

The Open Movie Project

Open Source Movie Introduction

Update September 9th, 2021

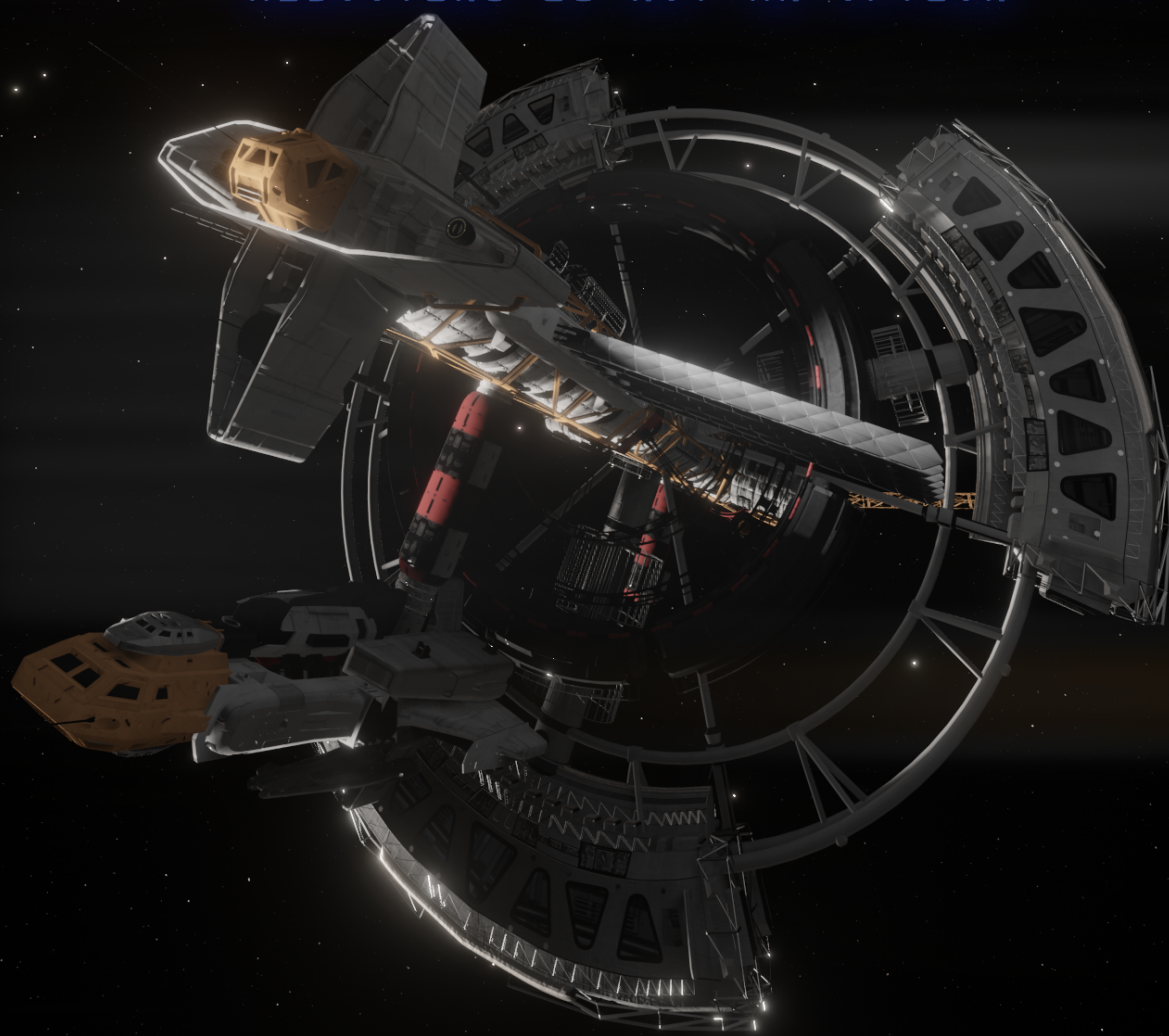
This journey started on November 13, 2018 and now I draw it to a close. After almost 3 years of dabbling and learning and creating and failing and succeeding, I declare, I've completed my objective of creating an animated short. It took many shapes and many forms, but "The Spacewalk" has been completed. It's based on a short story I wrote back in 2018. It tells the story of an astronaut who must race against the clock to save her spaceship from impending doom. All the exterior shots have been done in 3D. During this project I have animated approximately 14K frames of film. And I'm darn proud of that. I don't usually toot my own horn, but this has been an achievement for me. And now moving on and moving forward I go.

LAURA WIDGETT

WILLIAM GROSSMAN

THE SPACEWALK

REBOOTING IS NOT AN OPTION



Original Post

I've been at this project since November 13, 2018.

My goal is to create an animated project. I started by thinking, I'll do an animated short, then it evolved to making an animated series, then it changed again to a feature and yet again to a hybrid comic book and movie.

You might be thinking, why can't this guy make up his mind? Well, I've been asking myself the very same question. Why can't I make a decision and stick with it.

After much self analysis, it comes down to what story I want to tell. I've watched many short animated films, and some of them, I think are awesome. More importantly, my hats off to every one who made one. It's a lot of work.

But every time I sit down and try and write a short film, I end up with a much longer story. Maybe, that could be due to a lack of discipline. But, it's not that I can't write a short story, it's that I don't like the short stories I end up telling. I like to follow a character as it grows and faces difficulties and I can't tell this type of story in a short form.

The next devil I have to face is the one that asks: How the hell are you going to make an animated film? Do you know how many people and how long it takes to make one of these?

Yes. Yes I do. It takes a team of close to 200 people 2 years of full time work to finish an animated feature. Basically, it's impossible (or near impossible) for one person to make an animated feature on their own.

The self doubt devil continues: You're a dreamer! You'll never pull it off and whatever you do is gonna suck! You're not a pro.. just quit while you're ahead.

(by the way, I've actually been told that. Not in the exact same words, but the meaning is the same)

To the devil of self doubt I say, who gives a damn? Maybe I won't ever finish it. Maybe it's not about the end product. Maybe it's about the journey. There is some truth to that, you know? Many times, the satisfaction which comes with achieving a goal, quickly dissipates. The satisfaction associated with the journey, the challenges, and the many mini goals achieved along the way is what lasts a lot longer. Maybe it's that type of satisfaction I'm after.

In fact let me state it plainly. I'm after the journey. I'm after the growth which comes with the journey. I'm after the adrenaline high I get when I face a problem I know nothing about, spend weeks or months at it and figure it out at the end. I'm after that.

Now, you know why I'm making this project. Now you understand why I don't care about sticking with a specific plan. It's cause the more I learn the more changes I make to my plan. And this is quite normal. In fact if anyone sticks with a plan and never changes it when he gains new knowledge, I would say that man or woman does not deserve the new knowledge in the first place. It has fallen onto deaf ears.

The next question you might be asking yourself is: What in the name of googoogaga is an open movie project?

Well, I think I have a loose definition for an open movie. It's a movie project which is open to the public during its production. I'll try to make as many assets as legally possible available for free to all. I'm making heavy use of 3D kits, which are not in the public domain, like [kitbash3d](#). However, anything I use from the public domain, will make it back to the public domain. I even put up the [script](#) I wrote.

Maybe others will find it useful and use it as well. I'll also blog/vlog the knowledge I acquire along the journey for others to make use of.

Okay. I blathered on long enough. If you follow the blog below, you can see the journey I had thus far...

Blog

Blog list

Title	Creator	Modified
2021/05/17 - Gimp Post Processing	Amir Shehata	May 17, 2021
2021/03/14 - I did a thing with Blender	Amir Shehata	Mar 31, 2021
2021/03/14 - sketchfab importer	Amir Shehata	Mar 14, 2021
2021/03/14 - Update on the comic book	Amir Shehata	Mar 14, 2021
2021/02/21 - An update	Amir Shehata	Feb 21, 2021
2020/02/15 - CG Cookie Flex-Rig Adding Clothing Assets	Amir Shehata	Feb 20, 2021
2021/1/18 - Comic Book	Amir Shehata	Jan 18, 2021
2020/11/22 - More test shots	Amir Shehata	Jan 18, 2021

2020/11/22 - Gemma... (again)	Amir Shehata	Nov 22, 2020
2020/11/15 - Working on the first Shot	Amir Shehata	Nov 17, 2020
2020/10/25 - Short Movie Update	Amir Shehata	Oct 25, 2020
2020/10/07 - Readthrough and other updates	Amir Shehata	Oct 08, 2020
2020/07/29 - Work Satisfaction	Amir Shehata	Sept 19, 2020
2020/07/28 - Script Update	Amir Shehata	Jul 28, 2020
2020/07/26 - Hobby or Work?	Amir Shehata	Jul 27, 2020
2020/06/30 - Lip Sync Serious Test	Amir Shehata	Jul 01, 2020
2018/11/15 - Workflow	Amir Shehata	May 25, 2020
2018/11/16 - Blender 2.8	Amir Shehata	May 25, 2020
2018/11/16 - Resources	Amir Shehata	May 25, 2020
2018/11/19 - Thoughts	Amir Shehata	May 25, 2020
2018/11/19 - Scribbles	Amir Shehata	May 25, 2020
2018/11/19 - Expectations	Amir Shehata	May 25, 2020
2018/11/20 - My first review	Amir Shehata	May 25, 2020
2018/11/25 - Holy Crap, Rigging is hard	Amir Shehata	May 25, 2020
2018/11/25 - Makehuman	Amir Shehata	May 25, 2020
2018/11/25 - Story feedback	Amir Shehata	May 25, 2020
2018/11/26 - Manuel Bastioni Lab	Amir Shehata	May 25, 2020
2018/11/26 - Rigging deep dive	Amir Shehata	May 25, 2020
2018/12/01 - Makehuman Render	Amir Shehata	May 25, 2020
2018/12/02 - Some facial expressions	Amir Shehata	May 25, 2020
2018/12/02 - More facial expression tests	Amir Shehata	May 25, 2020
2018/12/03 - MHX2 change	Amir Shehata	May 25, 2020
2018/12/03 - Makehuman pose	Amir Shehata	May 25, 2020
2018/12/04 - Mind Map	Amir Shehata	May 25, 2020
2018/12/07 - Another day another add-on script updated	Amir Shehata	May 25, 2020
2018/12/08 - Some more Cycles vs EEVEE comparisons	Amir Shehata	May 25, 2020
2018/12/09 - Finally some animation work	Amir Shehata	May 25, 2020
2018/12/10 - Mork walk cycles	Amir Shehata	May 25, 2020
2018/12/11 - A stroll through blender 2.8 walk cycle	Amir Shehata	May 25, 2020
2018/12/14 - Test Scene	Amir Shehata	May 25, 2020
2018/12/17 - Asset Manager	Amir Shehata	May 25, 2020
2018/12/20 - Asset Manager Update ... Holy Molly!	Amir Shehata	May 25, 2020

2018/12/21 - YAAM is done	Amir Shehata	May 25, 2020
2018/12/27 - Proof of Concept Story	Amir Shehata	May 25, 2020
2018/12/27 - Open Movie Roadmap	Amir Shehata	May 25, 2020
2018/12/31 - Last Day of the Year Recap	Amir Shehata	May 25, 2020
2019/01/16 - Lip-Sync update	Amir Shehata	May 25, 2020
2019/01/16 - rhubarb works for linux	Amir Shehata	May 25, 2020
2019/01/20 - lip-sync update	Amir Shehata	May 25, 2020
2019/01/28 - Slow Down	Amir Shehata	May 25, 2020
2019/02/01 - First Step in Automatic Lip-Syncing	Amir Shehata	May 25, 2020
2019/02/21 - First Automated lip-sync animation	Amir Shehata	May 25, 2020
2019/03/02 - Point of diminishing returns	Amir Shehata	May 25, 2020
2019/03/15 - Facial Expressions	Amir Shehata	May 25, 2020
2019/03/26 - Facial Expressions Continued	Amir Shehata	May 25, 2020
2019/05/04 - Where to now?	Amir Shehata	May 25, 2020
2019/06/09 - Vancouver, I have a script	Amir Shehata	May 25, 2020
2020/06/14 - My two year plan	Amir Shehata	May 25, 2020
2019/07/11 - Gemma	Amir Shehata	May 25, 2020
2019/07/19 - Work flow	Amir Shehata	May 25, 2020
2019/07/30 - Run Cylce	Amir Shehata	May 25, 2020
2019/08/16 - Update	Amir Shehata	May 25, 2020
2019/08/20 - Yet Another Update	Amir Shehata	May 25, 2020
2019/08/23 - Summary, Walk Through and Next Steps	Amir Shehata	May 25, 2020
2019/11/26 - Update	Amir Shehata	May 25, 2020
2020/01/18 - YAU	Amir Shehata	May 25, 2020
2020/02/02 - CG Cookie Flex-Rig	Amir Shehata	May 25, 2020
2020/02/19 - Frustrations	Amir Shehata	May 25, 2020
2020/04/19 - Story	Amir Shehata	May 25, 2020
2020/05/17 - Another Story Update	Amir Shehata	May 25, 2020
2020/04/27 - Story update log	Amir Shehata	May 25, 2020