



TSVETINA
DOYCHEVA
C2219031

Group: Tina & the Tiny
(Formerly Tina & the
Tinies)

Film: The Bird

Week 1

- Tried out lip syncing in Dragonframe for the first time
 - Asked friends & family about any interesting lockdown stories (unsuccessful)
 - Brainstormed my own lockdown experiences (successful) & started writing up basic story idea
-

Week 2

- Created primary to-do list to help with roles & task delegation
- Shared story with group & received confirmation of chosen idea
- The big one – created the schedule! My first choice was Excel (which later changed because I prefer Notion's interface)

Week	Dates	Task(s)	Due	Progress	Notes
1	25/09/23 - 01/10/23	[1. Try out lip syncing in DF] [2. Hunt for lockdown stories]	1 - Week 2 2 - Week 2		
2	02/10/23 - 08/10/23	[3. Decide on story & record audio] [4. Delegate tasks & discuss initial ideas] [5. Create schedule]	3 - Week 2 4 - Week 2 5 - Week 3		
3	09/10/23 - 15/10/23	[6. Audio syncing in DF] [7. Pitch creation] [8. - Concept Designs]	6 - Week 6 7 - Week 4 8 - Week 5		
4	16/10/23 - 22/10/23	[9. I Pitch presentation I] [10. Storyboarding] [11. Final designs & construction designs]	9 - Week 4 10 - Week 5 11 - Week 5		
5	23/10/23 - 29/10/23	[12. Final neat storyboard] [13. Marie's Puppet, Tina's Puppet, Zack's Puppet creation] [14. Main set creation]	12 - Week 5 13 - Week 8 14 - Week 8		
6	30/10/23 - 05/11/23	[15. Animatic] [16. Forest set creation] [17. Stylised set creation]	15 - Week 8 16 - Week 8 17 - Week 8		
7	06/11/23 - 12/11/23 (ANIMEX WEEK)	Continue [13] [14] [16] [17]			

Original Schedule + Formatting Notes

Key	Notes
All Zack Marie Tina All & choose 1 together	Excel doesn't like lists so please use two spaces & square brackets when adding tasks for clarity. Example: [# TASK] [# TASK]
Not Started	I've also numbered the tasks so we can easily reference them in the due date & notes section (saves us having to write each one out every time)
In Progress	I have placed the tasks in the weeks that we should aim to START THEM. Don't panic if you haven't finished a task at the end of that week
Done	Please update the progress bar when you are done with an overall task but give more specific updates through the notes & Discord. Communication is our best friend <3

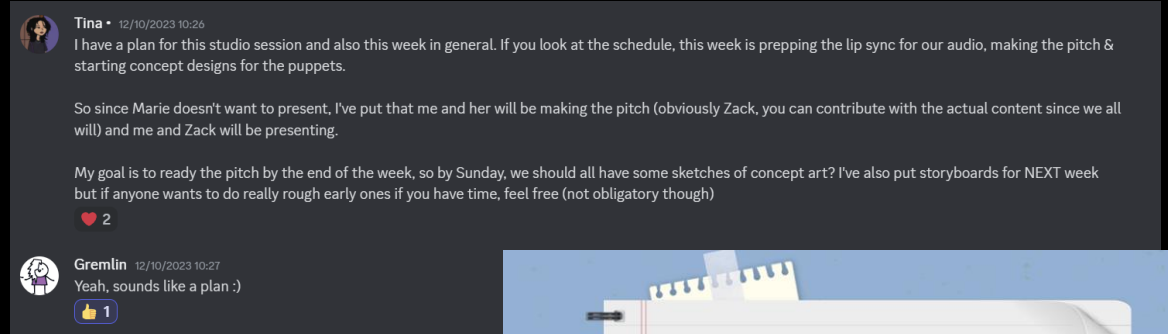
● - Marie ● - Tina ● - Zack ● - All ● - Decide / choose

Pre-Prod	Prod	Post-Prod
Idea synopsis	Pitch	Finding music & sound effects
Audio recording	Pitch Presentation	Editing scene together
concept designs	Marie's Puppet	Dialogue & music
Final & construction designs	Tina's Puppet (hat)	Extra effects
Storyboard	Zack's Puppet	Final passover/ review
Animatic	Set 1 (Main)	
Lip-syncing in DF	Set 2 (Forest)	
	Set 3 (cut-out)	
	Animation	

Colour-coded task list

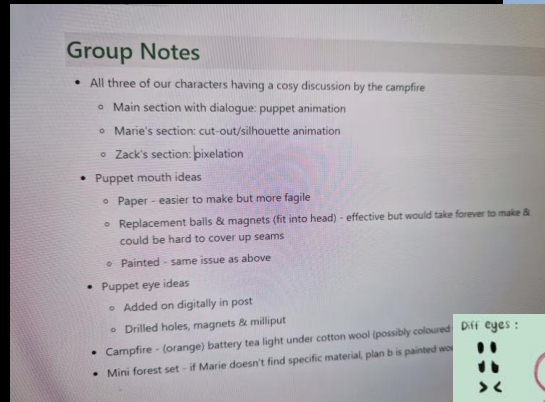
Week 3

Snapshot from our chat



- Created main design of pitch (Marie also helped with its creation so this was a joint effort)
- Created puppet concept
- Create a notes page for the group (I continuously updated this when ideas were thrown around in person)
- General group planning & organisation on our group Discord server

Pitch document



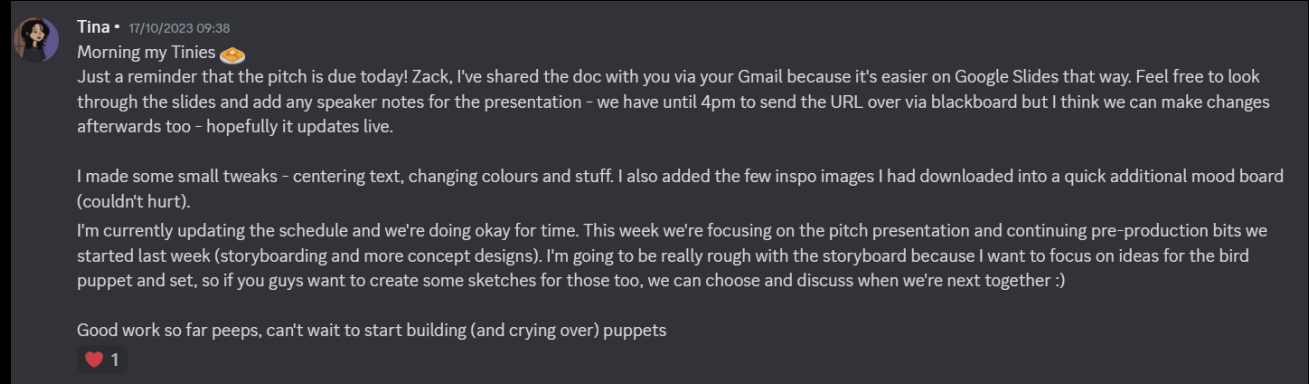
Notion page with my notes on group ideas

Puppet design & construction concept



Week 4

Screenshot of our group chat – me describing the plan for the week and trying to motivate everyone



- More group organisation (at this point I was still very excited about being the organiser of a team)
- Added some more elements to the pitch & refined
- Presented the pitch (this was supposed to be done with Zack but as he was absent, I presented alone)



The *extra* slide that I created to add to the mood board section of the pitch document

To clarify, I did create most of the presentation, mainly the text & design, but some slides were left blank for Marie to fill in, such as the mood boards. This add-in was last-minute on my part

Week 4

- Transcribed audio
- Created more concept art for sets & puppets

Tina • 24/10/2023 01:00

trapped in my house. It was after about 50 days or 100 days. In the beginning was pretty nice because we did stuff like reading and watching films and... just being indoors was nice. I think a lot of introverts, you know, appreciated that.
Everyone: [Verbal agreement] Definitely, yeah etc.
Tina: But uh, eventually, you kinda just get sick of it and that's how I felt, and I thought, "what could help with this?" and I decided to go on daily walks -
Zack: Yeah.
Tina: - which, being outside kind of made me feel, like, more alive and a lot of people felt like that.
Zack: Yeah.
Tina: And... yeah. I just remember this one night, it was really... something... something a lot. Um...and I just thought "if you enjoy the mundane things as much as possible, then you'll get through it, you know?"
Zack: Yeah.
Tina: Come out the other side, sane, or relatively sane. Uhh, I know some people probably weren't -
Marie: [Quietly] I don't know what you're on about, I came out sane.
Tina: - but yeah, that was - that was one of my experiences...um...did you mention...? You mentioned Venice in the other room... like just...fish. What was it - Japan?
Marie: I think it was Japan, it might have been - I'm pretty sure it was somewhere in Asia. Like, pretty sure it was...quite like, a guttural system that goes through the floors and all that -
Tina: There's no cars, there's no people, yeah. And it's just, I kind of feel like, yeah, it's a ghost town right now and I sort of started freaking out because I felt like "I wanna scream and just wake everyone up". Like, it feels like time had stopped. The world had stopped.
Zack: Yeah.
Tina: And it was just this massive...weight on me. And it felt, just horrible. And, you know, I was just there, in the road - just having a little panic - and I hear this bird (laughs) on a rooftop -
Zack & Tina: - just chirping -
Tina: - yeah, just chirping it's little heart out. And the bird is...I mean, I don't know if it's calling for attention or what, but I can relate. Because I think in lockdown, we all kind of...
Marie: - a load of Koi fish sort of like, moved in.
Tina: Yeeess, they returned.
Zack: It's like some places in America, where you got different animals...just taking over towns and stuff, 'cause no one was actually out.
Tina: Yeah.
Zack: You'd see moose, bears, pack of wolves, or anything.
- Laughs & trying-to-turn-lights-back-on
the bird. I here was this nice little moment, you know, where we like, stared at each other.
Zack: Yeah.
Tina: And it was just, it was like - Marie: Slow motion?
Tina: - a different kind of stillness, you know. It was not the ghost town; it was, like, quiet, but a cosy quiet.
Zack: A peaceful quiet.
Tina: And then - yeah, a peaceful quiet, exactly - and then, in the distance, another bird just responds (laughs)
Zack: (laughs)
Tina: Yayyy! I was really happy, I smiled and I just thought, "if cars were around, if a lot of people were around, and, you wouldn't be able to hear that other bird."
Tina: Yeah no, uh, I think, just a lot of places did benefit. Like even in Venice, I think the dolphins returned to the water.
Marie: Well, there was those rivers that were getting a lot brighter and lost a lot of pollution.
Tina: Yeah, it's... I mean, we're clearly just the cause of a lot of animals being in constant distress -
Zack: Yeah.
Tina: - and like, again, the thing with the bird is, like sound. Sound plays a more important role than we think. And, obviously the rubbish, just general clutter like you said, it's...yeah.

♥ 2

I'll convert this to a word doc maybe, or add it to the pitch?? We'll see

Snapshot of me sharing the audio transcription with everyone in screenshots (this was the unedited, raw 5-minute audio)



Eyes: either painted on/ beads glued into holes

Beak:
 > Needs to open & close
 > Marie suggested thin wire threaded through clay/foam

Main body:
 > Foam as base
 > paper-mache cover
 > Gesso + paint design

Marie's Feather Idea:
 > Marking tape wrapped on wire
 > Two pieces of paper stuck on top of wire.

Main wire through body (thick)

Feet: Cured wire, Top glued + bottom wire

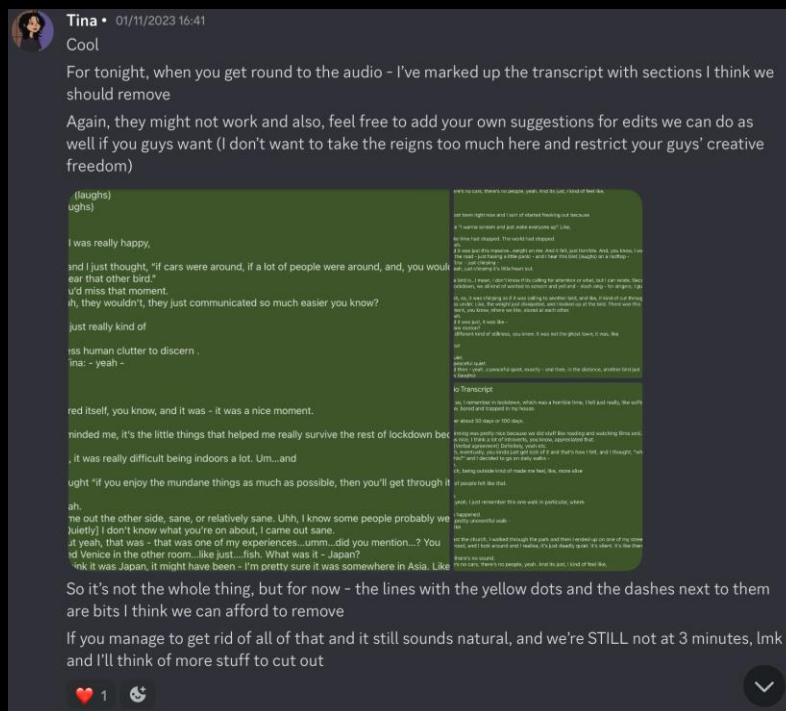
The block contains several hand-drawn diagrams and photos illustrating the construction of a bird puppet. It shows a wire being threaded through a body, a feather being made with tape and wire, and a bird's head being constructed with wire and paper. There are also two photographs of a real cardinal bird for reference.

Concept art for the 2 main locations & construction plan for bird puppet

Week 5

My ideas for the animation in notes, ready to be converted into storyboards

- Go through audio & brainstorm visuals for scenes in the animation
- Mark up areas of the audio to be cut out (suggestions for Zack, who was to do the edit)



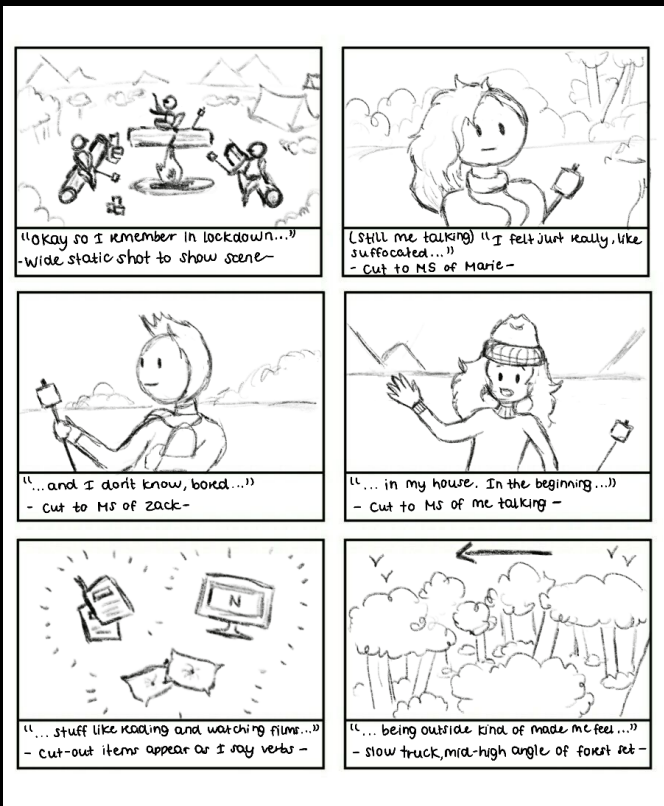
Ideas:

- Lockdown horrible time (Campfire)
- Reading, watching films, being indoors (simple cut out)
- Being outside made me feel more alive (Moving camera view of forest set OR forest set shown through window)
- Walked past the church, through the park, ended up on one of my streets (Puppet walking in place with simple bgs changing behind)
- When talking about street being a ghost town (On actual street set with 2D ghosts & dark lighting)
- When talking about being overwhelmed & having massive weight (Puppet pressed down by large dark material)
- (Back to campfire for a bit)
- Bird chirp cut through the haze (Material is literally cut through/lifts as bird is chirping - can be accented with 2D)
- Nice little moment with the bird (CU of my puppet staring upwards + 2 person shot with the bird, warm lighting, fuzzy edges)
- In the distance, another bird responded (Zoom shot of bird in forest chirping back)
- (Back to campfire when talking about lack of cars, nature restoring itself etc.)
- Guttural system, guck thrown out & fish moving back in (Simple cut out animation - show canal & fish)
- Moose, bears, pack of wolves (Cut out animation)

Snapshot from our server: me updating the group with ideas for what to cut out from the audio with a marked up version of the transcript

Week 5

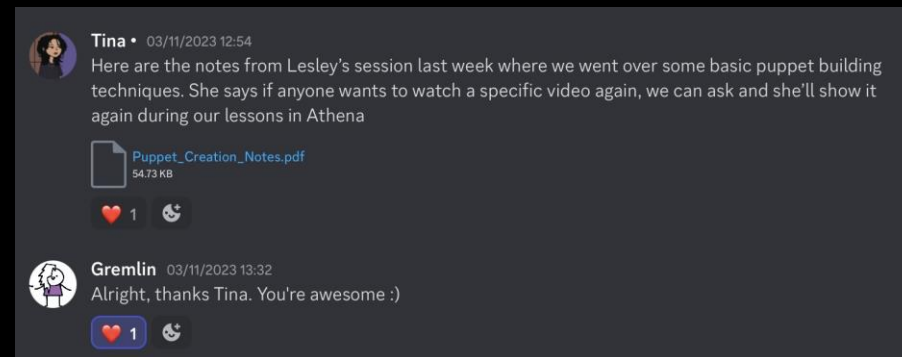
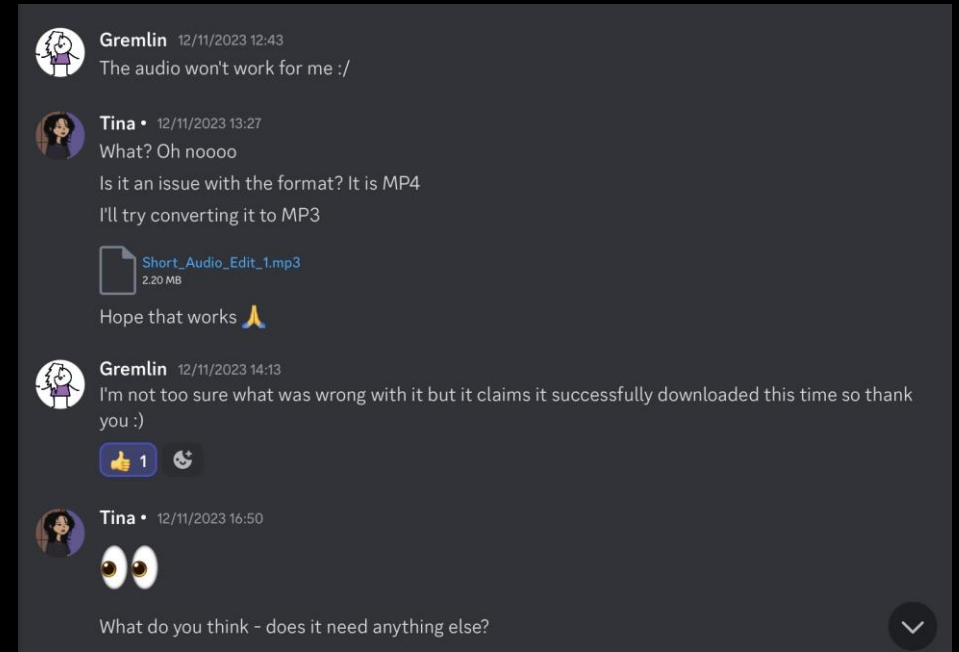
• Finish storyboard (for my scene)



Week 6

- This is the week we decided to move forwards without Zack, since he was hindering us as a group, unintentionally due to personal issues. I took on his role:
- Edited the audio down to roughly 2 minutes for me & Marie
- Created new schedule according to changes (this will be exported as a PDF & attached with the hand-in)
- I also shared the notes that I took during the first puppet-building tutorial session, which I attended alone to begin preparation for buliding

I didn't get a picture during editing, so here is a screenshot of me sending the audio to Marie (we had format problems, but I sorted it out)



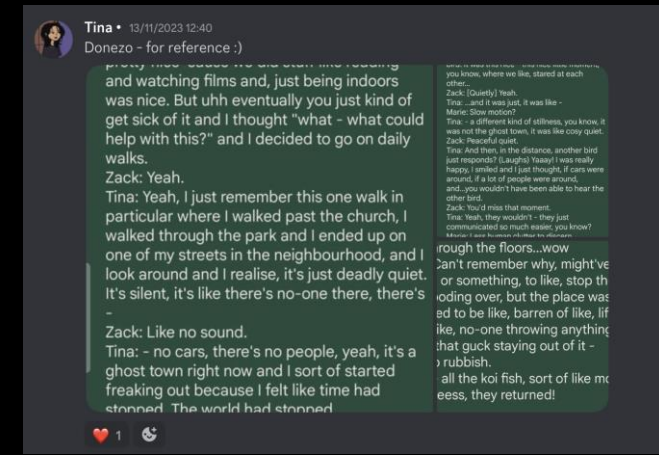
In similar fashion, this is me sharing useful puppet-building notes

Week 7

- *Animex Week!*
 - I paused the projects to fully enjoy & make use of the opportunities of the festival
-

Week 8

Mini
campfire
objects
made of air-
dry soft
modelling
clay

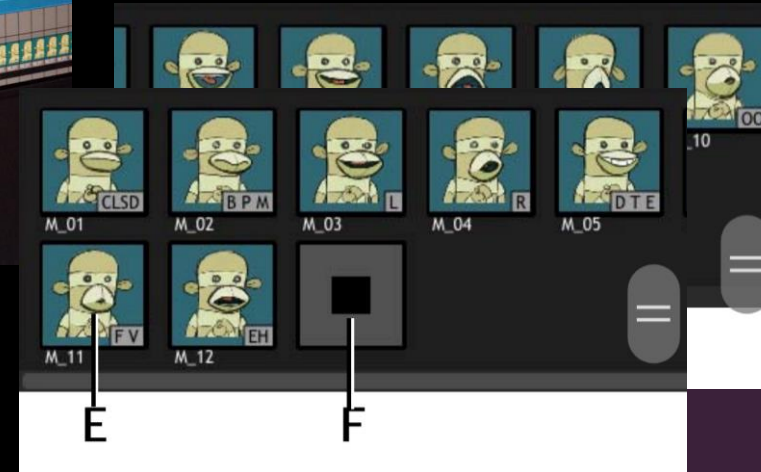


Snapshot of me sharing the new audio transcription

- This is the week me & Marie started construction. As she got to work on the armatures, I began creating the props needed for our main scene
- My other individual tasks were to transcribe the new audio & start lip syncing in Dragon Frame once that was done
- I also got reference pictures for the mouth pieces

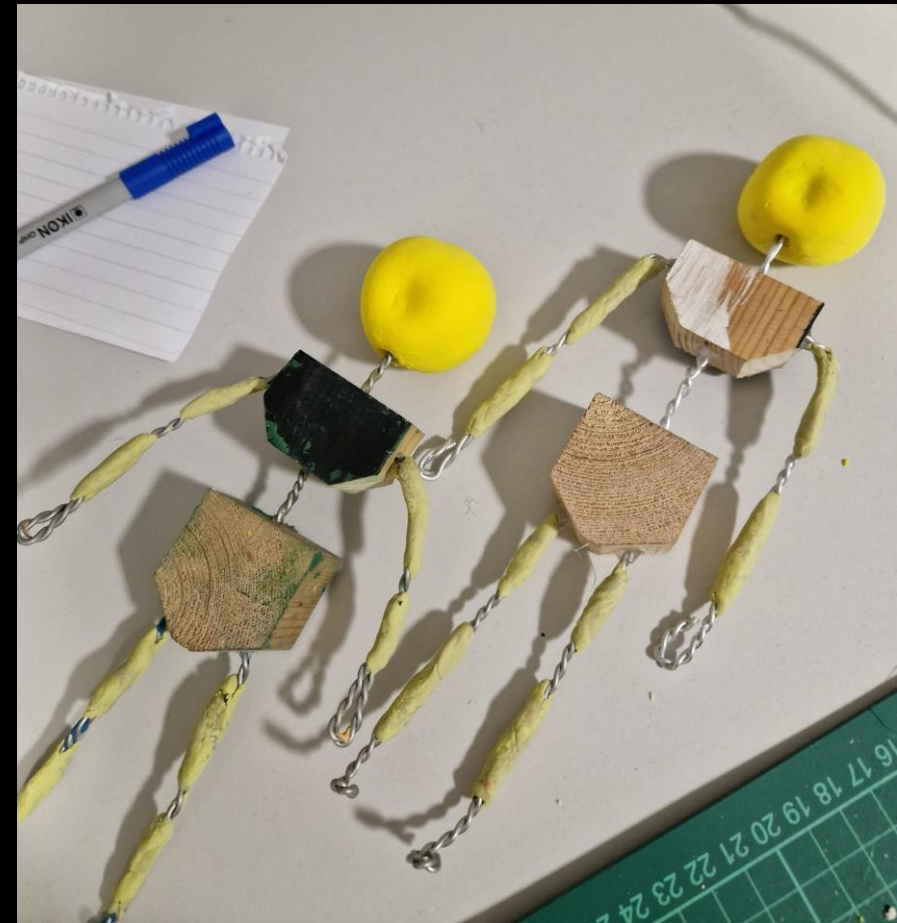


Screenshots from my phone: mouth references

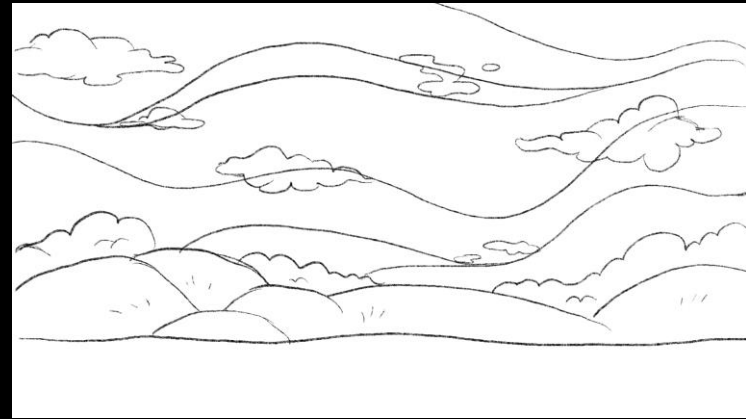
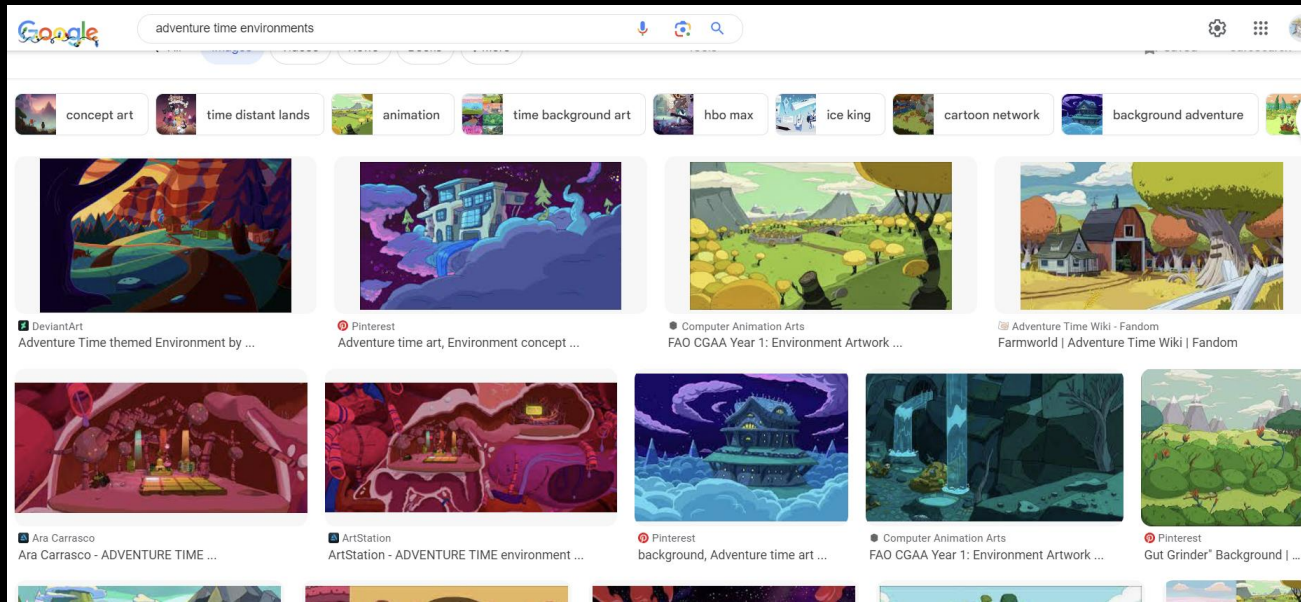


Week 9

- Went material-hunting in Boyes & bought mountains & natural materials
- Sketched out digital backgrounds in Adventure Time style
- Paint the small props & create the logs & campfire base out of air-dry clay
- Finish lip sync
- Glue puppet limbs together, make heads & attach



Marie's armature bases (I created the heads & glued the parts together)



Reference
images for
the
Adventure
Time style &
my
environment
sketches



Week 10

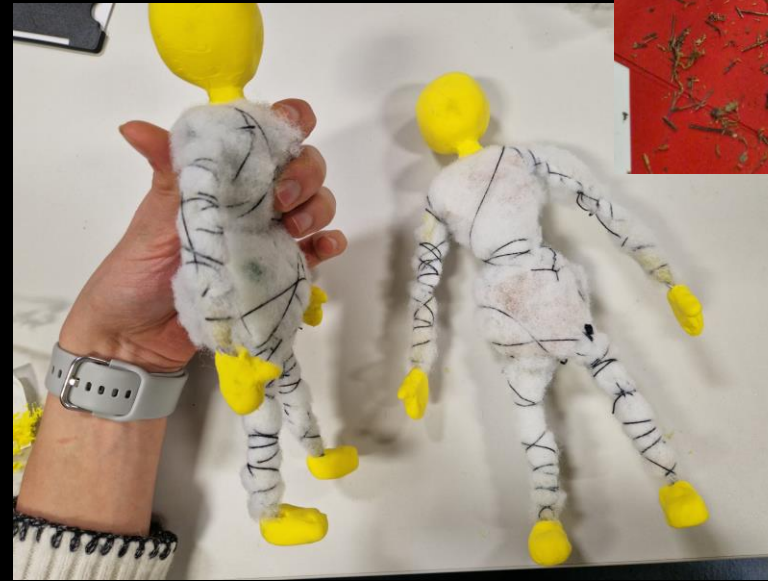
Bird puppet (finalised) – I also created a second set of detachable feathers for the second bird character



Me & Marie working on the natural elements of the set



- This week was much more collaborative: me & Marie spent time together in the craft room creating trees for the set & adding details to our own puppets
- My individual tasks:
 - Pad both puppets
 - Add & paint the necks, hands & feet
 - Make a start on puppet clothes
 - Create bird puppet



The padded puppets + necks, hands & feet

Week 11

Completed
campfire

- Finished clothing the puppets & glued hair on
- Drew, cut out & assembled individual fire pieces, finished building the campfire
- Added final touch ups to the logs (Marie painted the base, I enhanced with varying shades & green splotches)
- Set up the entire main scene, ready to shoot



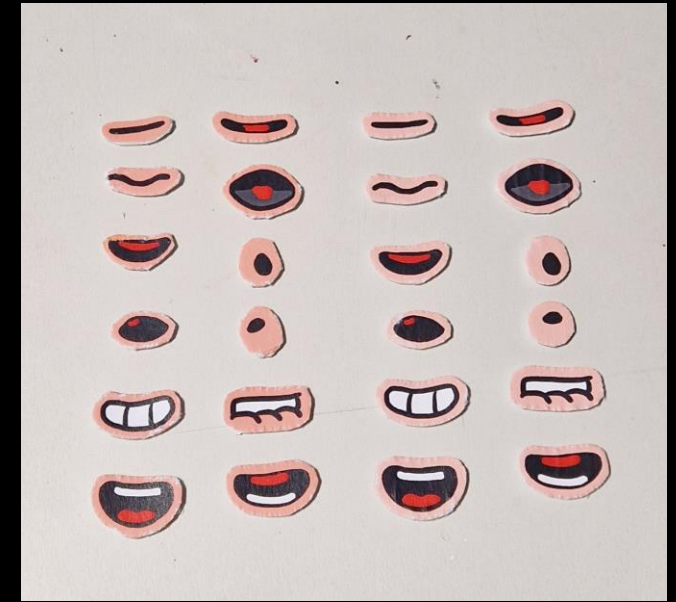
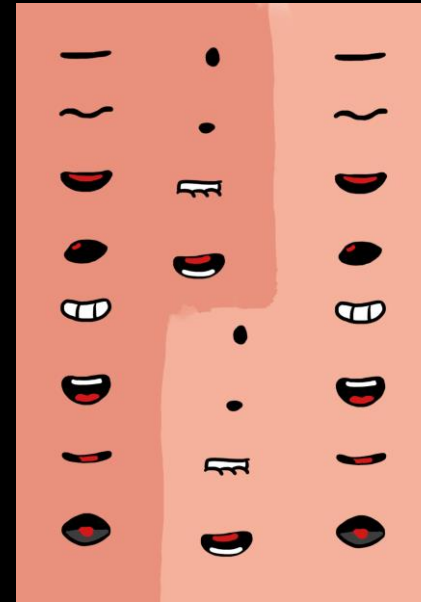
Campfire flame
iterations



Puppets in
place + main
scene set-up
(campfire
scene)

Week 12

Puppet mouths – designed on Procreate



- This was the final week I had to work on the project before Christmas break
- I designed the mouth pieces, printed them off and glued them to a card/foam material
- I used hot glue for attaching the magnets to all of the pieces & the puppets
- Finally, I started animating!



Practice lighting on street set & animating on camping set!



Week 13

- Winter break begins
 - During this first week, I took a break from work to enjoy the holiday with my family
-

Week 14

- During the second week I was home, I carried on with tasks that I could do with the technology I brought with me
- Finished all three digital backgrounds (studied colour palettes of Adventure Time backgrounds)



Campfire BG

Walking Shot BG #1:
Church



Walking Shot
BG #2: Park

Week 15

House on a cloud



- Designed, printed, cut out & assembled paper cutout icons
- Planned out what sound effects would be necessary throughout the animation
- Found & downloaded said sound effects

Screenshot of the various audio clips in my OneDrive

TV & Books



19:29 Sun 14 Jan

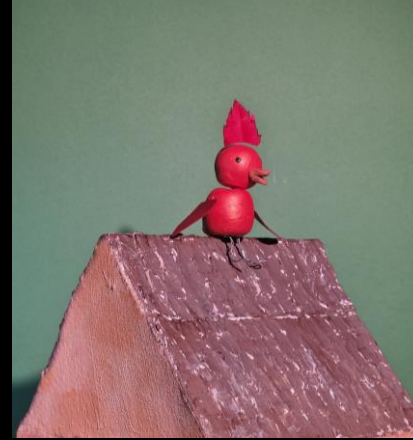
Sound FX
Teesside University

Name ↑	Date	Size	Sharing
Bird1	7 Jan	17 KB	...
Bird2	7 Jan	12 KB	...
Forest Ambience	7 Jan	2.7 MB	...
Glissando	7 Jan	46 KB	...
Main Campfire	7 Jan	1.4 MB	...
pop	7 Jan	6 KB	...
Sombre	7 Jan	2.8 MB	...
Walking	7 Jan	288 KB	...

Home Files Shared Libraries

Week 16

- This was the busiest and most important week of the project
- Spent the majority of the time in the stop motion booths working on the animation
- Split the audio into 12 different shots to organise & streamline production
- Used 3 different booths for two sets & other shot types (like the walk cycle)

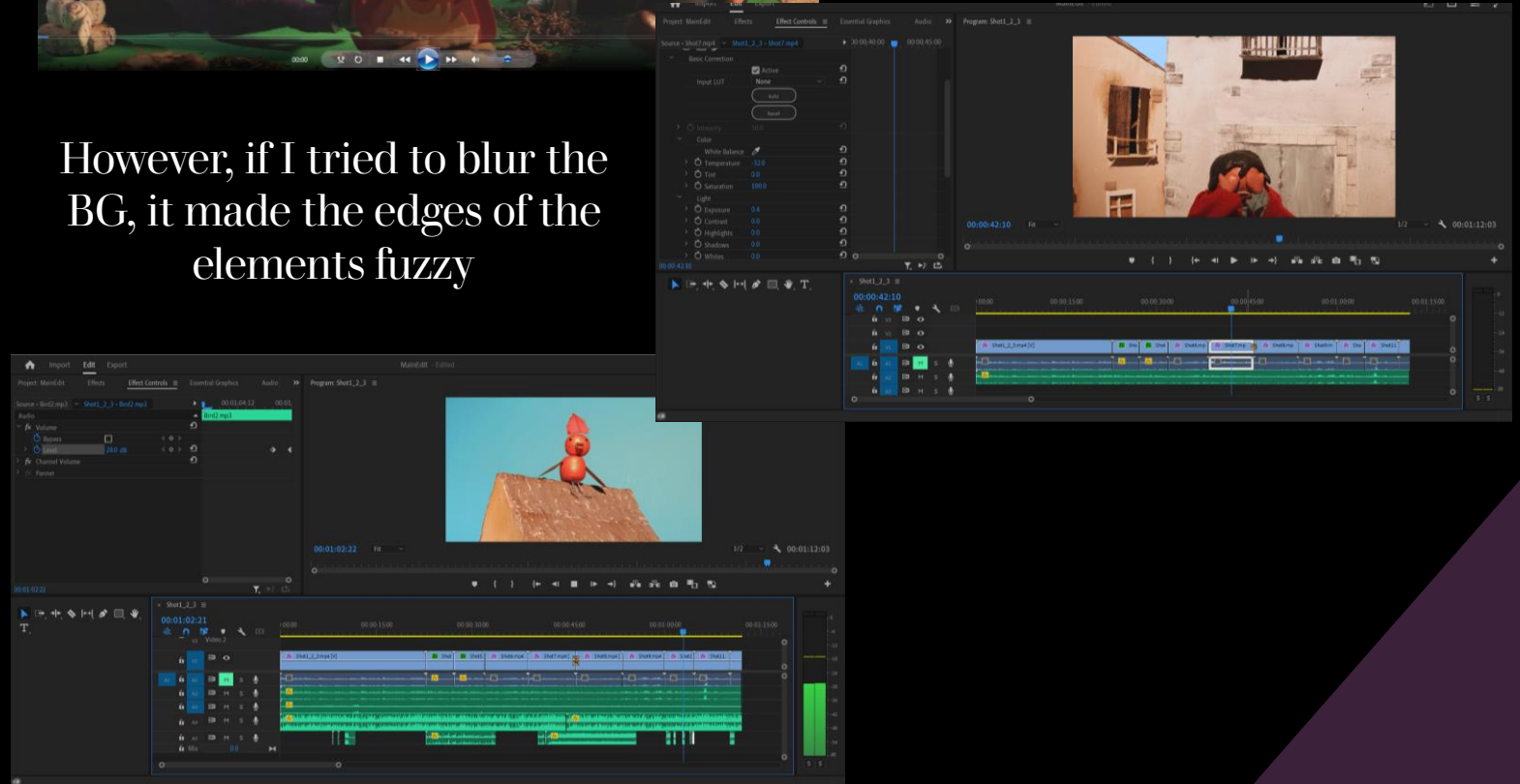


- Post-production involved chroma keying, fixing timing issues, adding transitions, sound & special effects
- Also attempted compositing on the campfire scenes but decided against this in the end as digital BG made clips too flat



The main issue here is that the digital BG is crisp, whereas the real elements are blurry, which causes depth issues

However, if I tried to blur the BG, it made the edges of the elements fuzzy



Overall

I was quite nervous heading into this project, being the first collaborative effort I would be doing on this course. I've had both positive and negative experiences with group work in the past and dived in with *very cautious optimism*. It has been incredibly challenging due to life circumstances for certain members of the group but I have learned some valuable lessons and gained more experience in stop motion-making techniques than I ever hoped to at the start, partly because of this very reason – because I had to shoulder so much of the work in the end.

- Try to work ahead of schedule if possible, because things go wrong
- Have back-up plans, or 'simplifications' of as many elements of the project as possible
- Don't be ashamed to accept helpful shortcuts from others if behind on time
- Save things with the correct names! It will help so much when trying to find a file amongst a multitude of copies and duplicates with vague names.

Things like that; they seem small, but I've realised just how important steps like that are to a creative undertaking. Everything influences the final product, even if a little.

Although I plan to focus on 2D for my career, I really enjoy stop motion and wouldn't turn down an opportunity to animate this way again if it was presented. Working with materials in the real world, having to craft and fabricate and interact with the subjects is both rewarding and frustrating, and with each attempt, I am pushed past my artistic boundaries into a zone of numerous obstacles, thus considerable growth. I am now far more comfortable with using DragonFrame, professional filming equipment and in my capabilities to create puppets and fashion sets.

I'm proud of what I managed to create, even if it has mistakes that could have been avoided. This was my learning curve – using green screens, figuring out lighting, lip syncing! It's all been super educational and I am amazed that I completed my half of the audio. I look forward to a future endeavour where everything on-screen is made by me and an entire story is animated.

Short Audio Transcript

Tina: I remember in lockdown, I felt just really, like suffocated, and...in the beginning it was pretty nice 'cause we did stuff like reading and watching films and, just being indoors was nice. But uhh eventually you just kind of get sick of it and I thought "what - what could help with this?" and I decided to go on daily walks.

Zack: Yeah.

Tina: Yeah, I just remember this one walk in particular where I walked past the church, I walked through the park and I ended up on one of my streets in the neighbourhood, and I look around and I realise, it's just deadly quiet. It's silent, it's like there's no-one there, there's -

Zack: Like no sound.

Tina: - no cars, there's no people, yeah, it's a ghost town right now and I sort of started freaking out because I felt like time had stopped. The world had stopped.

Zack: Yeah.

Tina: And it was, like just this massive weight on me and it felt just...horrible. And, you know I was just there, in the road, just, having a little panic, and I hear this bird (laughs) on a rooftop, just chirping, yeah. Just chirping it's little heart out. It kind of cut through the haze that I was under - like the weight, just dissipated, and I looked up at the bird. It was this nice - this nice little moment, you know, where we like, stared at each other...

Zack: [Quietly] Yeah.

Tina: ...and it was just, it was like -

Marie: Slow motion?

Tina: - a different kind of stillness, you know, it was not the ghost town, it was like cosy quiet.

Zack: Peaceful quiet.

Tina: And then, in the distance, another bird just responds? (Laughs) Yaaay! I was really happy, I smiled and I just thought, if cars were around, if a lot of people were around, and...you wouldn't have been able to hear the other bird.

Zack: You'd miss that moment.

Tina: Yeah, they wouldn't - they just communicated so much easier, you know?

Marie: Less human clutter to discern.

Tina: Yeah, it restored itself.

Marie: I'm pretty sure it was somewhere in Asia, they've got like a guttural system that goes through the floors and all that.

Tina: Through the floors...wow

Marie: Can't remember why, might've been for like rain or something, to like, stop the place from flooding over, but the place was supposed to be like, barren of like, life, but due to like, no-one throwing anything into it and all that guck staying out of it -

Tina: No rubbish.

Marie: - all the koi fish, sort of like moved in.

Tina: Yeeess, they returned!
