

2019/11/26 - Update

Been a while since I updated this blog. This is going to be a long haul project.

I finished a draft of the script. And I wanted someone to go over it. Honestly, it's hard finding someone to collaborate with. I decided to simply higher someone with writing experience to go over the script and polish it. I met one guy and we got to chatting. He had a few good questions, which motivated me to go back and re-examine the story. Sort of go back to the basics. I used the story I had already developed as basis for a new version of the story. I'm planning to spend a couple of days with that writer to fine tune it and make sure it's complete and captivating.

In the meantime, I ran into a really interesting show called, "Undone". It's been developed in a really interesting way. They call it rotoscope animation. Basically they film the actors and then paint over them, and create the rest of the elements in 3D or 2D animation. "Scanner Darkly" was done in the same way I believe. Here is a trailer

After watching that show it got me thinking about creating a new visual style for the show. After going through the animation test I've done, I came to realize the importance of real actors to get the emotions right. Especially, if I'll be using character generation tools like MB-Lab, I won't have the fine control to express the emotions. The tool just doesn't have the rig to do that.

What would be ideal is a mix of real actors and 3D animation. But doing something photo-realistic is simply beyond my means. I'm currently asking myself this question: Is there a visual style which can capture the actors emotions, but allow me to build a grand world without having a billion dollar budget?

Investigating...