

# The Sunflower

A film by Truc Huynh



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# Story inspiration



(Illustration by Zang Le)



# Pre-trailer



Concept and styleframes



Trailer submission



# Post-trailer

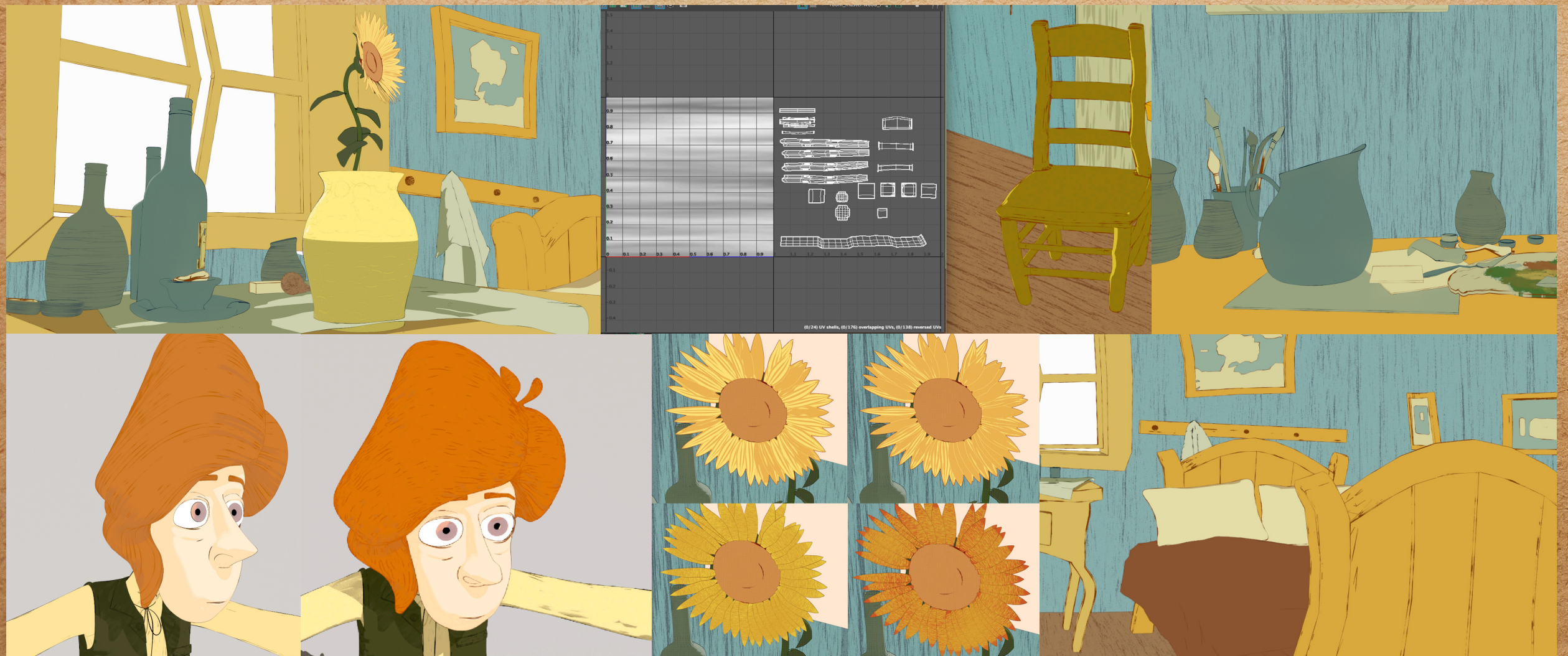


I went back to the earliest environment iterations; built a new color board using van Gogh's palette; and started dropping the colours into my scene.





# Texture and UVs



Asset texture tests

To achieve a more natural hand-drawn look, most textures are made from builtin noise textures. I changed the scale of the texture and aligned the UVs with the noise grain to get the desired effects. The even outlines that come by default are also broken up using noise (aicellnoise).



# Lighting and mood



- Most lighting/colour adjustments were done in premiere, since lighting control was harder with aitoon.



# Character iterations

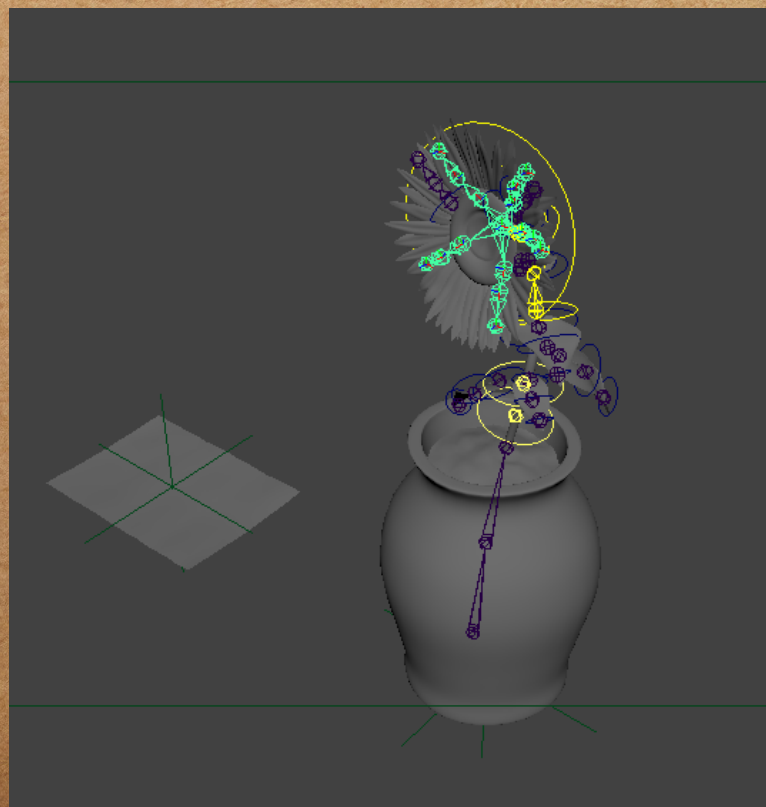
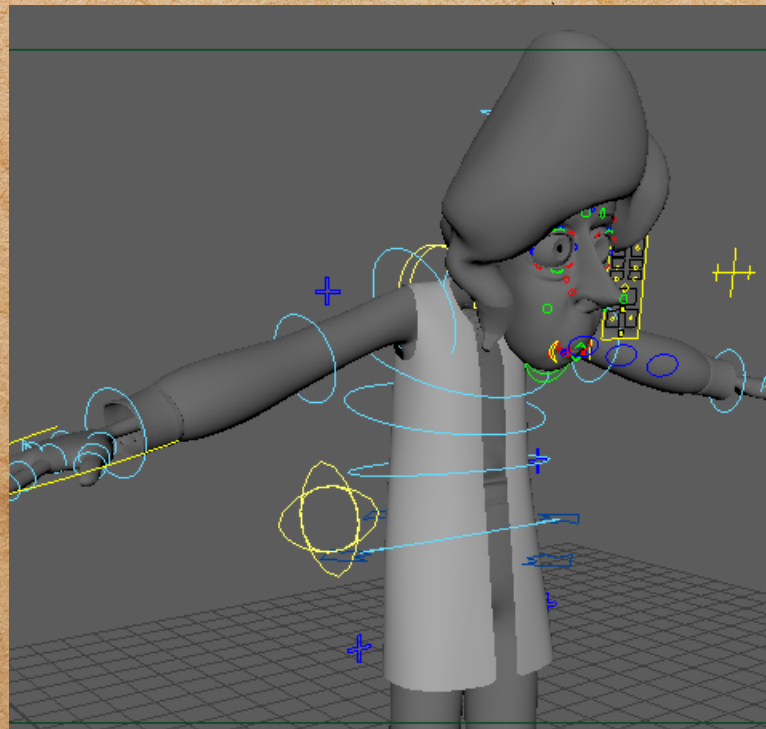


Character in 3D



# Rigs

- Advanced skeleton
- ncloth (coat, hair, canvas cloth, brush)
- Simple skeleton (flower, brush)
- Fire

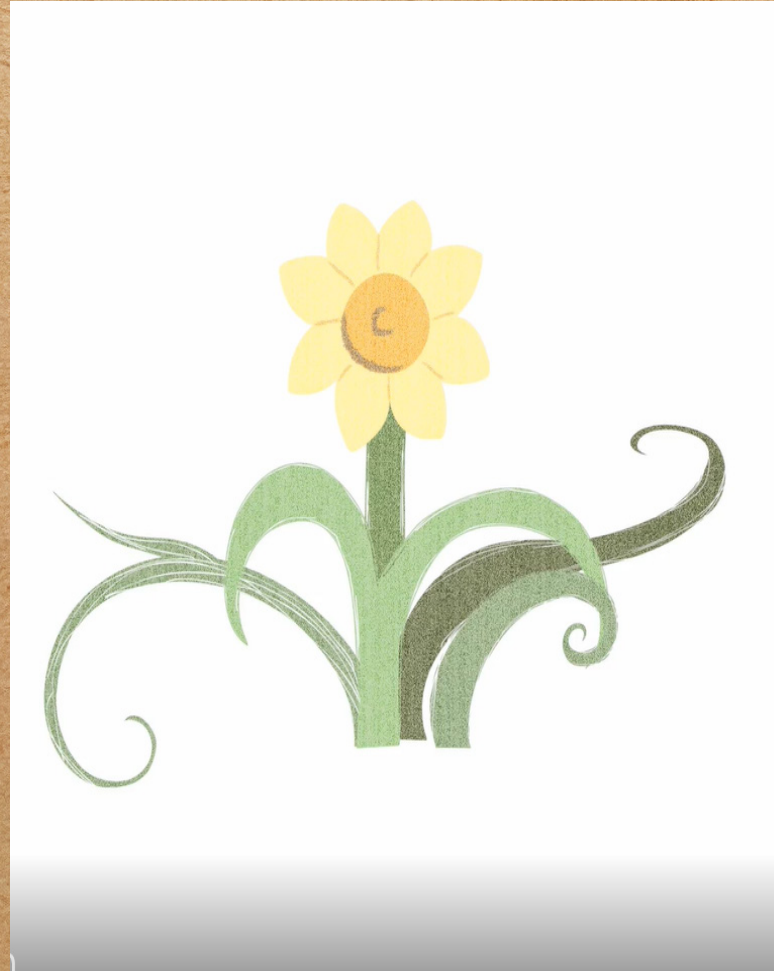




# Outsourcing 2D animation



Styleframe



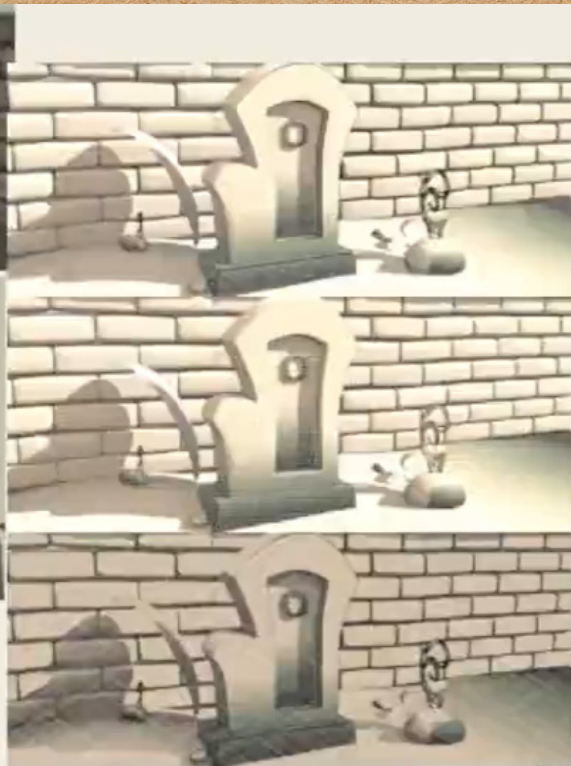
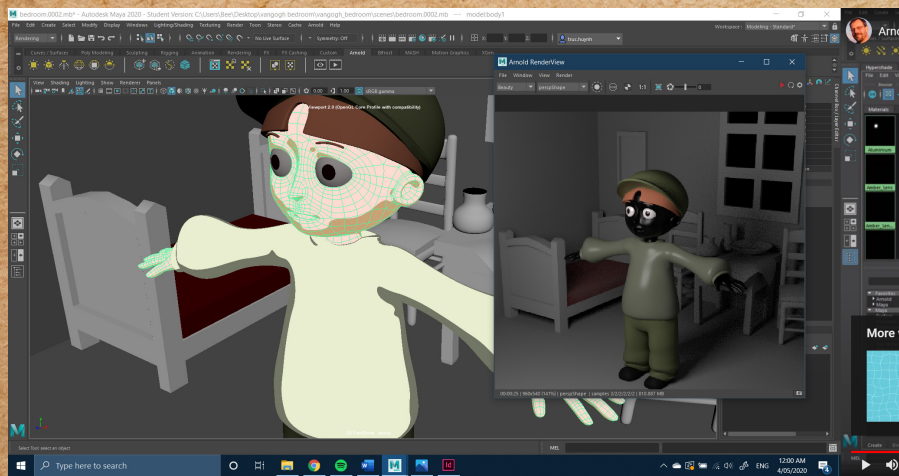
Animation (Elton Su)



Simplified painting (last shot)



# Early toon experiments (and fails)





# Reflection...





# Thank you

Elton Su

Hannah Dockrill

Emily Szyzka

Zang Le

Caroline Huang

Friends and family for your support

Tutors, for being so generous with your time and feedbacks]

And websites that made these awesome textures royalty-free