2D ANIMATION "ZESPER SECRET CLUB"

MISS SIRIMA PHANTUVANIT

THIS REPORT IS PART OF THE REQUIREMENT TO FULFILL
CGI 4223 ARTS THESIS I AND CGI 4225 ARTS THESIS II
DEPARTMENT OF COMPUTER GENERATED IMAGERY
ALBERT LAURENCE SCHOOL OF COMMUNICATION ARTS
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ALBERT LAURENCE SCHOOL OF COMMUNICATION ARTS
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APPROVES THAT THE ART THESIS
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THE BACHELOR OF FINE AND APPIED ARTS DEGREE

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ABSTRACT

Bullying is the use of force, threat, or coercion to abuse toward particular targets, such as the difference of race, social class, gender, appearance, behavior. It can be divided into four basic types; emotional, verbal, physical, and cyber, all of this can cause harm to a human in both physically and mentally. If bullying comes in a group, it's called mobbing.

I was bullied and banned by classmates when I was in kindergarten because I am shy and has high pitch sound like anime characters, which makes me feel anxiety every time I become conspicuous or I have to speak in front of people because they will listen and judge me right away that I fake my voice. Right now, although I manage to escape all of this and buried my past, I still can't get over this trauma. I never have enough courage to tell my feelings to anyone even my parents. The time pass and I am sure all of them forget what they have done to one person's life just because they want to have fun, just because they don't like someone uncommon or different from them. The worst thing is they thought they have the right to blame every bad thing on me because I'm alone and weak. They gave me the unforgettable deeply hurt that destroy my self-confidence until nowadays. I'm too afraid to use this voice to tell everyone, so I took this opportunity to leave some message into this animation.

I want to express the way I think about human society. I believe that everywhere in this world people are ready to hate and destroy anything or anybody who is different from them or the standard they made up without open their mind or even try to learn about them. They can hurt anyone who is weaker to make them feel more powerful and important. Some might raise awareness to stop bullying, but the bullying never dead and buried from every level of society. As long as human seeks for power by abusing others, there still poor victims out there who waiting for someone to help them.

All characters in this project will represent a group of people who are the victim to be looked down and bullied in real life. Introvert, shy, nerdy, chubby, or someone who has a disorder. They might not perfect in someone's eye, but everyone is human who has heart and nobody deserves to be hurt in both mentally and physically just because he or she is different. They are beautiful human and have unique powers to do good things like normal people or even better than those who look down on them. I gathered them together in the world where these strange and lonely people meet together and become a friend. They will understand each other through what they experience in the past, they will help and support each other to fight with anger and sorrow, and they will create a strong relationship and change loneliness to a big and warm family. Hopefully, if there would be someday that everyone who is bullied and abused join together, I wish they will give a hand to the weak and never let anybody alone anymore.

Keyword: Super powered people, Japan, Taisho era, mystery, bonds of friend and family.

ACKNOWLEDGEMENT

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CHAPTER 1
INTRODUCTION

1. Background and Significance

The Zesper Secret Club used to be a group of original characters designed by me and my friends. We gathered them together in a theme of special powered people in the Taisho era of Japan. I used to have a lot of fun with it, but since most of my friends stopped participating in this project, I asked them permission to continue it as my thesis. By recreating a prologue, and a whole new story for it again. Because I see that there are morals to be learned and emotions to explore in the story and I can work with a lot of character designs.

In the project I used to create with my friends, there're lots of things that I learned from; history, architecture, art style, society and tradition of Japan in Taisho era, to create Trade Town, Special Administrative Region. It is the fictional trade area where the story located, which makes our project more realistic and fun to work with. Moreover, the background story of each character that they created are grieving but so beautiful and inspirational when we made them meet together, it's like everyone fulfill the missing part in each other's heart and form a strong bond between them perfectly.

Why Taisho era? It is my Japan favorite period. It was the time that is between eras of open country which changing the face of old Japan and the era of the military tide which full of WWII atmosphere. Taisho era was a short era but it had an interesting mix between eastern and western style. The idea of democracy and communist, the way people live that receive the idea from western, women were working outside, development in education, and so on. Most important, Taisho era people have a wonderful way of dressing, I find myself love in Taisho era school uniform, it is so pretty and expresses the colorful of youth.

Why super power people? My friend and I got the inspiration from one anime; Otome Youkai Zakuro, it is the Japanese anime that has a lot of military motifs mix with old Japanese tradition. the story talks about the conflict between the westernize of Japan that brings lots of prosperity to the country, which cause the conflict to supernatural creatures who have been live before the coming of western got trouble, Not only being hated by citizens, but lose their home because the buildings and light steals the darkness which is their only home. So in order to live together in peace, the military and the spirit sides send their agents to work together as partners to fix the crime that caused by the conflict between people and spirits. I want to give this group of super-powered people conflicts and obstacles to living in society, in Zesper Secret Club is the conflict between super-powered people and the citizen and evil military that try to eliminate them and use them as the weapons because they see the danger and uncontrollable in these people. In the group of super-powered people, there also characters that got the inspiration from

Japanese belief or myth such as an ogre or Okiku doll to make characters have more variety.

As I mentioned a lot in the abstract, this story also focuses on the hidden meaning in each character. I've been through the experience of being bullying and banned, and read so many articles of people who have the same experience. So I give my characters the role of these people such as the focal main character is not handsome, chubby and wears glasses and so on. Everyone is not perfect and has weakness although some of them have a powerful superpower. They got banned from society and feel the pain of being hated and scared by people, or even hurt the one they love by mistake. With these problems, the characters will have development and grow up in a very realistic and impressive way.

2. Study Objectives

I'm sure everyone who can draw the cartoon and have their own original characters wish to see them become alive in some ways. I used to have a goal of writing cartoons, but then my goal changed when I study 2D animation and find myself enjoy doing this although it might difficult in some techniques. It makes me want to learn more and become a 2D animator, so this thesis is my step closer to the dream and the challenge to prove myself that I can do it. Moreover, as I mentioned before that most of them are my friend's characters, so I feel that they expect with this project and want to see their characters moving in the real anime. So I keep telling myself and continue to improve my skills in animating more and more.

A sentimental, dramatic, and inspirational story always touch my heart and very challenging to create. I love the story that is about the different kinds of bonds such as between parents and kids, lovers, friends, and any relationship that makes characters grow up more mature. I want to include this in my animation, each character will have a miserable background life that causes them to be isolated and lonely, but with more experience, obstacles, and friendship they gain, they will develop slowly to be a better person and will have the courage to stand up against their scars of the past.

Other than watching this cartoon just for fun, I want the audience to focus on it carefully and find some moral hiding in each characters' stories. The main idea is the group of people who are outcast and having a hard time in any level of society such as fats, nerds, introvert, and people with disorders that will let the audience who has some bad experience of being bullied and looked down feel kind of associate with some behavior that they familiar. These characters will go through a bad time in their life with the support of friends who have the same problem, it's like that they are fulfilling the missing part of each other understandingly.

To share my interest in studying history about Taisho era. Since my friends introduce this knowledge to me, I aim to share what I know to others about how beautiful this era in the

form of animation is. Although it might not 100% in terms of data, I tried my best. Also, I can draw Taisho era costume as much as I want, so this project is also for my own need. Same as the reason why I choose the topic about superpowered people, I like this kind of movie and anime because almost character in this kind of story has unique personality and perspective, so I want to show this in my project.

3.   Study Process

There are 3 areas that will support my study process: Japan Taisho era, supernatural abilities, and the technique of 2D animation process. As I mentioned before that the story theme is Japan, Taisho era (1912-1926) or around World War I. To create the fictional city called Trade Town I have to study the basic history of this era, what kind of building they have, what costume they wore, what kind of car they drove, the changed of women's role in society, their education that open for citizen. This town based on Yokohama city where they have the port to connect with foreigners, so the location, Export, import, and race are based on the real city of Japan, and I add the local myth to make this town more interesting and different from the original city.

When the story is about supernatural powered people. Although they were already given by the owners of them, I still have to do research from many cartoon characters to change something in order to fit their personality and the story and for the variety of the characters. I also research about Japanese belief to create new kind of superpower that will be represented base on Japanese styles, such as a character with superhuman strength will have Japanese ogre as the reference. Or using some tradition such as Koinobori to be the reference of character design to give the meaning to one character who been through suffering but never give up as the meaning of carp-shaped wind socks that traditionally flow in Japan for celebration.

I also have to study more about the making of animation on YouTube. First of all, cell shading that used for coloring in animating process, it is the way to save time when they're too much painting to work on such as, frame by frame technique or fixing the color of something by using the magic wand tool and Ctrl + Delete. Second, how to create the 2.5D scene to create parallax camera movement, by painting scene with separate layer and using after effect to create camera movement. I try to find the easiest and fastest way to finish all the background painting as fast as I can before Thesis 2. To help with the right perspective and proportion I also have to model it in Maya to get the basic shape, save the model that I want then paint over in Photoshop.

4. Scope of Study

4.1 2D animation: Thesis 1

-7 Character Designs

Per Characters:
    10 thumbnails 2D
    5 colored thumbnails 2D
    1 finalized design 2D
    5 angle Turn around 2D
    5 poses 2D

-5 Environment Design

Per scene:
12 thumbnails 2D
3 colorized thumbnails 2D
3 finalized scene 2D
3D scenes for perspective correction

-3 Vehicle Design

Per Vehicle:
6 thumbnails 2D
1 finalized design 2D
1 3D model

-6 Prop Design

Per Prop:
6 thumbnails 2D
3 colorized thumbnails 2D
1 finalized design 2D
1 3D model

4.2 2D animation: Thesis II

-1 Animatic Prologue animation
-1 Poster

5. Expected Results

There are 3 things that I expect from doing this project. Since this is the first time that I experience the process of creating animation, I quite aim my goal high and push myself to do the good quality of work.

The first purpose of this animation is to introduce the world setting and main characters that will lead the whole story, to give the idea of what story will be like. That's why I choose to do the prologue part which takes around 5 minutes to cover all the information I want to explain in the story.

Secondly, I aim to attract audiences who have the same interest and skills to continue this animation together as a team since I was suggested and encouraged to do TV series, it will be about 12 episodes, and each episode is around 20 minutes. It will be the big group project that everyone can use it in their portfolio that will expand their field of careers in animation or cartoon companies.

CHAPTER 2
Literature Review and Technical Review

Literature Review

As I mentioned before in the introduction, my research was cover in Taisho era of Japan, its tradition and belief, people lifestyle in the port city as the reference of the fictional city where characters live.

1. Japan, Taisho era (1912-1926)

Taisho era is the era between the boldly modernizing Meiji era (1867-1912) and the militarist tide of early Showa (1926-1989). Start its era blindly and hardly knowing where to go after Emperor Meiji passed away. Entered the new age and turbulently remained for 18 years, the big events include World War 1 in 1918, the founding of Taisho Democracy in 1922, the Great Kanto earthquake in 1923, the first suffrage and Peace Preservation Law in 1925. The westernize Japan in this era was continued from Meiji era since western country such as America opened the country for trading, changed people lifestyle from old and preservative to follow the modernize idea that became mass at that time. (Source: https://www.japantimes.co.jp/life/2012/07/29/general/the-taisho-era-when-modernity-ruled-japans-masses)

Figure 1: Tsurumaki, a popular place among students in the Taisho era
Source: https://www.waseda.jp/top/en-news/27987 . Accessed on December, 08, 2018

I choose this era to be the setting of the story because there're some Western characters, this character born in British merchant family called Faithien. This family live in Trade Town for a long time and has the most power in this city. So I think that the period should be the modern period, and instead of choosing Meiji era which is the first time that Japan open its country, I choose Taisho era because the atmosphere is livelier in day and night. Also, I like school uniform of this era.

2. Yokohama Harbor

Yokohama is the first harbor city introduces to the world as the entrance of Japan, it is known as the gateway to Tokyo since the opening in 1859. It is located in the center of Japan, along with the cross line of the Pacific Ocean. In 1868, the port was developed for trading silk with the main trading partner; Great Britain. From this time until 1923, Yokohama got many influences and technological transfer from Western, such as newspaper (1870), first gas power street lamps (1872), and Japan first railway, and so on.
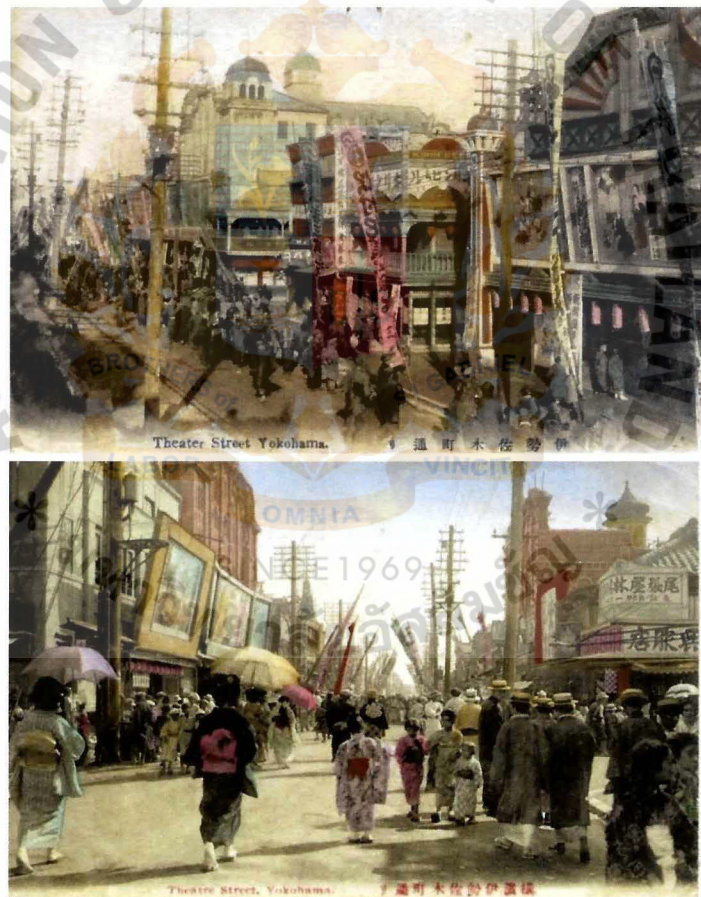
Figure 2,3: Theatre street Yokohama by Takashi Matsumoto
Source: https://yokohamapostcardclub.blogspot.com . Accessed on December, 08, 2018

I use Yokohama city as the reference of Trade Town, the fictional administrative area that famous in trading with foreigners. In Zesper Secret Club, Trade Town is also the harbor city that welcomes countless cruise ship. This town not only adopts the western culture but also introducing Japan's wide range of culture from food to lifestyles. Why I must locate this town at

the coast because Yokohama is the city that most people familiar with. For some reason, most anime that has the setting in Japan always mention this city.

3. Foreigners

Foreigners came to Japan after the country opened for trading with foreigners. Before that Japan closed off it society to Westernizing influence, after Edo era and feudalism end, it was the Meiji restoration that leads to an emergence of modern Japanese culture, politic, and society. There are countries that came to trade with Japan such as United Kingdom, United Stated, Manchukuo or Mandurian, China, India, and Dutch.
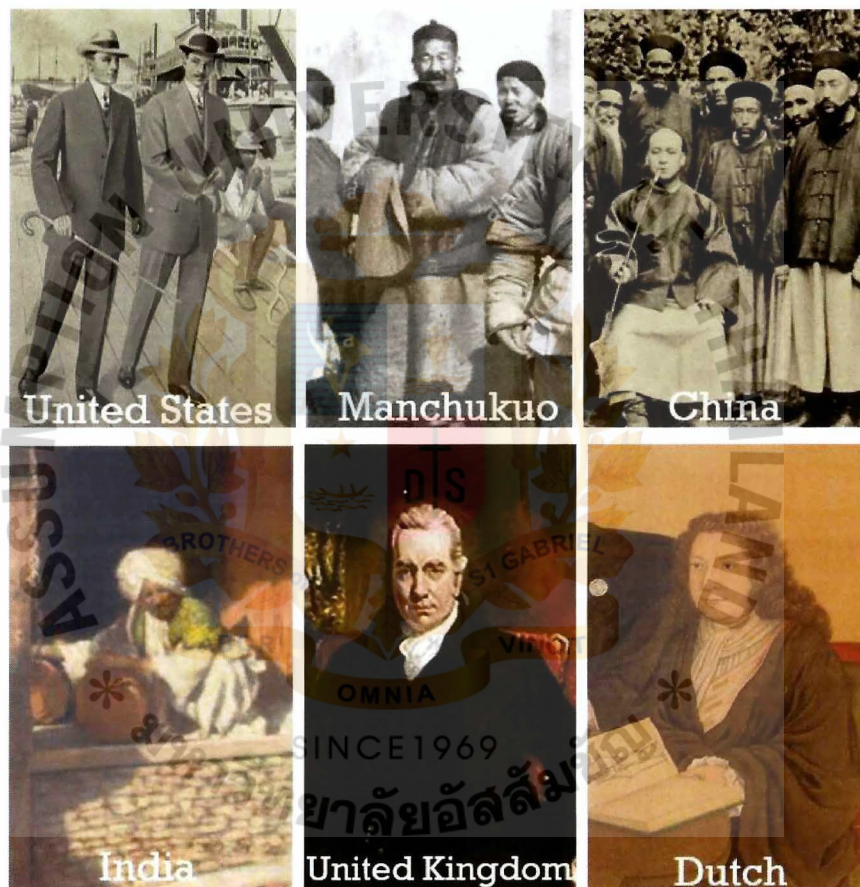

Figure 4: Foreigners that came to Japan in Taisho era
Source: Various website Accessed: September, 10, 2018

I want superpowered people to have variety race. Some of them come to Trade town because they believe that this town can be their home, and most of them know that the leader of Faithen family, Frey, secretly helps super powered to hide in this town. They will do their career while hiding from the soldiers that want to arrest them. Both of them and local super-powered people are perceived as dangerous and uncontrollable, so some of them are given crime in their hands and murdered by soldiers. However, foreign superpowered people find this place has more freedom than other countries.

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4. Export-import products

As I mentioned before that Japan traded with foreigners after opened their country in Meiji era, I kept researching more in detail about what goods did they export and import. I found that Japan was important in exporting tea, raw silk, and rayon. Tea is the most commonly drunk beverage in Japan. The most well-known is green tea, which is also the central element of the tea ceremony. The best places for tea cultivation is in Shizuoka, Kagoshima, and Uji (https://www.japan-guide.com/e/e2041.html). Japanese silk is silk that harvested in the country of Japan. People started the practice harvesting in the 3rd century, by adopting the technique from China and Korea. It became silk industry from the 1800s until 1950s (https://en.wikipedia.org). Raw silk alone is one of product that brought great income to a peasant family, they grew more mulberry so that the worm can require it seasonal labor (https://www.jstor.org). Also, silk is one of the products that can be in the luxury market by its unique pattern and craftsmanship.

Figure 5: Cocoon spun by a silk worm makes raw silk.
Source: http://www.takaraginu.com Accessed: December, 8, 2018

In the story, there's a character name Suikatsura Shiragiku, her family has silk business while she became Miko because of her superpower. This family trades with foreigners since the Meiji era and now her big brother is the successor of the family. Although she has nothing to do or concern about it because she is a girl and already work for the temple, but she educates herself in this field and hopes that it will help her family in some day. She is shy and lack of confidence, but she is the talent for making silk.

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5. Careers in the Taisho era

Talking about careers that people in Taisho era did, there are lots of things to talk about. The thing that very different from the old era is the emerged number of career women on the scene, actively seeking and gaining employment. The higher education makes women found their job that needs her abilities and qualities in which women different from men. The value "good wife, wise mother" still appear in parents of the new generation, other than go out to work, women were expected to get marry and stay at home.

In order to make the audience see and believe that the location is in Japan, I have to add people and their lifestyle in each scene. Trade Town is located near the sea and also trade with foreigners, so there will be merchants, fisherman, chairman, and so on.

6. Architecture and vehicles

For the architecture and vehicles, Taisho era got lots of reference from Western, different innovation and design ideas from North America and Europe was continued to be adopted. Japan in this era was now part of the modern world, in a big city like Tokyo, without any context it's hard to tell that the place is located in Japan. Neo-classical art-Deco style appeared in this era, Japanese architect also shows the interest in modern architecture from the Bauhaus, Frank Lloyd and so on (https://study.com/academy/lesson/taaisho-period-art). For rich family and foreigner were able to afford the house with foreign style while middle-class people prefer tradition style. Most of the official places or hotel that open for rich foreigner use the Western architecture. This building style increased rapidly since the late Meiji era along with the rise of the number of population. The traditional style could be seen in the local area. In this era, we will see many kinds of vehicles in old photographs such as rickshaw, old vintage, cars railways, buses, and trains. Cars were for rich people while rickshaws were affordable for commoners.

Figure 6: former Prefectural Building of Yamagata (1916), Neoclassic Style
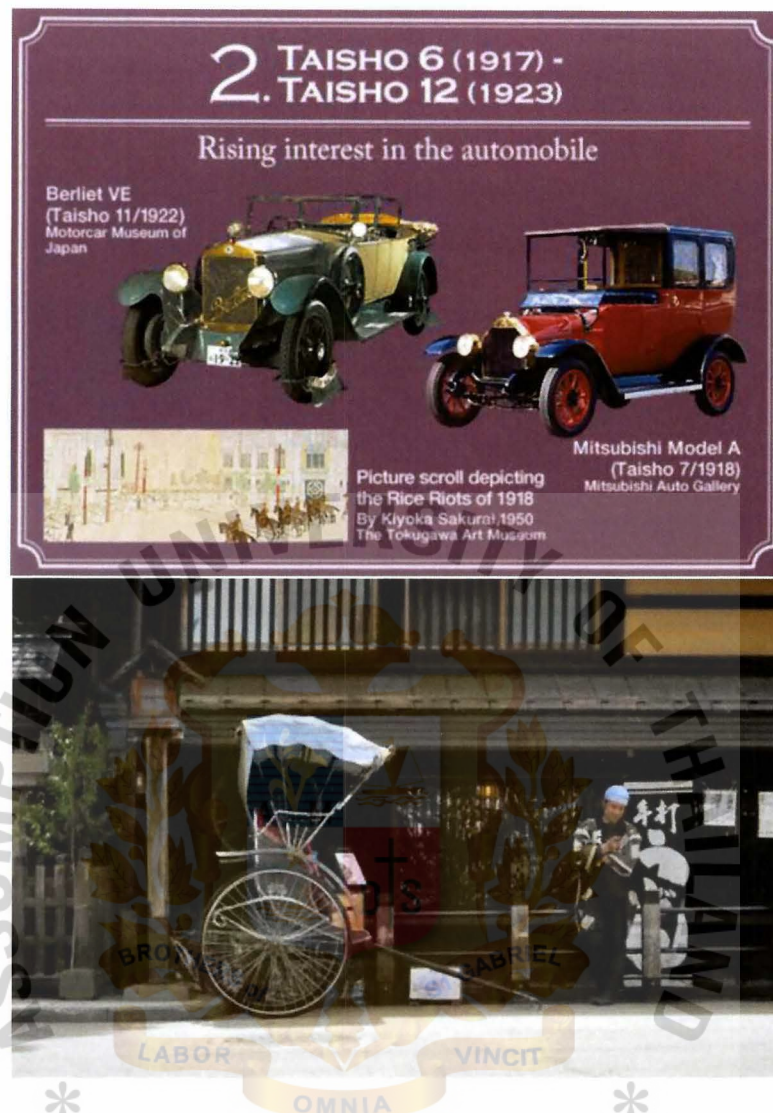Source: https://study.com/academy/lesson/taisho-period-art-architecture-in-japan.html Accessed: Dec, 09, 2018

Figure 7, 8: Example of vehicles in Taisho era
Source: www.toyota.co.jp / https://www.123rf.com Accessed: October, 08, 2018

These will appear in my animation, which will locate in early Taisho era, Trade Town is very lively especially in the central market where local building still appears and mix with the Western-style building, the official place and train station will be Neoclassic style. In the opening of the animation, I use the reference from the old photo of the Grand Hotel in Yokohama which located near the sea, use cars and rickshaw that I paste above as the reference.

7. Clothes

In Taisho era we can see more modern people dressed in Western style, in this period there were the words "Mobo (modern boy) and Moga (modern girl)" which means people who prefer to live their life like Westerners. Mobo wore suit and hat while Moga wore a dress and cut her hair short, unlike traditional style that always keeps hair

long and makes a bun. Some Moka dress like men to shoe her modern attitude which was acceptable at that time.

Figure 9: Moga (left) and Mobo (right)
Source: https://www.pinterest.com Accessed: October, 09, 2018

In this era, there still have people who prefer wearing traditional clothes, women and men wore kimono or yukata (summer version of kimono) some people wore the western shirt inside kimono that wears with hakama. It became the divisibly mixing cultures that are so unique, attractive, and appeal to look at. The costume that was the icon of this era is school outfits. For girls is the mixing of hakama and yagasuri kimono, some schools had a skirt and sailor collar shirt as a uniform. The best example can be seen in the anime "Taisho Baseball Girl"

Figure 10: Example of Taisho era uniform, from the anime "Taisho Baseball Girls"
Source: https://ryoohkianimeloft.wordpress.com Accessed: December, 09, 2018

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A schoolboy outfit is also the icon of Taisho era costume. When we talk about Taisho era, one of the first thing that comes to our mind is black military-like school uniform of boys in that period or uniform consisted of a school cap (which is still used today), geta, kimono and hakama over a tall necked Western-style shirt.

Figure 11/12: Example of Taisho era costume
Source: www.pinterest.com Accessed: November, 20, 2018
         http://kimono-life.blogspot.com Accessed: September, 23, 2018

The pictures above show the variety of clothes in that era. In my animation will show various kind of people by using costume as their representation of careers and characteristic. For example, Nagao Shouta, the focal main character, he's the young man who quite preservative in term of his dressing, so he wears kimono with high collar shirt inside and hakama. Or Frey Faithien who wears a flexible outfit because she is kind of working woman. Nagata Tsubasa is a schoolboy so he wears a black uniform with shorts to make him look younger. Setsuri Hoshi wears a western apron with traditional housemaid cloth to make her high-class maid.

8. Japanese traditional dolls

Japanese dolls (人形 ningyō meaning human shape) is one of the traditional Japanese crafts that have the long history back in ancient Jomon culture 8000-200 BC, there was the making of "dogu" (humanoid figure). In this period, doll usually associated with fertility rite and protecting the soul to the afterlife. In around the golden period of Heian in the 11th century, several types of dolls had already been created for use in various ways, it can be used as toys for girls, as a protective doll for children and elders, or use as a religious ceremony, like cursing or protective

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talismans and so on. We can see that Japanese doll is more than a simple toy or decorative, but it carries ancient tradition and belief till nowadays.

Figure 13/14: "Dogu" figure, late Jomon period (left)/ "Hoko" and "Amagatsu" pairing (right)
Source: http://www.geocities.ws/fomtextilians/JapaneseDolls.html Accessed: December, 09, 2018

Heian era is the first time dolls had an important role in human life, but the peak of tradition doll developing was in the Edo period. There're many types of dolls as follow…

Figure 15: Hina dolls
Source: https://orientalsouls.com/product/hina-doll-mitsuki-stand-pair-dolls-set/
Accessed: December 09, 2018

The Hina dolls were made for Hinamatsuri or the doll festival, this type of dolls are made of carved wood and dress with many layer textiles. A full set has at least 15 dolls represent specific characters such as empress, emperor, and basic male and female pairs.

Figure 16: Kintaro Doll
Source: https://global.rakuten.com/en/store/kobo-tensho/item/12yos-503-258/
Accessed: 09 December 2018

Kintaro dolls are inspired by the legend of the brave boy name Kintaro. They were made for children in Tango no Sekku holiday ceremony.

Figure 17: Kimekomi dolls
Source: https://auction.catawiki.com Accessed: 09 December 2018

Kimekomi dolls are made of carved willow wood and decorated with cloth scraps, usually for decoration rather than playthings.

Figure 18: Kokeshi doll
Source: https://www.japanesestyle.com/Kokeshi-Doll-Red-Kimono-Pink-Sakura-p/fdtwk414.htm
Accessed: 10 December 2018

Kokeshi dolls are wooden dolls that have been made for 150 years. They have a big head with a cylindrical body that has no legs or arms. They were made as a toy for children of farmers.

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Figure 19: Karakuri dolls
Source: https://www.pinterest.com/pin/346636502540627808/

Karakuri ningyo is the puppet doll with mechanicals which able to move. There are various types of Karakuri dolls can be used on the festival float, for amusing people, and for serving tea in a tatami room.

Figure 20: Bunraku puppet (left) / Ichimatsu doll (right)
Source: http://www.geocities.ws/fomtextilians/JapaneseDolls.html Accessed: December, 09, 2018

Bunraku puppets are a theatrical type that was inspired by Kabuki performance. This kind of Japanese puppet theatre called Bunraku performance consists of 3 kinds of performers: puppeteers, chanters, shamisen, and taiko drum musicians.

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Figure 21: Ichimatsu doll
Source: https://www.etsy.com/sg-en/listing/676127310/beautiful-ichimatsu-doll-style-girl?ref=landingpage_similar_listing_top-4&pro=1

Ichimatsu dolls are made for children to hold in the arms. They represent boys or girls with the right and beautiful proportion, flesh-colored skin, and glass eyes. The Ichimatsu doll is best known in girl form since 1927 when it became the friendship doll exchange between Japan and the United States

In my project, I mention a lot about many types of dolls because Trade Town is famous for promoting their product by using what local people are good at. Many types of dolls can be found almost every street in this town, as much as silk, wood and all the material that is used to create them. They have a famous puppet theatre in the center of the town. Many families create and sell dolls for many generations, when Trade Town become the center of commerce silk and tea, they use this opportunity to sell their dolls to travelers as souvenirs or bonus free gifts after buying teas and silks. Dolls become something to give as a gift, the symbol of amity in the business and the entertainment. To say briefly, dolls can be the symbol of Trade Town.

Why it become the symbol of Trade Town. There was the story before people in this area work as doll makers, the local myth that inspired from the tale of Okiku doll, named after the girl who used to be the owner and died of cold. Okiku's soul didn't rest in peace but possesses in her doll, cause the doll's hair to grow longer and longer. Her family placed her doll to the shrine to prevent it from haunting people. Instead of making people scared of the dolls, the demand for it increasing until it becomes the symbol of the town

There is one character that has the Bunraku doll as his vessel. Mario used to be the boy who has the power that allows his soul to possess every object. He got life-size Bunraku doll from Shouta's grandfather after the accident that causes him to lose connection with his coma body. I got the inspiration from the tale of Pinocchio that gives the virtue to live up to the qualities required of becoming a real human. Mario has a few chances and nearly hopeless to return to his body, so he needs to find the virtues to replace his missing part to live as a human before he will forget himself for who really is.

1. Supernatural abilities

Supernatural abilities are the power that gives the one who holds it special abilities that higher than normal people, it cannot be explained by the scientific and the laws of nature. It appears in many forms of fiction characters features. In the old time, the belief of supernatural power was associated with God, angels, spirits, non-material being, it is featured in paranormal, occult, and religious.

Nowadays, Supernatural abilities are very popular in the fictional universe of various comic books, stories, animes, movies, and video games. This idea developed from religious things to become more touchable and believable by adding an atmosphere of science and chance the holder from God or angels into human characters.

Figure 22/23: character with supernatural ability in comic (left) and manga (right)
Source: http://powerlisting.wikia.com Accessed: December, 09, 2018
        http://bungostraydogs.wikia.com Accessed: December, 09, 2018

In my project, the story leads by a group of supernatural ability, in my fictional universe, there are groups of super-powered people around the world, hiding their abilities in the era that people are afraid of them. There's only 5% of them in the world population that born with powers, it can be passed or evolved by genetics or awaken by the accident that almost took one's life, but it can't be practiced to have one. Explain shortly, the superpower abilities is for the chosen one. In Trade Town local special powered people have only small groups and they can sense each other, so if they're in trouble they can go to Zesper club and ask for Mrs. Frey help. The Zesper secret club was established by Mrs. Frey Audrey. The purpose is to invite special powered people to come and socialize together as long as helping each other when they're in trouble.

In 7 main and supporting characters, their power will associates with their life background. Some may say that having superpower is like the gift from God, but I want my character to perceive it as the curse. Children who found having superpowers that can hurt people mostly will be killed or abandoned. While some of them that have the power that is useful will be used as a tool whether they like or not. Some of them get benefit from the power, but most of them suffer from it if they don't know how to control their power. Setsuri Hoshi, who has superhuman strength, was abandoned by her parents because she has this power. Reiji lost his mom when his metal-control power awakens and cause the car accident. Nagata Tsubasa, who has a future vision, become a boy who scares of relationship because he sees the future and chooses not to trust anyone. When they use superpower for the right thing, it is the gift, but if not, they will get something bad in return.

10. Bullying
Bullying is the use of force to threat to abuse other by verbal harassment or threat, physical assault or coercion toward particular target include difference of race, social class, gender, religion, language, appearance, size or ability, personality. Individual bullying can be defied in to 4 types.

10.1 Physical is any bullying that harms body. This kind of bullying begins with different form and will end up hurts someone who is target by using body or other weapons, beating, stealing, destroying properties. This kind of bullying will increase over time, if cannot be stopped quickly, it will leads to tragic end.

10.2 Verbal is bullying that done by speaking, making fun of victims, spreading rumors and threatening somebody. In general, female use this way to bully others more than male, they're more socialize and want to show their power on their victims.

10.3 Rational is a type of bullying that intent to destroy somebody social standing to improve someone's superior and power to control social, using the technique include Physical and verbal to make social ban the victim. This kind of bullying can be found at school and can happen in both male and female.

10.4 Cyber bullying is any bullying that done through the use of technology. This type of bullying not only happen in social network, but include messaging abusing in email, or website. This type of bullying is the hardest to be controlled because the bullies can pose or send text message as someone else so it's difficult to catch the real culprit.

Bullying can happen in any class of society and everywhere, the place that can find bullying the most are school, office, or even in the house. Most victim are children, junior, or someone who has low status and power in that society. Bullying is motivated by envy, some bullies are arrogant and narcissistic that they use bullying as a tool to boost their self-esteem by hurting others which makes them feel empower. Bullies may bully out of jealousy or because they themselves are bullied, they have fragile ego and react it out in disrespectful way to make other feel their pain. Bullying can cause the victim to have stress, an anxiety and depression that sometimes can lead to social difficulty or even suicide. (https://en.wikipedia.org/wiki/Bullying)

There are many movies and TV series that use bullying as the main issue in the story. For the first example is Thirteen Reason Why, it is a young adult novel telling the story about a young high school girl who been through bullying and betrayal from her friends at school and choose to end her life, leaving behind recorded tapes that sent to 12 people 2 weeks after her death as the 13 reason why she commit suicide. Second example is Insatiable, the story tells about high school girl who got bullied and looked down by others for being overweight since she was young. Until the day that she got accident and being on a liquid diet for 3 month, she is now become thin and seek revenge on her bullies.

These two TV series reflects the impact of bullying that appears more nowadays, leads the audience to discover how one person choose to run into the death rather than stay alive and endure painful from being abuse from others, or how one person that use to be nice and kind change to someone who only seek for revenge, that because deep down that person still fear and suspicious of being hurt.

Figure 24: Insatiable, the example of how victims can become bullies
Source: https://thestandard.co/insatiable-netflix/ Accessed: December, 10, 2018

As I mention before in abstract and introduction that characters in the story represent a group of people who are bullied in real life, in this part I want to add that bullying and abusing not only destroy someone's life, but it can lead someone to react out in violence and hurt more people. In my story, some of the superpowered people who suffer from being hated and abandoned by the social group together as a terrorist that aim to revenge and establish Trade Town to be the area for them. I want to tell that even small abuse that someone did may cause tragic in the end, not only for victims but for everyone who ignores them.

11. Attachment Theory

A psychological invented by John Bowlby, explain the interpersonal relationship between human, which means a strong association between two or more people. it is the theory that explains how human will respond within a relationship when they are hurt. When we were a child, we need protection and emotional support which motivate us to seek closeness with their parents, this relationship called attachment. A child needs to have the attachment with at least 1 caregiver as a safe base to improve their social and emotional development. In children, 4 different attachments have been classified as follow.

First, secure attachment is when children feel that they trust caregiver to attend to their needs. Second, anxious-ambivalent attachment occurs when children feel separation anxiety due to the separation between them and their caregiver. Third, anxious-avoidant attachment occurs when children avoid their caregiver. Last, disorganized attachment or lack of attachment behavior in children.

Then in the 1980s, this theory was extended to attachment in adults. Explain how attachment theory can apply to an adult relationship in their family, lovers, or friends. There are 4 main styles of attachment in adults: Secure, anxious-preoccupied, dismissive-avoidant, and fearful- avoidant. The attachment style in adults is corresponding with attachment style when they were young. The secure attachment style in adults corresponds to the secure attachment style in children. The anxious-preoccupied attachment style in adults corresponds to the anxious-ambivalent attachment style in children. While the last 2 attachment style can occur due to the individual experience of their relationship they've been through.

In the story, I didn't focus about love between couples, but the relationship between families, the reason why one character have social difficulties, and why some character afraid of moving their relationship forward.

Technical Review

This project will consist of the technique in programs that I use in pre-production and production process.

1. After Effects 2.5D camera
This technique is use for creating parallax in the scene. Parallax is when object in front of our eyes move faster than objects in the back when we move the camera. Imagine you are in a car that running and you look at buildings, you will see that buildings in the front moves faster than the back. This Tutorial is created by Dan Stevers, teaching the basic option of camera tool in After Effects and how to use it. This technique is best used for easy camera movement such as from left to right. In my animation I use this technique to introduce the wide shot that shows lots of architectures.

Figure 25: 2.5D camera tutorial

2. Fire particle technique

Another After Effects technique that used for creating fire or some power in animation or motion graphic. It is the feature that already in this program, it might takes time to understand how it works but it is very useful feature.

Figure 26: Fire particle tutorial

3. Next is cell shading, it is the technique of coloring the 2D animation that is very useful and save time when working on frame by frame. Basically is we use magic wand to select the area we want to paint, select>Modify>Expand>set number1 or 2, then press Ctrl, Delete.
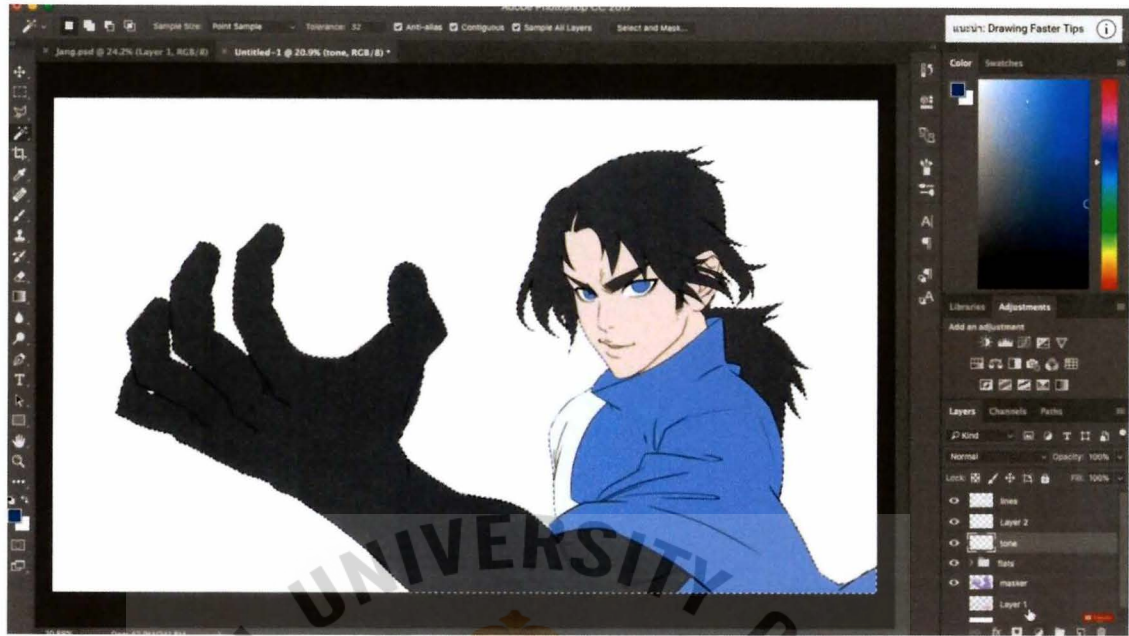
Figure 27: Fire particle tutorial

CHAPTER 3
Project Development and Story development

This project has plan for 2 semesters in working progress. I set up the plan for accomplish this animation as the follow:

Working Planning

	CGI4223 Art Thesis I	Week														
		August				September				October				November		
	Working Process	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	Research and Creative thinking for concept	✓	✓	✓	✓											
2	Screen Writing and Story development				✓	✓	✓									
3	Thumbnails & character development						✓	✓	✓							
4	1st draft Storyboarding development								✓	✓						
5	2nd draft Storyboarding development									✓	✓	✓				
6	Character, scene, prop design	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
7	Final Present animatic / design									✓	✓	✓	✓	✓	✓	✓

	CGI4225 Art Thesis II	Week															
		January				February				March				April		
	Working Process	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	Production in Progress I	✓	✓	✓	✓											
2	Production in Progress II				✓	✓	✓	✓	✓							
3	Production in Progress III								✓	✓	✓	✓	✓	✓	✓	
4	Art Thesis Exhibition															✓

The first semester I plan to finish all the pre-production process, include the final look of every characters in my story. Then the second semester will be my production part.

Finally, I came up with an idea of the story for my animation as follow:

Synopsis
Zesper Secret Club (Full Story)

Zesper secret club was established by Miss Fay Faithien, an English merchant's daughter who has the ability to control her hair. Other than taking care of the club, she helps the police to investigate the crimes that relate with special powered people, and also protect them from being killed or used as weapons by the military. In this time the people with special powers are illegal and perceived as dangerous and uncontrollable.

Nagao Shouta, the protagonist who comes to Trade Town to inherit his grandfather's business which is making, selling dolls, and spread the knowledge of puppetry after his grandfather died. But when he checks all of the dolls in the shop, he finds that one of his grandfather's masterpiece puppet is missing from the box. Before he can figure out what's going on, a group of soldiers come and take over his shop without telling him any reason. Before he is about to get killed by one of the soldiers a doll that he thought was missing appears and saves his life. The doll takes him to the secret club called Zesper in the basement where a small group of people with special powers meet together.

Then Shouta knows the truth that his grandfather didn't die of his age, but he was killed by the same group of soldiers because he got caught having special power and secretly adopted orphans that have super power in his house. So he joins the club for temporary shelter and in exchange, works for the club. . His job is cleaning the club and to be with these kids when they go out for a mission along with finding the way to take his shop back, with the help of Reiji, a quiet and introvert boy who has the ability to control metal, and Mario, the mystery soul that is possessed in a puppet and cause it to move like a real life person.

There're sometimes that the Zesper group has conflicts with other super-powered groups that want to start the war with the military that cause member in the group get injury. In the serious situation that groups of super powered people fight back to the military while the Zesper try to negotiate both side to stop the war that will effect to all Trade Town people. Shouta finds himself having recover-power that passed down and evolved from his grandfather who has power of creation. Although his power cannot use for fighting with anybody, he still have to practice to control his power and support others.

Meanwhile, the head of the army issues orders to arrest more special powered people and force some of them to join the military. They create infinite amounts of demons with special powers that can clone themselves, but an accident happens when one of them escapes and kills many citizens in the town. The military blames this chaos on all special power holders that stand against them. So they request Zesper to clean up this mess for them secretly in exchange for half of the special holders to return their home and give Shouta's shop back. At the end Shouta and Zesper secret club complete this mission and are able to free all the special power people that were arrested, although his shop is burnt down, at last he has nowhere to go so he stays and works in the club.

Synopsis
Zesper Secret Club (Prologue)

Shouta, a protagonist who come from Tokyo to Trade town to inherit his grandfather's doll shop. The train arrive to Trade Town in the evening. Shouta is reading old letters from his grandfather about one of his favorite doll name Mario that able to talk and walk as alive. He always thought that his grandfather just lonely so he made the story of it. Then Shouta take a walk to his shop, on the way he bump into the maid who comes with a boy. The boy looks at him and warn him not to go to the shop, but he's not listen and continue walking because the shop is very far from the train station.

He arrives to the shop at twilight, check all the dolls and plan to open the shop tomorrow. But then he finds that his grandfather's masterpiece doll is missing from the box. He is panic because his grandfather ordered him to take a good care of it. He keep finding it everywhere in the house, then he find something very unusual like child paintings of his grandfather and a doll as if he didn't stay alone.

Suddenly the group of soldiers knock the door and enter to his shop. They arrest him without telling him any reason, so he try to escape and about to get killed by one of soldier. Then the doll who missing and the mystery boy come to save his life and bring him to the club and meet with people there.

Screenplay:

"ZESPER SECRET CLUB" PROLOGUE DIALOG

English Subtitle

[Narrator] This is the beginning of everything

One normal day, this guy from Tokyo came to Trade Town to inherit business of his grandpa. At first my family were disagree about this, but it's not a big deal. Children have to leave the nest at some point, you know.

Anyway, my name is Nagao Shouta. Not a handsome guy on the left this is me... Although I'm quite too simple and not really good looking, but please remember me as one of protagonist.

I expected to live my life peacefully when I move to this town. But I will fail the protagonist standard which expect me the opposite way of peaceful. Don't worry, the writer will find some conflicts for me anyway.

They are called "special powered people" who live their life hiding their supernatural ability from others. They are quite mysterious and sometimes dangerous, so we rarely see them in public

But why do I see two people at the same time...?

Shouta: Sorry...

Tsubasa: //stares at Shouta, his eyes glows blue.

Shouta: That kid is so scary... why he so angry at me

[Narrator] I made my way to the house at night. So I decided to take a rest, 'everything about the shop I will do it tomorrow'. But who will know that this could happen when nobody is in the house

Shouta: Ehhhhhh???!

No way, just a few months that nobody takes care the house and the robber can broke in?!

And the doll was taken away too... eh?

Oh here you are, it must be the neighbor children who did this

Mario: open his eyes and jump to Shouta.

Shouta: Ahhhhhhhhhhhh//fall to the floor

[Shooting sound]

Shouta: A doll ... is moving?!

Mario: Follow me

Shouta: Wait! Can you tell me what happen and who are this guys?

Hey! Where are you taking me to----? //run up the stairs and open the door.

Wahhhhhhhhhhhh// falling slow motion from the second floor of the house

[Shouta and Mario run away, and group of soldier is coming after them]

Shouta: I didn't do anything wrong, why are they trying to kill me?!

Mario: Why don't you ask them yourself!

[Bang! The soldier shoot at Mario] Ahhh!

Mario: Hey! Why that people shoot only at me!? Aren't you bigger and easier to aim at?!

Shouta: Don't say that, if the lead character dies the story will end here, you want that?!

They stop because they are surrounded by soldiers

(Screaming of Mario and Shouta)

Reiji appears, using his needles to inject anesthetic to stop soldiers

Mario: You coming at the right time! See? We can counting on him now---

Ehhhhhh He's passed out too?! What are we going to do now!!//Shouta's passed out, has the needle on his neck.

Mario: Never mind, let's carry him and go// Mario and Reiji carry Shouta and run away.

Then Frey appears and use her trichokinetic to attack soldiers

Hoshi comes to Mario and

Yeah, after that I was involved in this group of super powered people, they took me to their club where they always meet together without asking my voluntary at all. The name of that club?

Thai Dubbed

Narrator: นี่คือจุดเริ่มต้นของเรื่องราวทั้งหมดครับ ในวันที่แสนธรรมดา หนุ่มชาวโตเกียวอย่างผมเดินทางมาที่เทรดทาวน์เพื่อสืบทอดร้านทำตุ๊กตาต่อจากคุณตาที่เสียไป แรกๆพอที่บ้านรู้ก็ทะเลาะกันวุ่นวาย แต่ก็ไม่ใช่เรื่องใหญ่หรอกครับ ลูกนกวันนึงก็ต้องออกจากรังสิจริงมั้ย ลืมแนะนำตัวไปเลย...ผมชื่อนากาโอะ โชตะ ไม่ใช่ไอ้หนุ่มหน้าตาดีด้านซ้ายนี่แต่เป็นผมคนนี้ต่างหาก ถึงจะหน้าตาธรรมดาไปนิด แต่ช่วยจำว่าผมเป็นพระเอกของเรื่องด้วยนะครับ!

การเดินทางมาที่เมืองนี้ผมหวังจะได้ใช้ชีวิตอย่างสงบสุข แต่พระเอกที่มีชีวิตปกติสุขนั้นได้ชื่อว่าเป็นพระเอกที่ล้มเหลว เชื่อเถอะยังไงนักเขียนก็ต้องหาเรื่องซวยๆให้ผมได้ชักทางนั่นแหละ

คนพวกนี้ถูกเรียกว่าผู้มีพลังพิเศษ ความหมายตรงตามชื่อครับ พวกเขาคือผู้มีพลังลึกลับที่แฝงตัวปะปนอยู่กับคนทั่วไปเนื่องจากถูกมองว่าเป็นพวกลึกลับและบางคนก็อันตรายจึงไม่ค่อยมีใครพบเห็นพวกเขานัก แต่ไม่รู้ทำไมวันนี้ผมถึงเห็นคนพวกนี้ถึงสองคนเนี่ยสิ

โช- อ๊ะ ขอโทษครับ

สี *จ้อง*

โช- เหวอ อ...อะไรน่ะ...*

/เด็กอะไรก็ไม่รู้ดุซะมัด แค่นี้ต้องโกรธด้วยเหรอ (เสียงสั่นๆ)

กว่าจะถึงจะถึงบ้านคุณตาก็มืดค่ำแล้ว ผมเลยตั้งใจว่ายังไงก็จะพักผ่อนก่อน เรื่องร้านค่อยจัดการพรุ่งนี้ก็ได้ แต่ใครจะคิดล่ะว่าผมจะเจอกับสิ่งนี้ในบ้านเข้า

โช- เอ๊ะ---เอ๊ะ!! นี่มัน---!?//มองไปที่ตู้โชว์

    ไม่นะ! ไม่มีใครอยู่แป๊บเดียวโจรขึ้นบ้านแล้ว! //ฟ้าผ่า

    ตุ๊กตาก็หายไปด้วย ยังไม่ทันเปิดร้านก็---อ้าว

    อยู่นี่เอง ฝีมือพวกเด็กมือบอนแน่ๆ ฮ่าๆๆ... เฮ้ย!!!

มาริโอะลืมตา

โชตะ- เหวอ!!! ตุ๊กตาขยับได้!

มาริโอะ- รีบหนีกันเร็ว

โชตะ- ด...เดี๋ยวสิ นี่มันเกิดอะไรขึ้น คนพวกนี้ใครกัน แล้วนี่จะพาผมไปไหนน่ะ

    ว้ากกกกกกกกกก//โดดจากชั้นสอง

โชตะ- ผมทำผิดอะไรเนี่ย!!! นี่กะจะฆ่ากันเลยเหรอ!!

มาริโอะ- อ๊ะ รีบวิ่งเถอะน่า! ///หวา ตัวนายใหญ่กว่าแท้ๆ ทำไมผมถึงโดนยิงอยู่คนเดียวอ๊ะ!

โชตะ- อย่าพูดงั้นสิ ถ้าพระเอกตายเรื่องก็จบนี่นา! เหวอออ!!

โครม//รถวิ่งมาชน

มาริโอะ- เรย์จิ!

28

ทหาร- //หยุดวิ่ง+ อ๊ากกก ว้ากกก ฟหกเว่าเวกหสว

โชตะ- นี่เราจะไปไหนกันเนี่ย

มาริโอะ-รีบตามพวกเรามาเถอะน่า

โชตะ- ทางต้นนี่

อ๋า... แบบนี้ก็แย่สิ นี่นายก็ไม่รู้ทางหรอกเหรอเรย์จิ?!

เรย์จิ-....

ทหาร- /+ อ๊ากกกฟหกเว่าเวกหสว

ครับ...รู้ตัวอีกที ผมก็ถูกลากเข้ามาเกี่ยวข้องกับกลุ่มคนที่มีพลังลึกลับพวกนี้ซะแล้ว

พวกเขาพาผมไปยังสถานที่ๆพวกเขาเรียกมันว่าคลับ ที่ซึ่งรวมคนประหลาดเอาไว้ด้วยกัน แบบไม่ถามสุขภาพผมซักนิดด้วย...ชื่อของคลับ
นั้นน่ะเหรอ

ปัง // ประตูปิดลง ขึ้นป้ายชื่อ เอนด์เครดิต โปสเตอร์ จบ_ 0(:3JL)_

Storyboard
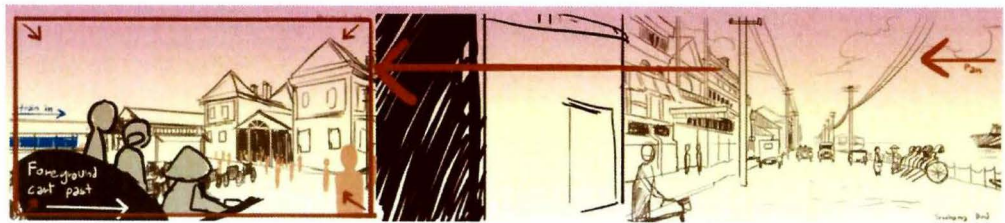
Shot No. 1
Action: Camera panning from left to right. Show the port and the train station of Trade Town
Audio: Port ambient, cars, birds/ the train arrives.

Shot No. 2
Action: people walk out of the train
Audio: crow, train stop

Shot No. 3
Action: Shouta look at the map
Audio: crow, paper

Shot No. 4
Action: Shouta look at the map
/ camera pan up
Audio: crow

Shot No. 5
Action: Shouta walks in to the city
Audio: crow

Shot No. 6
Action: show the city
Audio: crow
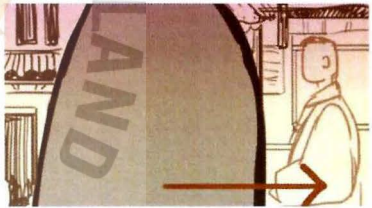
Shot No. 7
Action: Shouta walks pass the camera
Audio: crow

Shot No. 8
Action: show the other side of street
Audio: crow

Shot No. 8
Action: show the doll shop
Audio: crow/ bell ring

Shot No. 9
Action: show the city
Audio: crow

Shot No. 10
Action: fruit falls from the basket
Audio: fruit falling sound

Shot No. 11
Action:
Audio: foot step/ fruit falling sound

Shot No. 12
Action: Shouta looks down to his feet
Audio: -

Shot No. 13
Action: fruit spins and moves back
Audio:-

Shot No. 14
Action: Pan up, girl using power
And gasp of the mom
Audio: gasp.
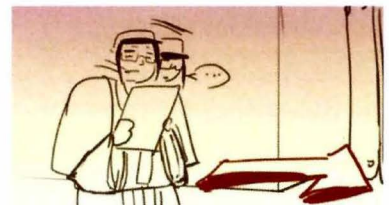
Shot No.15
Action: walk pass the frame
Audio: foot step

Shot No. 16
Action: bump with Tsubasa
Audio: Ugh!

Shot No. 17
Action: Tsubasa shouts at Shouta
Audio: Watch where you're going…

Shot No. 18
Action: Shouta apologies
Audio: I'm sorry…
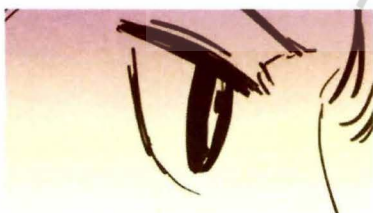
Shot No. 19
Action: Tsubasa's eyes glow
Audio: magic glow

Shot No. 20
Action: Shouta steps back
Audio: gasp

Shot No. 21
Action: Tsubasa walk away
Audio: Let's go Hoshi…
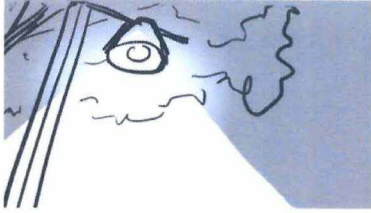
Shot No. 22
Action: evening turns to night
Audio: crickets sound

Shot No. 23
Action: Shouta walks to the house
Audio: cricket

Shot No. 24
Action: look up after heard the sound
Audio: something move

Shot No. 25
Action: Shouta bents down
Audio: fabric move

Shot No. 26
Action: move the doll pick up the key
Audio: key

Shot No. 27
Action: open the door
Audio: key, door open

Shot No. 28
Action: walk inside the house
Audio: foot step on the wood

Shot No. 29
Action: lift the box up
Audio: heavy box lifting

Shot No. 29.1
Action: dolls fall out
Audio: fall
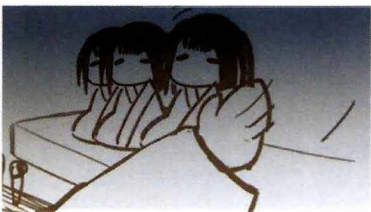
Shot No. 30
Action: put dolls on the shelf
Audio:-

Shot No. 31
Action: put fabric down
Audio: fabric

Shot No. 32
Action: cut black
Audio: fabric

Shot No. 33
Action: Shouta shocks
Audio: silent

Shot No. 34
Action: look at the empty box
Audio: cricket

Shot No. 35
Action: screammm!!!
Audio: screammmmm

Shot No. 36
Action: mumbling
Audio: This must be a dream…

Shot No. 37
Action: open the cabinet
Audio: calm down…

Shot No. 38
Action: looking under the table
Audio: maybe he took it somewhere…
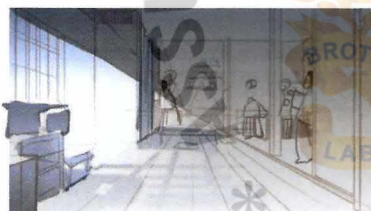
Shot No. 39
Action: look around the house
Audio: then where is it!?

Shot No. 40
Action: open to the small room
Audio: door open

Shot No. 41
Action: look in that room the door bangs
Audio: It's…empty

Shot No. 42
Action: Soldiers come in
Audio: dialog/ door banging

Shot No. 43
Action: cut black
Audio: dialog

Shot No. 44
Action: Shouta is surrounded
Audio: dialog

Shot No. 45
Action: Doll hand climbing on the beam
Audio: dialog

Shot No. 46
Action: wire
Audio: wire

Shot No. 47
Action: one soldier is pushed away
Audio: scream
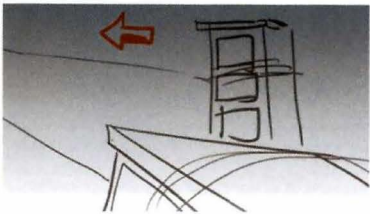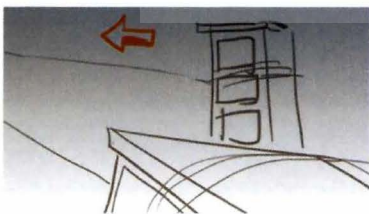
Shot No. 48
Action: Furniture
Audio: whooosh

Shot No. 49
Action: Mrio Appear and attack soldiers
Audio: bam and scream

Shot No. 50
Action: Untie
Audio: Dialog
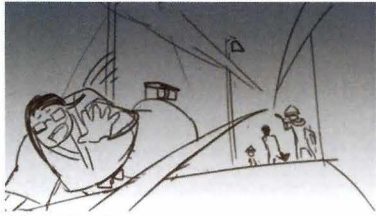
Shot No. 62
Action: trip over
Audio: shooting guns

Shot No. 63
Action: sit up
Audio: dialog
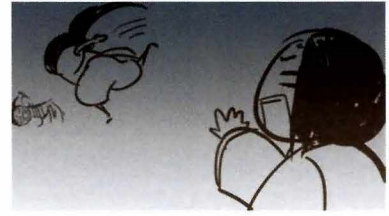
Shot No. 64
Action: Mario trip over
Audio: dialog

Shot No. 65
Action: Reiji comes
Audio: Dialog

Shot No. 66
Action: uses his power
Audio: superpower sfx

Shot No. 67
Action: uses his power
Audio: superpower sfx/ dialog

Shot No. 68
Action: Soldiers look up
Audio: earthquake/ metal
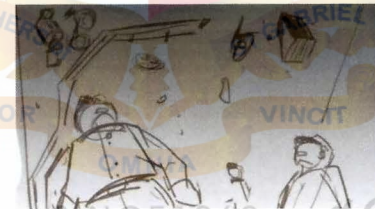
Shot No. 69
Action: metals float in the sky
Audio: earthquake/ metal
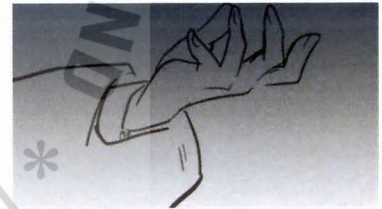
Shot No. 70
Action: moving hand
Audio: Superpower sfx

Shot No. 71
Action: low his arm down
Audio: soldiers scream

Shot No. 71 . 1
Action: Mario comes in the frame
Audio: soldiers scream/ metal crash
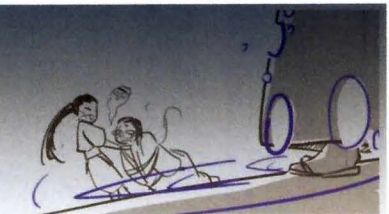
Shot No. 72
Action: Mario calls Shira
Audio: dialog

Shot No. 73
Action: Shira appears
Audio: dialog/ superpower sfx
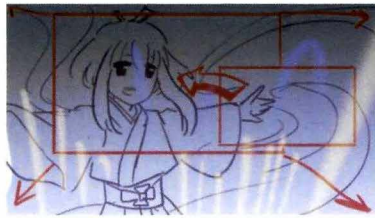
Shot No. 74
Action: Shira use teleportation
Audio: dialog/ superpower sfx
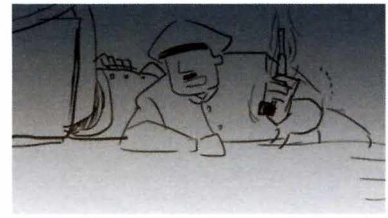
Shot No. 75
Action: soldier point his gun
Audio: dialog/ superpower sfx
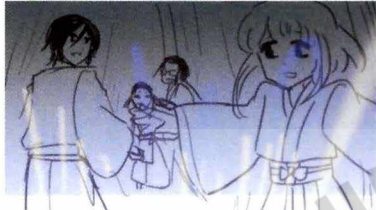
Shot No. 75
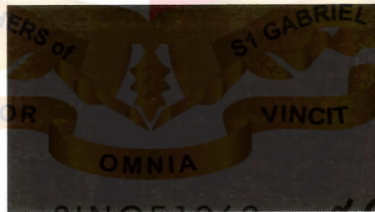Action: Reiji use power to stop the gun
Audio: dialog/ superpower sfx

Shot No. 76
Action: Soldier gets hit
Audio: dialog/ punch

Shot No. 77
Action: everyone disappear
Audio: superpower sfx

Shot No. 77.1
Action: everyone disappear
Audio: superpower sfx

Shot No. 78
Action: cut black
Audio: dialog

Shot No. 85
Action: try to leave the club
Audio: dialog/ door bang

Shot No. 79
Action: Tsubasa watch the clock
Audio: dialog

Shot No. 79.1
Action: Tsubasa grabs his tea cup
Audio: dialog

Shot No. 80
Action: Drink
Audio: dialog

Shot No. 80
Action: Hoshi turns to the light
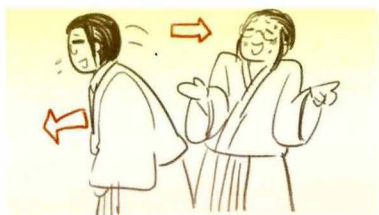Audio: dialog/ superpower sfx

Shot No. 81
Action: everyone comes back
Audio: dialog

Shot No. 82
Action: Shouta looks at the club
Audio: dialog

Shot No. 83
Action: turn back and see Tsubasa
Audio: dialog

Shot No. 84
Action: try to leave the club
Audio: dialog

Shot No. 85
Action: try to leave the club
Audio: dialog/ door bang

Shot No. 86
Action: Frey walks down the stairs
Audio: dialog/ foot steps

Shot No. 87
Action: Frey walks down the stairs
Audio: dialog/ foot steps

Shot No. 87
Action: her hair pulls Shouta back
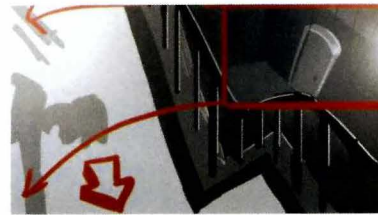Audio: dialog

Shot No. 88
Action: her hair pulls Shouta back
Audio: dialog

Shot No. 89
Action: her hair pulls Shouta back
Audio: dialog

Shot No. 90
Action: talk to Shouta
Audio: dialog

Shot No. 91
Action: cut to outside, soldiers are running
Audio: dialog

CHAPTER4

DESIGN WORK

This project is mainly concentrated on the character design and visual development under the story entitled "Zesper Secret Club". So I would like to display the final work in 3 categories:

1. Character design from sketch to the final design
2. Scene design that follow the characters timelines in the story.
3. Final character movement clip and 2 minutes trailer of this animation

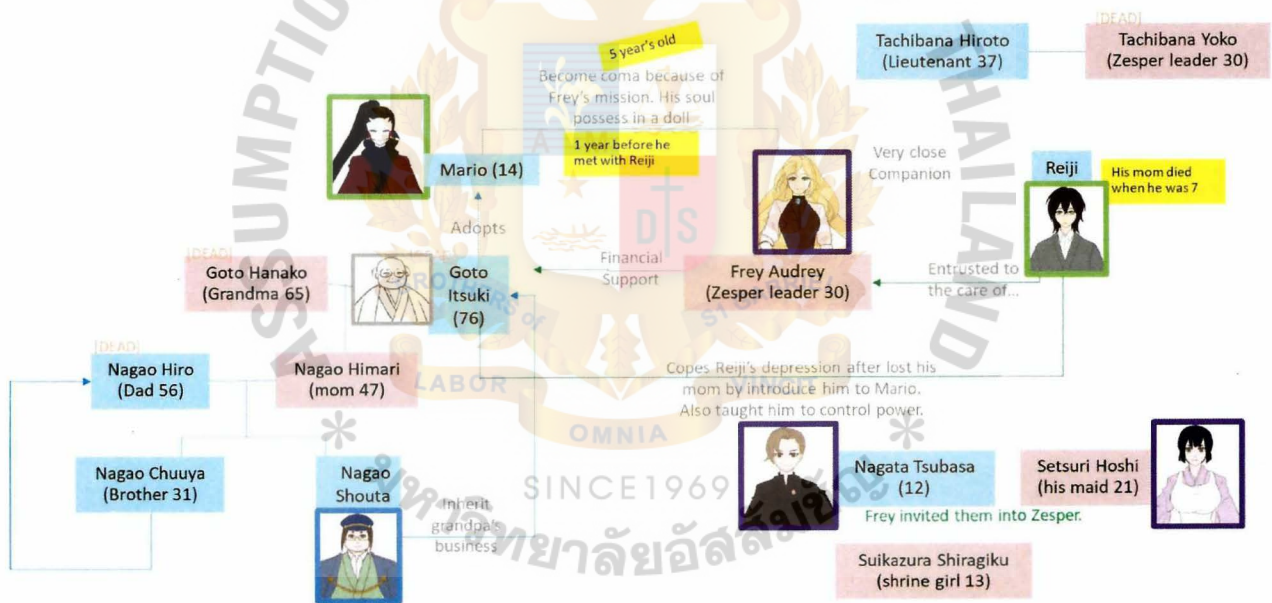Character Design and Development

Relationship Chart

Figure28: The relationship between characters

1. Nagao Shouta

Figure29: The final sketch of the character (the left one), the final design (the middle), and color test (The right one).

A young humorous, shy man who comes to Trade Town to inherit his grandfather's doll shop and almost got killed by group of soldiers. He lived in Tokyo with his dad, mom and big brother. His decision of coming to stay alone in Trade Town brought conflict between him and his family. Although he's already 29 years old, they still think that he still not grow up and worry that he will not survive in Trade Town alone. Yes, he almost die if Reiji and Mario didn't come to save him and brought him to the Zesper club.

Figure 30: Final rendered with 4 poses

He may look like an ordinary man, but this guy actually has restoration power which can heal and fix everything in one touch, it is the secret that he doesn't know and also the reason why bad soldiers tried to kill him.

2. Tachibana Reiji

Figure 31: The final sketch of the character (the left one), the final design (the middle), and color test (The right one).4

Reiji is a quiet boy who has magnetism manipulation: the power of controlling metals within the radius of 10 meters. He is a son of lieutenant who entrust him to the care of Mrs. Frey, the owner of the Zesper Club. He is inseparable with Mario, everywhere Reiji goes must have Mario walk behind him all the time. They met each other when Reiji's power was awaken and Mrs. Frey took him to Shouta's grandfather who secretly adopted many super powered children and he was taught to control his power.

Figure 32: Final rendered with 4 poses

Reiji rarely talks to other people, even with Ms. Audrey. But he always connect his mind with Mario and talk with each other, and Mario always be his voice to speak out what they want and he always take care of his friends vessel in return.

3. Mario

Figure 33: The final sketch of the character (the left one), the final design (the middle), and color test (The right one).

This is the weirdest and the most complicate character to explain in terms of what kind of being he is, I mean even the gender is also ambiguous. He is a soul of young boy who has the ability to possess the object and that was the reason why he became an orphan and was taken care by Shouta's grandfather who adopt many super ability children. Before, he had human body, but one day the accident cause his soul to lose the connection with his body. So Shouta's grandfather created the doll to be his vessel. After grandfather died he moved to Zesper club and taken care by Reiji.

Figure 34: Final rendered with 4 poses

Although he lost his body and his home, Mario is still a cheerful and energetic boy who always love to share happiness with other and always wants warm hug.

4. Audrey Faythian

Figure 35: The final sketch of the character (the left one), the final design (the middle), and color test (The right one).

She is the strong and confident business woman who own the Chamber of Commerce where her club hides under. She is the first person in Trade Town who established the club where super powered people socialize together and sometimes investigate crimes of their kind. Her power is Trichokinesis: the power of controlling the movement of the hair. She can use it as her extra hands, weapon and shield. She has more experience in fighting crimes than other member in the club, so she is the strongest in this group.

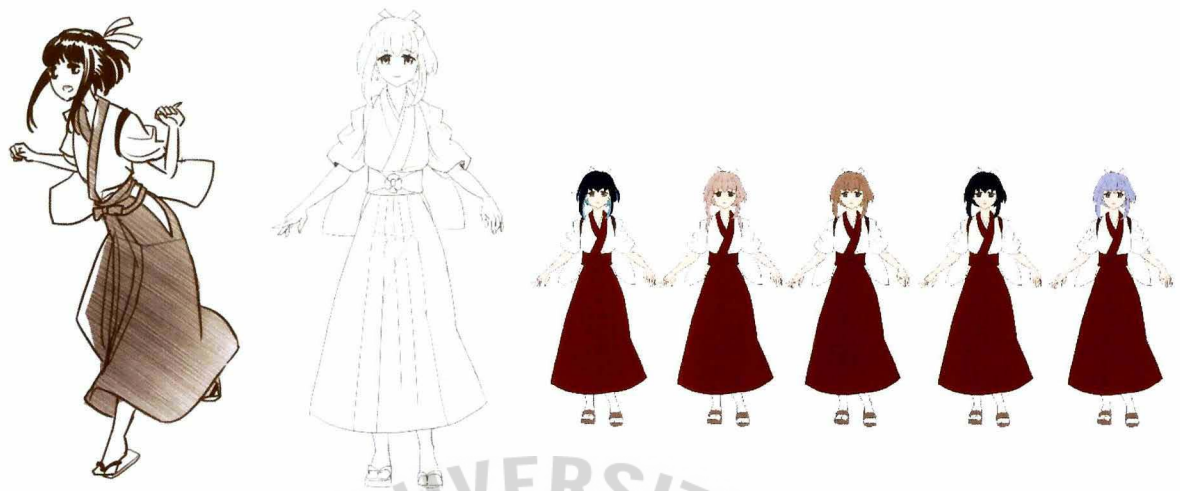Figure 36: Final rendered with 4 poses

5. Suikazura Shiragiku

Figure 37: The final sketch of the character (the left one), the final design (the middle), and color test (The right one).

She is Polite, shy, and clumsy girl who has the teleportation power. She can teleport herself and open the warp portal from one place to another. Shiragiku is the miko from the famous shrine of Trade Town. Her power was kept secret by her family to keep her safe, then she was taught to control her power by Shouta's grandfather who was close friend with her grandparents so she can use her power fluently. She was invited into the club when Audrey found out about her power.

Figure 38: Final rendered with 4 poses

Shiragiku is like the youngest sister amongst female members in the club who always stands behind other, but she is very helpful when her friends are in trouble.

6. Nagata Tsubasa

Figure 39: The final sketch of the character (the left one), the final design (the middle), and color test (The right one).

He is a young master of rich family who doesn't like to stay in the house. His super power is future vision which makes him see many routes of the future depends on the action of the present. His family is merchant that sells silk and wool, his uncle tries to overtake father's business, so he tries to warn his father but always end up arguing with each other because of his straightforward and hot temper behavior. He always hang around with Hoshi, his personal maid who have been taken care of him since he was born. He became the member of Zesper club when he accidently meet with Reiji and Mario. Since they met, Tsubasa uses his ability to warn the member every time he sees danger ahead.

Figure 40: Final rendered with 4 poses

7. Setsuri Hoshi

Figure 41: The final sketch of the character (the left one), the final design (the middle), and color test (The right one).

Young woman who has super human strength despite her gentle behavior and delicate appearance. She is Tsubasa's personal maid who always follows and take care of him. She was adopted and given her name by her former master, Tsubasa's mother. After she died from labor when gave birth to him, Hoshi promised his mother to take care and protect him for the whole life.

Figure 42: Final rendered with 4 poses

Scene Design

1. Environment

1.1 Train station
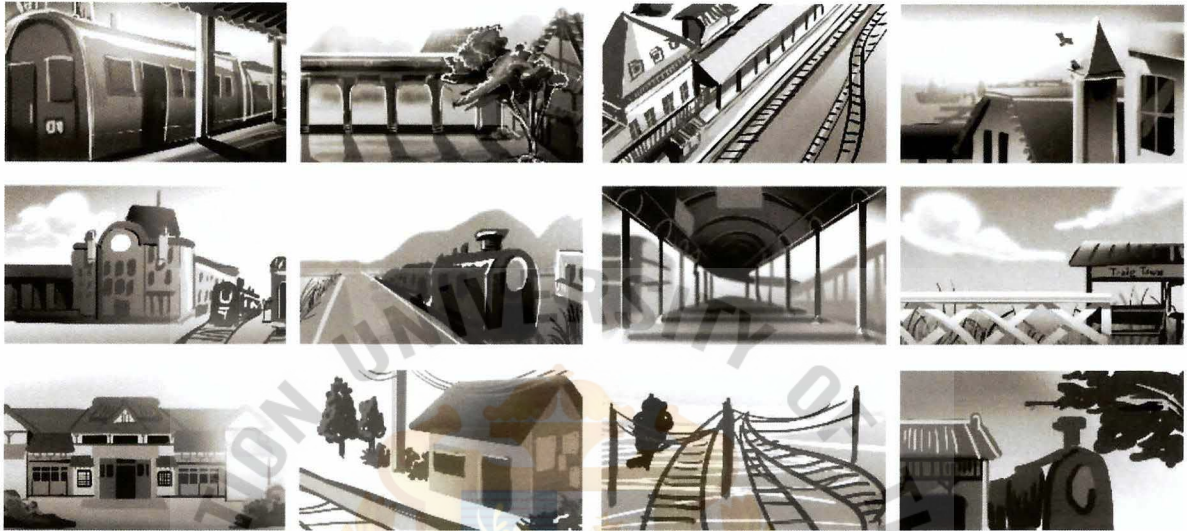
Figure 43: Train station thumbnails

First thing first, before doing anything, I must sketch my rough idea to decide what I'm going to add in the scene.

Figure 44: Train station model

Then I create a model in Maya, using only simple figure and add some light to get the right perspective and good lighting.

Figure 45: Train station, final version in the scene

Then I screen-cap it and paint over it in Photoshop. It took me a long time at first but it comes out as good as I expected.

Figure 46/47: 3D model of train station, before and after paint over

Many people have problem with drawing landscape, architectures and vehicles. I'm also one of them, it's hard to get everything together in the right perspective, so I came up with the new solution; first, I model all the setting I want in Maya, choose the camera angle, then screen-cap and draw the outline in Photoshop. As easy as that, now I don't have to worry about perspective anymore, it is very comfortable and fast way to do the background.
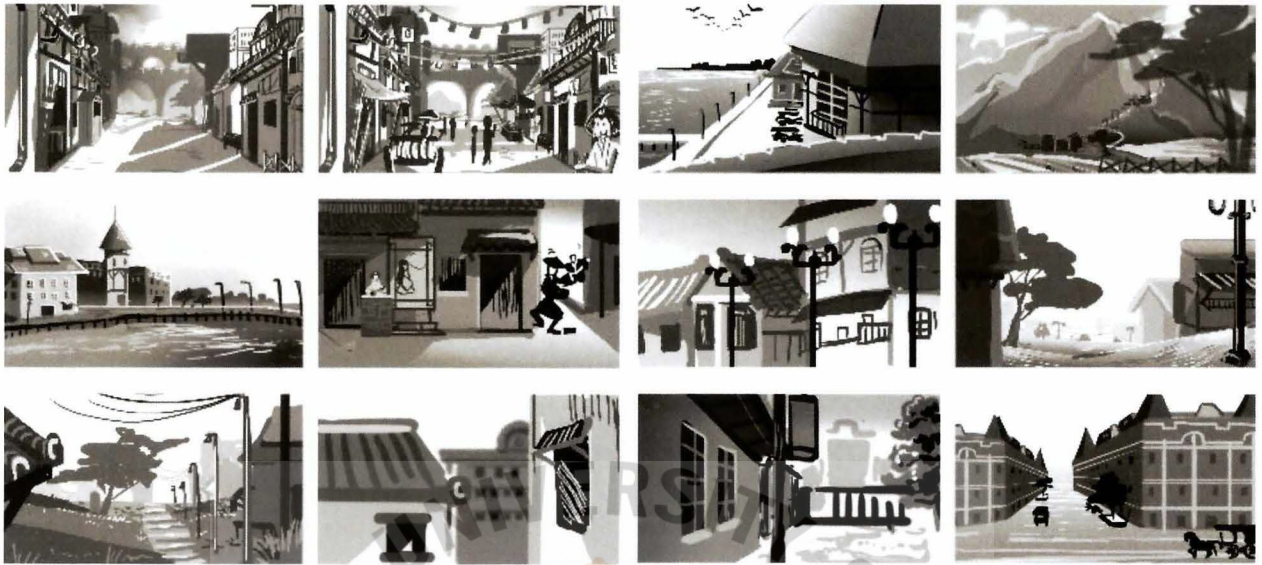
47

Figure 48: City thumbnails

Before I create thumbnails, I research many photographs that was taken in Taisho Era to see what elements can be add to my backgrounds. My city, Trade Town, is the port that famous in trading with other cities and foreigners, so Yokohama city is my reference..

Figure 49: City modeling

I choose the first thumbnail and create house models, then I arranged them so it looks like a market where people are walking around. I add color to some houses so that I won't get confuse when I paint over it.
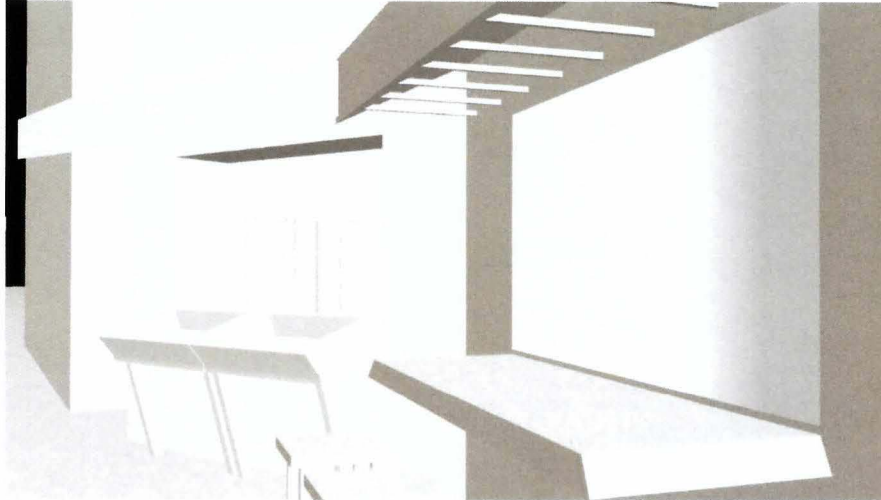
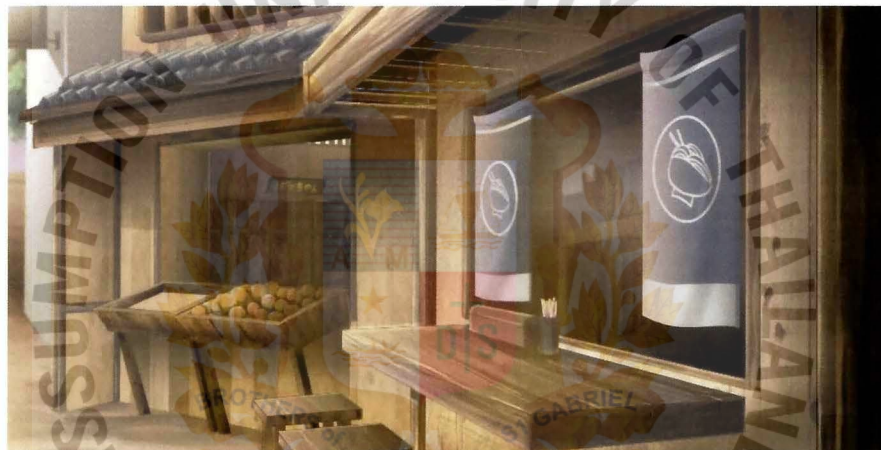Figure 50: Market, final version

Figure 51-52: Example of how to draw a good background without worrying about perspective

The same step goes for every background, all of the above pictures are from the same city model but in different camera angle. Always make sure that the lighting and tone show the same atmosphere.

Modeling

Paint over

Color collection

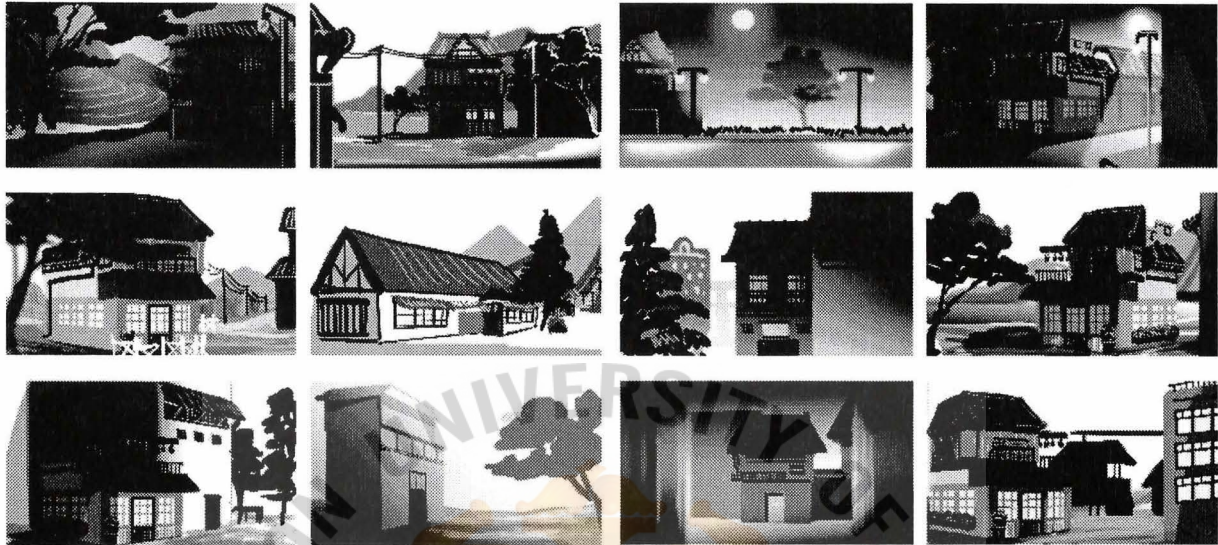Figure 53-55: step of painting background

1.3 Doll shop exterior

Figure 56: night scene thumbnails

Night scene in the story takes place far from the main city so it is less houses than the previous scene. Also the action scene I focus on movement rather than background, so I create the street with more walls.
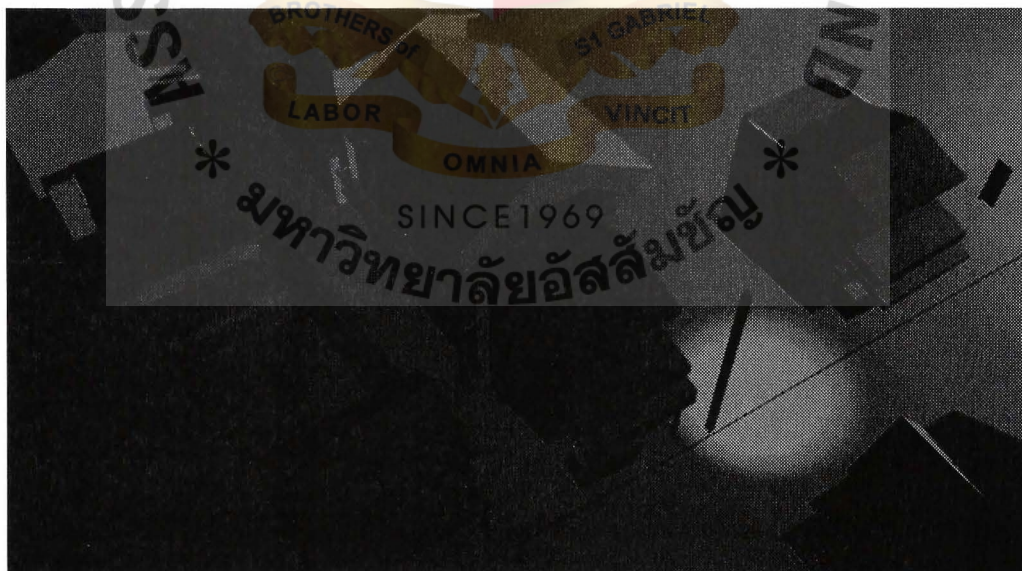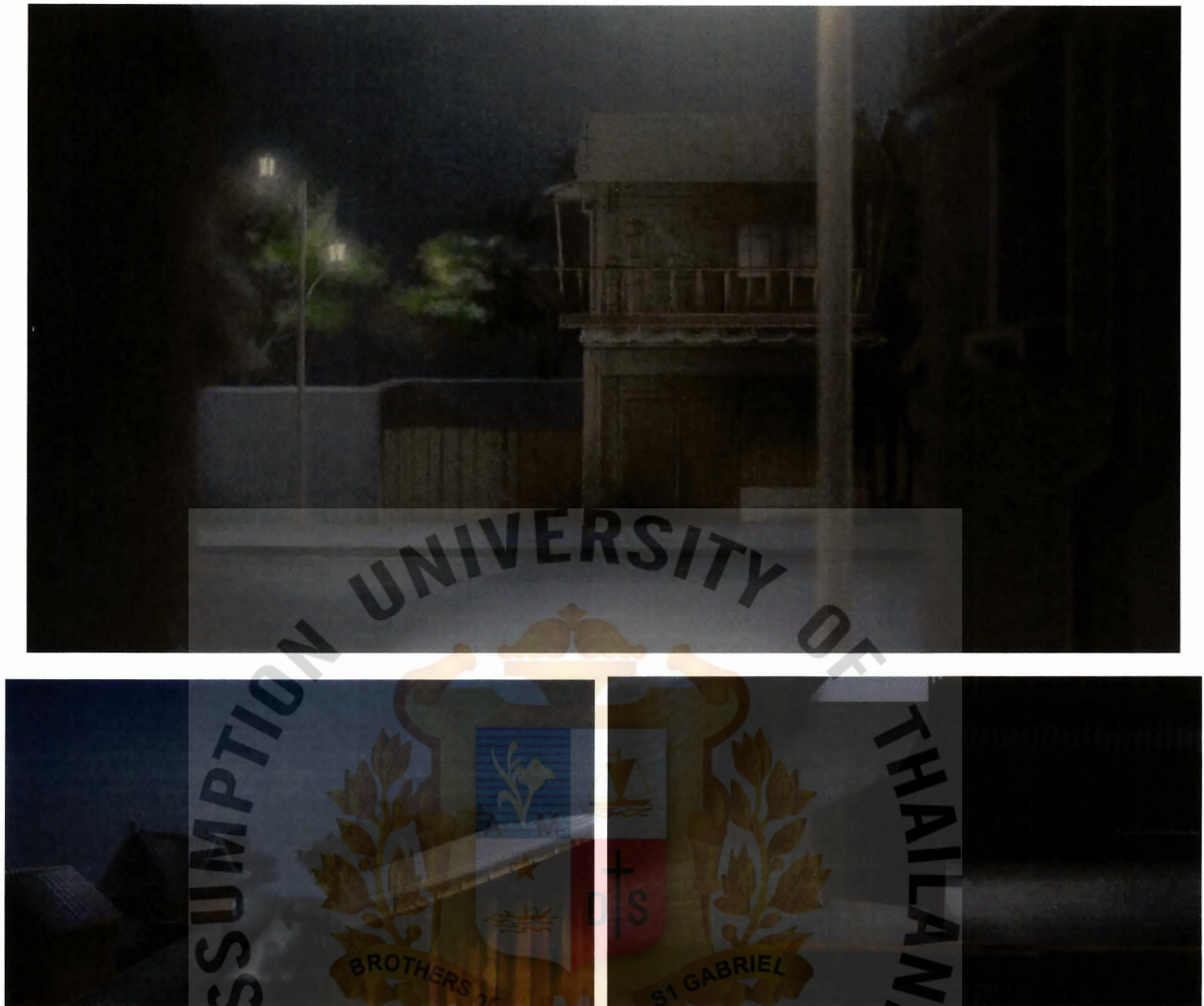

Figure 57: Modelling

Figure 58: Night scene outside

The night scene appears almost half of the animation, it is difficult for me at first because I rarely use this color tone, so lots of mistakes happen here (but I really did my best). In my imagination it should be more detailed and awesome light and shadow, but my time is not enough to add such details. This teaches me really important reasons; it's necessary that you know your limit, manage your time well, and always find reference for the technique that you are not familiar with.

For the 3D model, I did like the day scene, it's easier to create overall landscape that I have to use. But this time I put the texture on the wall and the floor so that the process of night scene background is faster and easier so I can focus on the action of the characters.
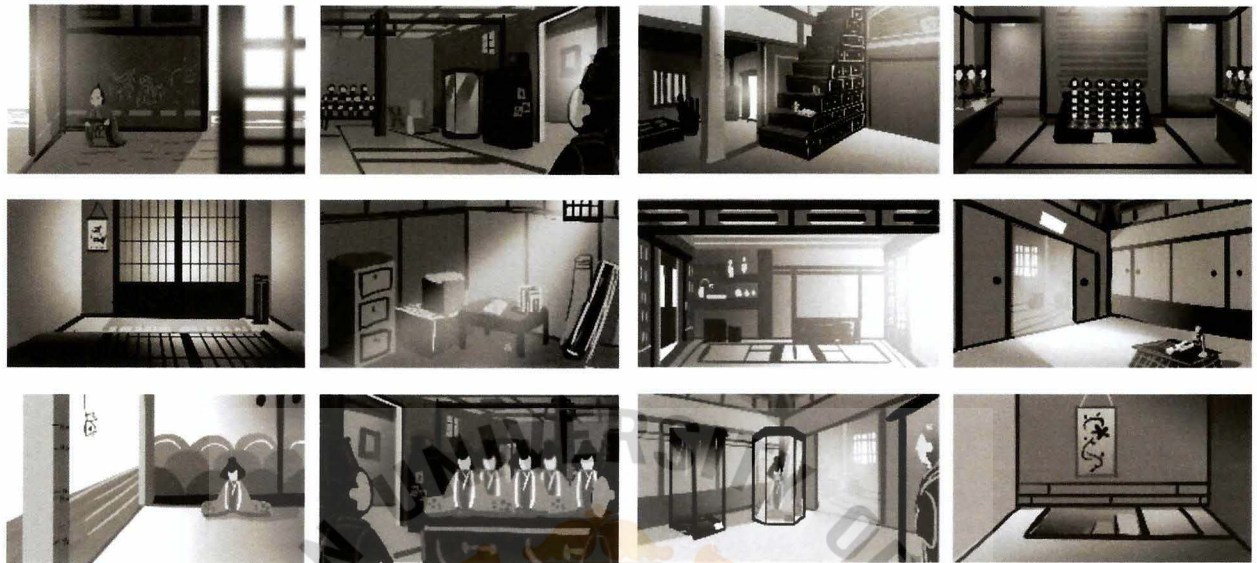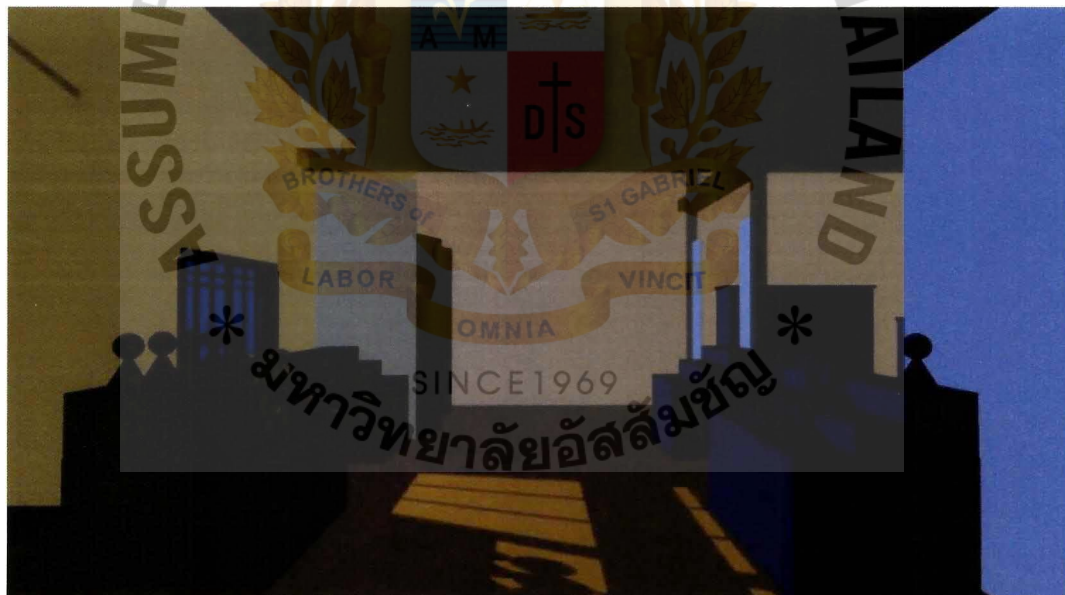
Figure59: Interior of doll shop thumbnails

Figure60: Interior modelling

The interior of doll shop has more detail than the night street. I designed the floor plan of the house first, then I modeled every furniture in Maya. I created the room and use the free human model to measure the reasonable size of window, table, shelfs and everything.

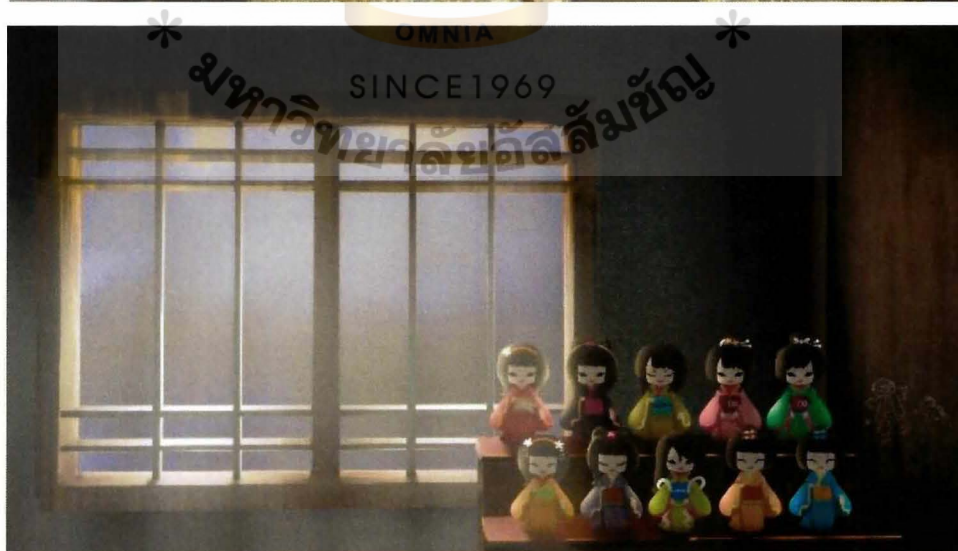Figure 61-63: interior final render

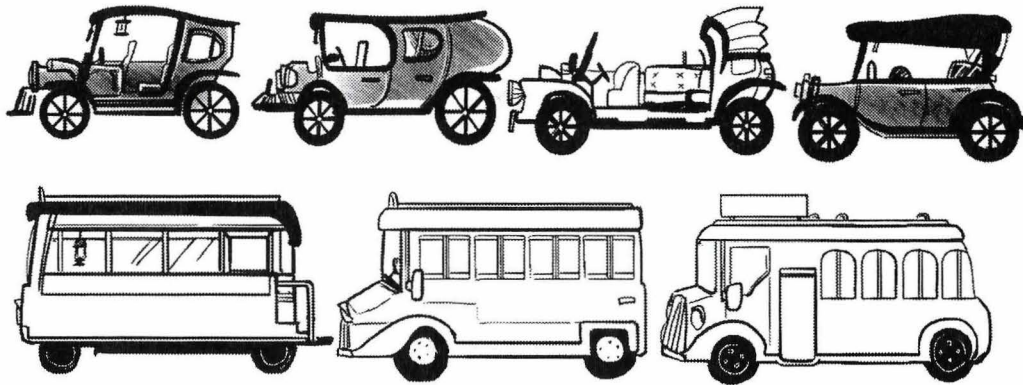2. Vehicle design

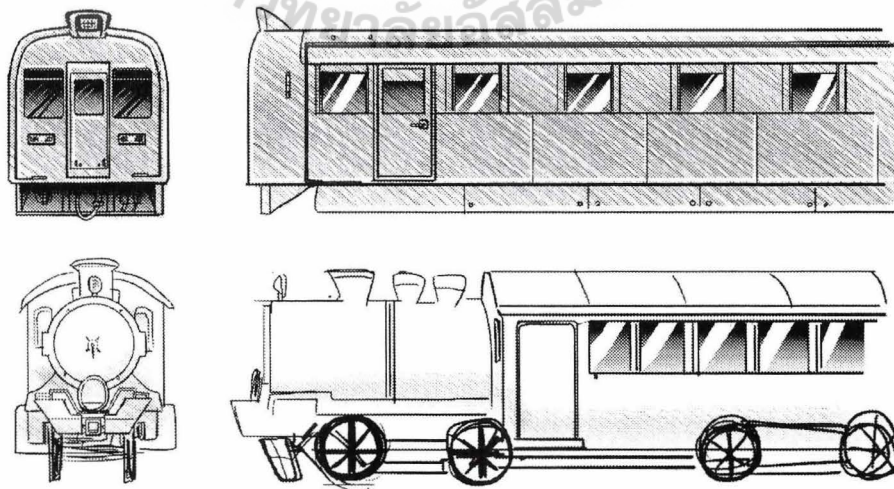Figure 64: Cars and buses designs

Figure 65: carts

Figure 66: trains

3. Prop design

3.1 Shouta's hat and bag

Figure 67: Thumbnails of Shouta's bag and hat

3.2 Reiji's glove

Figure 68: Thumbnails of Reiji's gloves, he uses it to keep his weapon: anesthetic needles

3.3 Dolls

Figure 69: Thumbnails of dolls, props in the doll shop

CHAPTER 5
CONCLUSION

At first I feel like Thesis is something that will kill my both mental and physical health after I knew what I have to face throughout the whole year from Ajarn's presentation about the thesis outline, which was absolutely true! When my senior suggested that I must decide what I want to do for the project as early as I can was very helpful, because I had the idea and stories in my mind so it's easy to prepare proposal and information to present to Ajarn's. The only thing I regret about this thesis is that I chose the wrong category; I wanted to do the visual development but I wrote 2D animation in the proposal, so it was the beginning of the most suffered memory in my education life (but I'm weirdly satisfy with it).

Since I chose to study in animation, I know that I literally born for 2D animation, I'm interested in anime and watch so many of them that I wish one day I could create one. When I realized that I have to do the animation, I prepare myself well although I mess up my PowerPoint for presentation a lot, I work hard on both pre-production and production process, research more technique of how to speed my work flow. It was a very stress time but luckily I had friends who is my emotional support (yes, we all suffered and died inside) and family that always support my dream, and every Ajarn's who gave me very useful suggestion and always very helpful when I face some problem.

From the beginning of this project until the end, I've fix my weaknesses according to ajarns suggestion. Although it's not reach the standard I expected in the beginning, I really have to admit that this is the best I can do right now. The animation is not end up in the most satisfying way and I see so many mistakes and the weak plot in it, but I feel so proud that this is the first time I push myself to the limit, I really dedicate to what I love, and finish it on time.

For those who would like to do this kind of project, these are suggestions from me:
1. Being a person who plan everything, prepare your story and what you want to do from the third year if possible.
2. It is necessary that you set what is needed to be done for each month and try to complete it, don't be too much behind the schedule.
3. Know your limit, don't overestimate yourself. Always concern about the quality of your work more than quantity. Make sure you have enough time to polish it.
4. 2D animation takes time, so much time. So you must manage your time well.
5. Choose the topic that you will not lost your ambition in the middle of semester, it will waste your time and your work will not meet the standard or not good enough.
6. Choose ajarn Natty and ajarn Koi for your advisors, they're very good at this. When you made any appointment with them, never ever cancel it in the last minute before meeting.
7. Pre-production is very important. Research lots of reference is necessary. Character turn table is very useful in making your character's proportion consistency in every scene.
8. Search "cell shading", it is very useful and time saving technique.
9. Post production also important. If you have time, try to polish both SFX and animation, make it as high quality as you can.
10. Don't forget to concern about your health, sit properly while working, never sleep on the chair, don't forget to have 3 meals (healthy meal, not 7 Eleven), go out and exercise at least twice a week, don't sit in a chair day and night. To be honest, I did opposite and now my body turns out like an old lady. Seriously, take care of your health.
11. Mental health is important too, we cannot avoid stress and anxiety, but at least find some way to release your stress. It can be listening to music or ASMR, have some friends who understand or being in the same situation, try not to over thinking with other things or negative things that anybody said. If some day you are too much depress, panic or feel like

you want to die, stop working for a day then continue when you feel better, emotion can sometimes be mess up, always tell yourself that it's going to be over.

Moreover, I create this story for challenging myself and express my gratitude to my friends who lend me beautiful and interesting character to make this animation complete. I know that my animation cannot give any lesson to be learnt because of the time limit but at least I can show how much I develop from the beginning where I had no idea how to use Photoshop or any program, and now I can create short animation. It's a big development for me and I want to keep improving myself from now on.

I hope this paper will assist you to do similar project like this in the better way and hope you enjoy my animation, Thank you for reading.

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https://www.youtube.com/watch?v=zWHrCT2LCIg&list=PLo3U9nQXKTrVWmEkVJK6U9TBjLqleW6gf&index=13

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Summer 2017	:	Internship at Nanami Animation Co. Bangkok, Thailand
Works and Award	:	
Skill and Expertise		Character Design and scene design Digital Painting 2D animation for anime and motion graphic Adobe After Effect Adobe Photoshop Adobe Illustrator Adobe PremierePro Protools