

Mariah Miller

Dancing Delineation

FMX 499 - Senior Project

Artist Statement:

Rotoscoping is tracing over live-action footage to make it an animation. I first discovered my love for this in my first animation class ever. While for most, this process is tedious and time consuming, I found joy and satisfaction in it. While all animation is tedious, rotoscoping is even more so because you have to trace every single frame, there are no shortcuts.

For this project, I wanted to capture not only my love of 2D animation, but also my love for the art of dance. I danced for almost 17 years, so to say it was a big part of my life for a long time is an understatement. Animating a dancer made this process even more fun, as I really enjoyed capturing her movement in different lines and color. Animating a dancer, however, is also quite hard because the movements are rather sharp and fast and can be hard to make out in some frames. Overall, this was an amazing experience and really helped to grow my knowledge in animation and rotoscoping.

During pre-production, when I first started this project, all I knew was that I wanted to rotoscope and I wanted it to be of a dancer, that was it. I had not thought about the music, the setting, or even who was going to actually dance. I considered dancing myself at first for the project, but then strongly reconsidered as I haven't danced in years and it might not be pretty. Soon after I

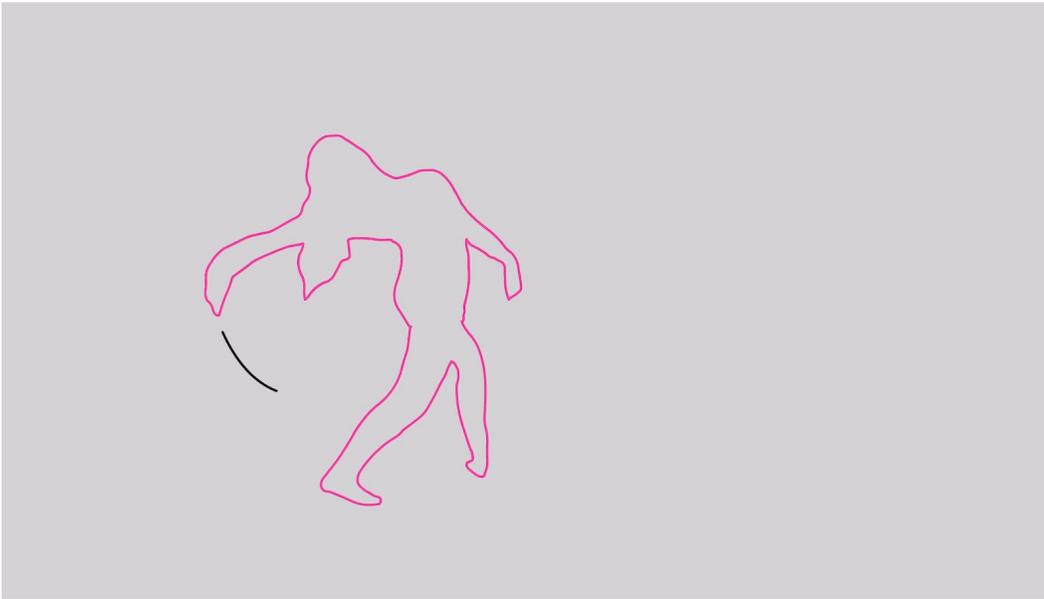


finalized my idea for my project, I contacted a friend, Katie Graber, to see if she would be willing to help me out with this and of course she was.

As for music, I hadn't a clue. At first I thought I could get Bobby Mairone to whip something up for me, but then decided not to as his genre of music would be more challenging to choreograph a dance too. I then got in contact with Gabi Roque about using one of her songs, and she too of course said yes.

With our busy schedules Katie and I decided that it would be best if she just improved to the song, to save her the time of actually choreographing an entire dance. I filmed Katie in the black box with the help of my Film Major friend, Abby Byrne. We had three cameras going, one hand-held and two on tripods. Katie did an amazing job in the time we had and we got a lot of good content for me to work with.

During production, I created this entire rotoscope in Adobe Animate. Instead of doing every single frame, I only did every other frame to cut down on time and it still looks just as smooth. This project was very tedious, but I thoroughly enjoyed working on it and testing my skills in 2D animation even more, as



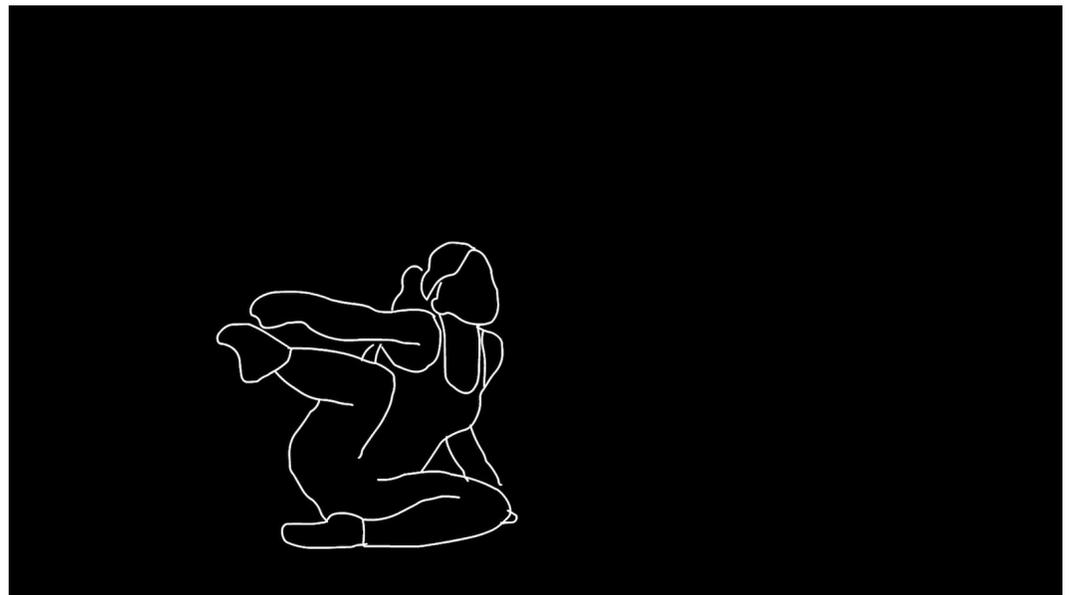
this is what I am most passionate about in my Digital Arts major. I didn't want to keep it all as just one color scheme the entire film, so I decided to switch up the color schemes and make it

a little more intriguing for viewers. However, at times this was a bit of a challenge trying to come up with new and different colors so that nothing seemed to boring or repetitive.

As you can see, tracing each frame is very tedious and this process was very time consuming. My project has almost 2,000 frames that I individually drew over the footage. At times it did get tiring and repetitive, but soon after I

would switch up the colors and it would feel like a new project.

Luckily, I spaced my time out throughout the semester pretty well and paced myself so that I only had so many to do per day/per week.



Overall, this was an amazing experience and really helped to grow my knowledge in animation and rotoscoping. Choosing an animation style that I did not have a whole of experience was a great decision for me and really helped to broaden my skills. I learned a lot about my personal skills in this area, in using Adobe Animate, and even my drawing skills as well. I am thankful for this opportunity to really practice my skills and add even more to my portfolio from this project than I had before.