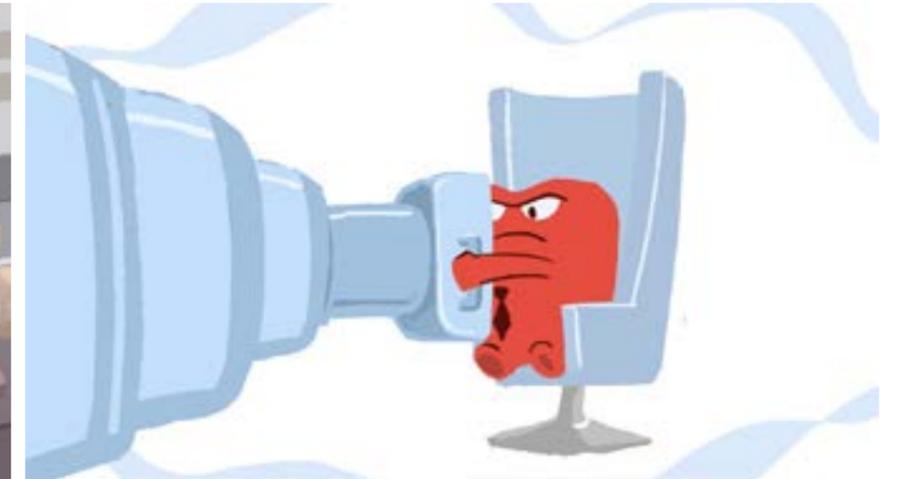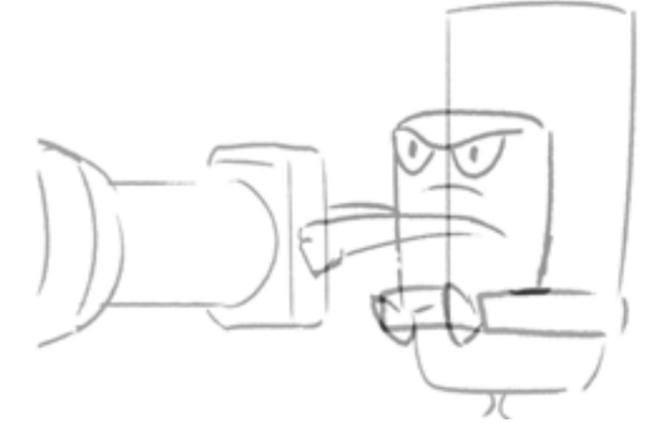
Rough Animation → Animation/Coloring

Some shots in the film

Some shots in the film

Thank you!