Senior Project Statement

My senior project starts off with a girl who goes into a museum to see a photograph that mirrors herself. She cannot see the photograph properly because the faces are scratched up. When she leans in, she is suddenly warped to ancient Japan in the countryside and begins to live as a maid to attend to an urban prince. The queen is unhappy with their interaction because of their different status and attempts to get rid of her. She ends up protecting the prince who jumped in front of the arrows for her but taking them herself. Essentially, she wakes up back in the museum and realizes that all that experience was her past life. This animation is based on the first black samurai Yasuke, and the Japanese genre Isekai (異世 界) which revolve around a normal person from Earth being displaced, transported to, reborn or otherwise trapped in a parallel universe. My entire desire was to create a story that had nothing but POC. Whenever I saw modern movies exploring ancient Asia, there is usually a Caucasian savior, and I wanted to explore a more unheard-of dynamic. The reason I chose a black character being displaced in an Asian world is because 1) black and Asian culture are a lot more similar than we think, 2) because as someone who has been to Japan, I felt I stood out but was also appreciated because I could communicate effectively with them in their language, and 3) because many black people absolutely adore Japan. When you think of interracial couples, a black woman and a Japanese man probably would not cross your mind first and I wanted to tell a sad love story between an unlikely thought-of couple.

After creating the characters, I started off with the storyboard, only creating half of it before starting the backgrounds. In the beginning I just drew backgrounds I'd like to see in the animation that would capture Japan's nature, and eventually I went to make the backgrounds that I would need to explore the story. After this, I started on the rough animation. The rough animation took the longest to complete seeing as I only completed half of the storyboard and was running out of time. After completing the roughs, I started the line-art. The line-art was only difficult because I did not have time to define any of the rough animations, so sometimes I would line-art something that was not originally in the rough animation such as hair or eyes. Color took the least amount of time because I had created a palette of colors. I attempted to use the *Cel* shading method, which Japanese animations used to get color and shadows on as easy as possible. This consists of having lines that would act as a barrier for the bucket tool. The lines would be colored green (for light) and red (for shadows). All together the animation took 12-13 weeks out of 16 weeks of school.

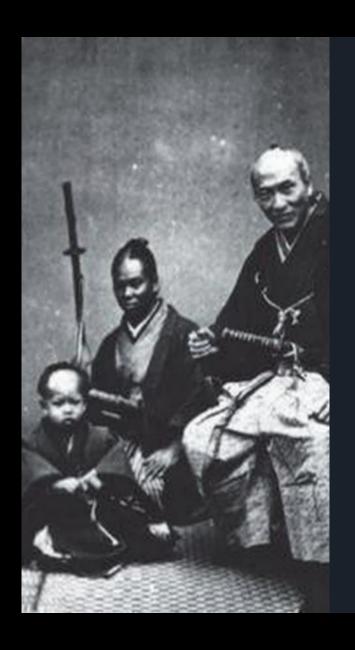
For The animation I had to move fast, I only had a semester to complete it, and the semester ended early because of COVID-19. I also had two internships and 20 hours of work, so it baffles me I was able to complete this. This is also the second time in my life I have animated a storyline such as this, as well as this long of an animation. It was an interesting project that I would love to explore a little more in a professional setting. I did everything including the voices, so I imagine if I had time, a professional studio in which can help me do things part by part, having a talented background artist, color artist, voice actor, rough and clean animator, I'm sure that the project would do the justices I could not do.



Length Of Time

- Story creation = 1 Day
- Character design = 1 day
- Backgrounds = 1 week
- Storyboard = 2 weeks
- Rough animation = 3 weeks
- Lineart animation = 2 weeks
- Color animation = 2 weeks
- Post-production = 2 week

Total = 12 weeks and 2 days



Story inspiration

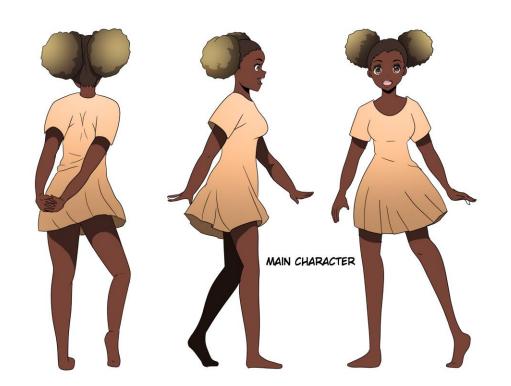
 Based on Yasuke, the first black (African) samurai to live in Japan.

• Isekai (Genre) - revolve around a normal person from Earth being displaced, transported to, reborn or otherwise trapped in a parallel universe



Character Design

- Main character:
- POC
- Personality: bubbly and adorable





Other characters:

• Other characters were created during the animation process, but I had an idea of what I wanted them to look like.

QUEEN

PRINCE





Backgrounds

- Backgrounds were blurred for depth effect.
- Took 1 week to complete
- Hardest background was the temple.



StoryBoard

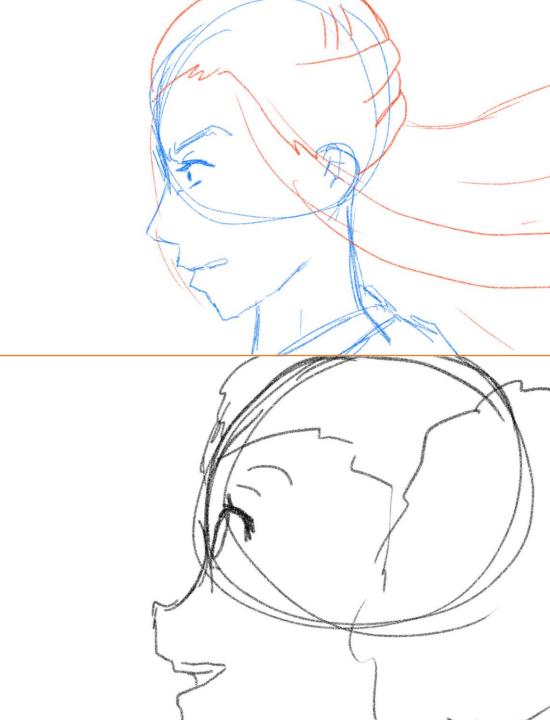
• Originally, I did half of the storyboard, and immediately started animating because of time restraints. Then proceeded to make the other half of the storyboard into written list of shots.





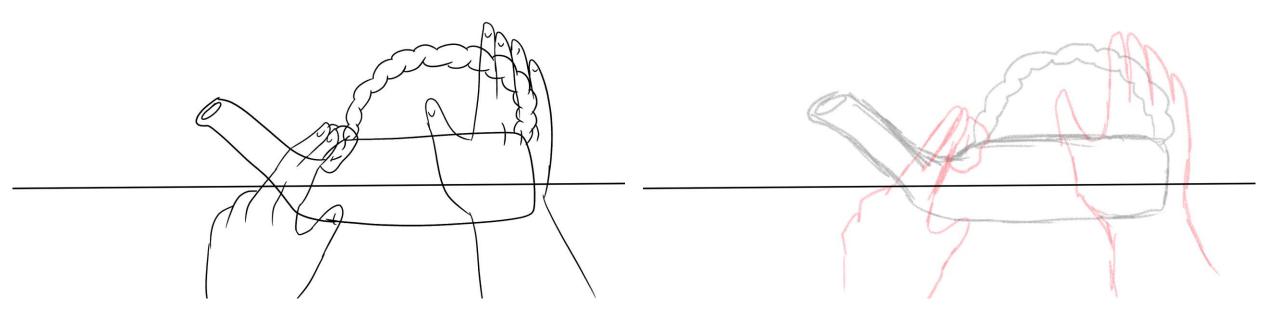
Rough Animation

- -Longest part of animation
- -consisted of layers on top of layers to animate one or two things in scene
- -was very rough, some scenes even included no eyes or mouth or hair.



Lineart animation

Lineart consisted of sharp lines that define the features better



Color Animation

- I attempted to do cel shading, which is where you mark lines with red or green
- Red = dark shadows
- Green = light shadows
- Textures (such as wood) were added after

