*Written and Illustrated Sections:*

1. Summary of your Thesis, Thesis Thread and its Purpose,
2. Description of a proposed scaled 4 week prototype and explanation of its relationship to Thread
	1. Explain why this is the best next step in relationship to your thesis thread
3. Reference Contextual Background – among what other work does your work sit?
4. Description of the Research Methods you will use
5. Detail Existing Technical Skills you will rely on and tech skills you need to develop
6. Detailed Production Calendar

**1. For my thesis exploration:**

My overall idea is to use 2D combined with either live action/CG backgrounds that will address personal issues such as existentialism and dysfunctional personalities that are not commonly discussed in an open setting. Regarding a common phrase of existentialism, “Existence precedes essence”, I want to examine the notion that we make ourselves, and we make our impact/essence on society the way we see fit, but not always how others want us to. In comparison with dysfunctional personalities; I want to explore the idea that because an individual doesn’t want to admit their inevitable impact or express their interest in creating an “essence” for themselves may be considered a personality disorder.

 **2.** **For my 4-Week Proposal:**

Week 1, 2, 3:
 I will further develop my rigged bird character “Chuck” to a point where I find it comfortable to storyboard, animate, record, and implement an outputted video. I want to determine the range of animation calisthenics that Chuck will be able to perform based on the original concept I made for the character. Subtle nuances will be used to make him bob/nod his head in contempt or agreement based on the narration I create for him. After, begin to animate Chuck and find a suitable environment for him to interact with, similar to “Creature Comforts” animations (decide on live action vs. CG environment). To determine whether or not I want to utilize 3D or Live-Action environments, I want to consider the amount of time that I will have to dedicate to recreating an area. I would preferably like to use Toon shading in Maya or Cinema4D to create the environments and utilize after effects to combine layers of rendered content to give more depth to the toon shaded areas. I want the areas to also explore the environment in which the animation is happening, and see if these actual strengthen the animation overall. The animation I will create will ultimately be more static than dynamic, and will lend to about 2-3 camera angles either split into the same area or in different spaces.
 Books I will read that will further develop my understand of the history and impact of humor:

* “The Philosophy of Laughter and Humor” – John Morreall (1987)
* “The Secret of Humor” – Leonard Feinberg (1978)
* “Humor and Humanity” – Stephen Leacock (1938)
* “Understanding Animation” – Paul Wells (1995)

I would also like to do some research on humanism and existentialism. I haven’t had the chance to run over to the library to do so, but will ultimately do so in my first week of research and attempt to find comparisons between humor and the nature of existing.
 I will discuss findings with my Professors and talk about how I can further examine the relationship between these harsher subjects and what my intended effect will ultimately be for an adult audience struggling with these issues.

Week 4:
 Have a finalized script and storyboard/animatic depending on time allowed. Try to make the storyboard at least 1 ½ min in length. Review my content and either continue to add more or drop the project and move onto something else if it doesn’t seem beneficial to my studies. Cogitate the lessons learned and the issues that were solved or not solved, utilize findings to strengthen my exploration of humor and existentialism portrayed in animated content.
 Consider using findings to fuel another project that integrates 2D rigging strategies found with Chuck, 3D space utilization and implementation, and hopefully make something more relatable to an adult audience.

 **3. Contextual Background:**

I want to study Adult-oriented cartoons more associated with these ideals pertaining to existentialism and personality disorders such as Rick and Morty, Archer, Over the Garden Wall, Steven Universe, etc.
 I want my work to be an expansion of the skills that I have developed utilizing 2D design software and show that I can use my rigged character to create something meaningful to myself and others.

 **4. Description of Research Methods**

I want to utilize the library and readings that regard humor as a device to cope with these substantial issues and when it is appropriate to use such.
 As far as the animation side is concerned, I want to investigate more about 2D character rigging and how to further create and utilize 3D environmental concepts and the metaphorical advantages that can be portrayed.

 **5. Detail Existing Technical Skills**

I will rely my knowledge of 2D animation in After Effects. I want to push my environmental building skills with MAYA such as toon-shaders and how they can be utilized and create a convincing environment for others to see and experience. I also want to utilize my new knowledge of recording and editing audio to script and narrate a section that Chuck will be animated to, or be the “speaker” of the narration. I possibly want to explore the “Foley” technique of making background animations based on movement in my character as well.

**6. Detailed Production Calendar**

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| **WEEK** | **RESEARCH** | **PROCESS** |
| 1 – HUMOR & EXISTENTIALISM -RIGGING CHUCK | READING ESSENTIALS AND A.E. PLUG-INS | Use library and After Effects that will emphasize my research |
| 2 – HUMOR & EXISTENTIALISM -RIGGING CHUCK | READING ESSENTIALS AND A.E. PLUG-INS | Use library and After Effects that will emphasize my research |
| 3 – CONDENSE RESEARCH -BEGIN TO SCRIPT & BOARD | -CONDENSE INFORMATION,-CREATE SCRIPT AND REVISE-ROUGH STORYBOARD | Use After Effects to animate Chuck, Audition to record and edit, Maya to create environments, address existentialism and humor. |
| 4 – REVISE AND IMPLEMENT | -FINISH SCRIPT-ROUCH STORYBOARD V.2 | Use AE and Premiere to create test videos and present to peers for review. Make the choice to continue forward with this methodology or to drop it. |