

# Discovering the Story and Character in the Real-Time Animated Short Film, Unplugged.

**James Zachary**

Animation and Creative Direction

jlzachary@gmail.com

@animating4games





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unity AMD

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unity AMD









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<http://www.mixamo.com/unplugged>











DIRECTOR	<b>JAMES ZACHARY</b>	LEAD ANIMATOR	<b>JAMES MENDOZA</b>	FX ARTIST	<b>ANDREW COGGESHALL</b>
PRODUCER	<b>BRENT JENTZSCH</b>	MOTION CAPTURE DIRECTOR	<b>NATEON AJELLO</b>	FX ARTIST	<b>OLIVER BARAZZA</b>
EXECUTIVE PRODUCER / EXPERIENTIAL DESIGNER	<b>STEFANO CORAZZA</b>	MOTION PERFORMER	<b>ROSS TRAVIS</b>	UNITY DEVELOPER	<b>ANNA KRASNER</b>
ASSISTANT DIRECTOR / LEAD 3D ARTIST	<b>JUSTIN PATTON</b>	CONCEPT ARTIST	<b>CORWIN HERSE WOO</b>	TD	<b>AMOL DESHPANDE</b>
WRITER	<b>LEIGH SHAW</b>	ENVIRONMENT ARTIST	<b>VLADIMIR PETKOVIC</b>	ART INTERN	<b>AYBARS TURAN</b>
DIRECTOR OF CINEMATOGRAPHY	<b>MICHELE BAGGIO</b>	ENVIRONMENT ARTIST	<b>JÉRÉMIE NOGUER</b>	ART INTERN	<b>ADRIAN CAMPOS</b>
VISUAL FX SUPERVISOR	<b>CHARLES PIÑA</b>	MUSIC	<b>JESSE HARLIN - DUNDERPATE MUSIC, LLC</b>	ADDITIONAL ART	<b>ADIA DIGITAL ART CO., LTD</b>
LEAD VISUAL FX TD	<b>JUAN RUBIO</b>	GUITAR	<b>RYAN HARLIN</b>		
SENIOR TD	<b>DAN BABCOCK</b>	SOUND DESIGN	<b>ALEXANDER BRANDON - FUNKY RUSTIC, LLC</b>		

Environment textures powered by Allegorithmic's Substance

# The Numbers

- Development: 3 Months
- Run Time: 5:33
- 74 shots with 18 source files
- 3 Unity Scenes
  - Old World
  - New World
  - Dead Suit
- Team Size
  - 13 Full time employees
  - 12 Full time contractors





# The Numbers (con't)

- Programs Used
  - Shotgun
  - MotionBuilder
  - Maya
  - Z-Brush
  - Premier
  - Photoshop
  - Mixamo Face Plus
  - Unity
- Total Dev Cost: \$150,000



# 5 Key Elements

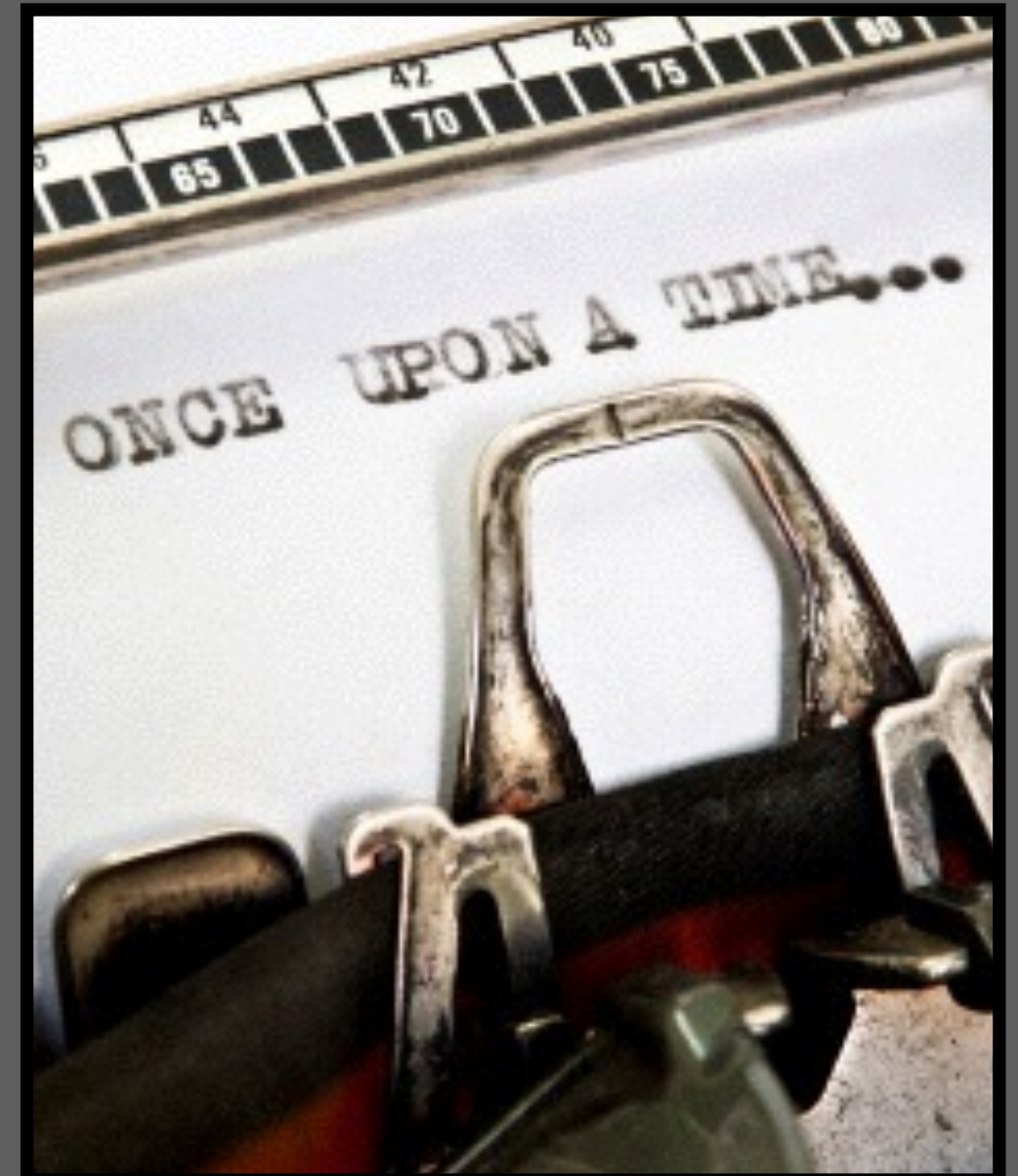
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- Focusing on story and not tech.
- Knowing our character
- Mocap as a discovery tool
- Animatic and layout
- Desktop facial systems



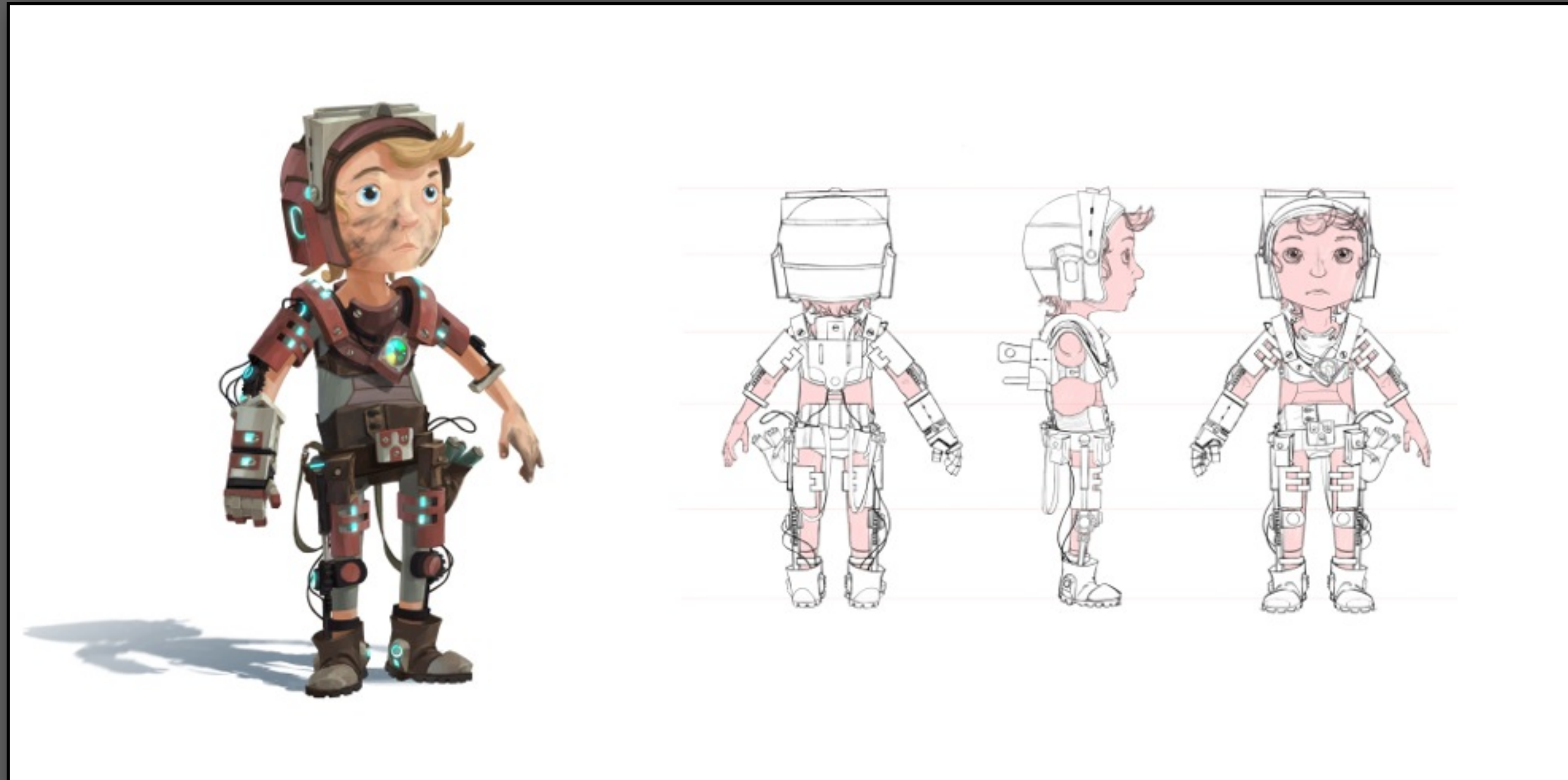
# Story Story STORY

*Not a Tech Demo*



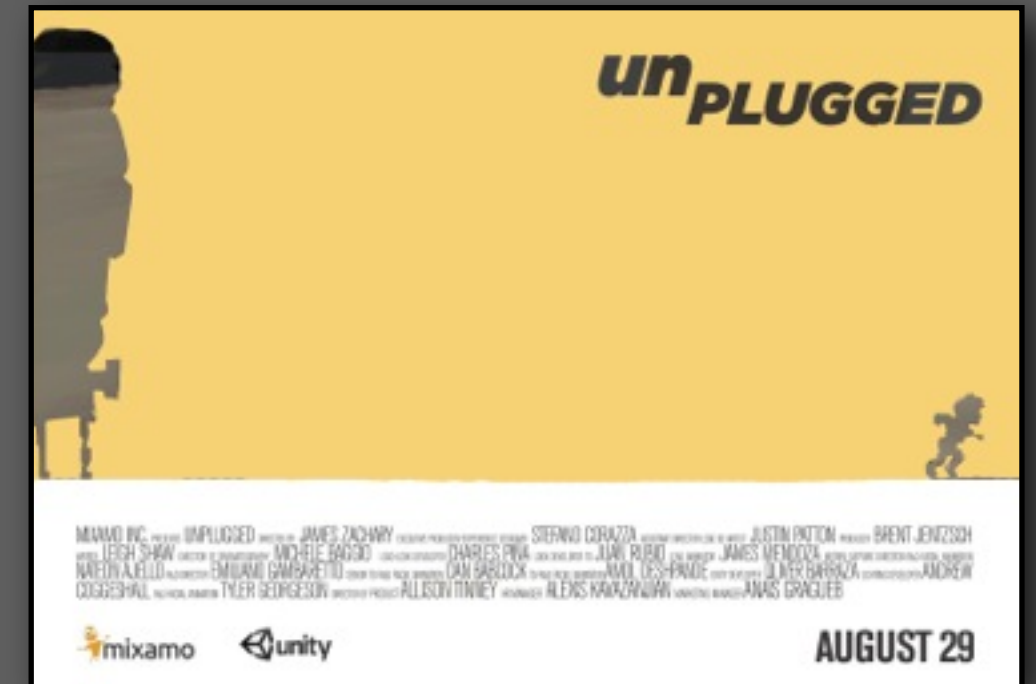




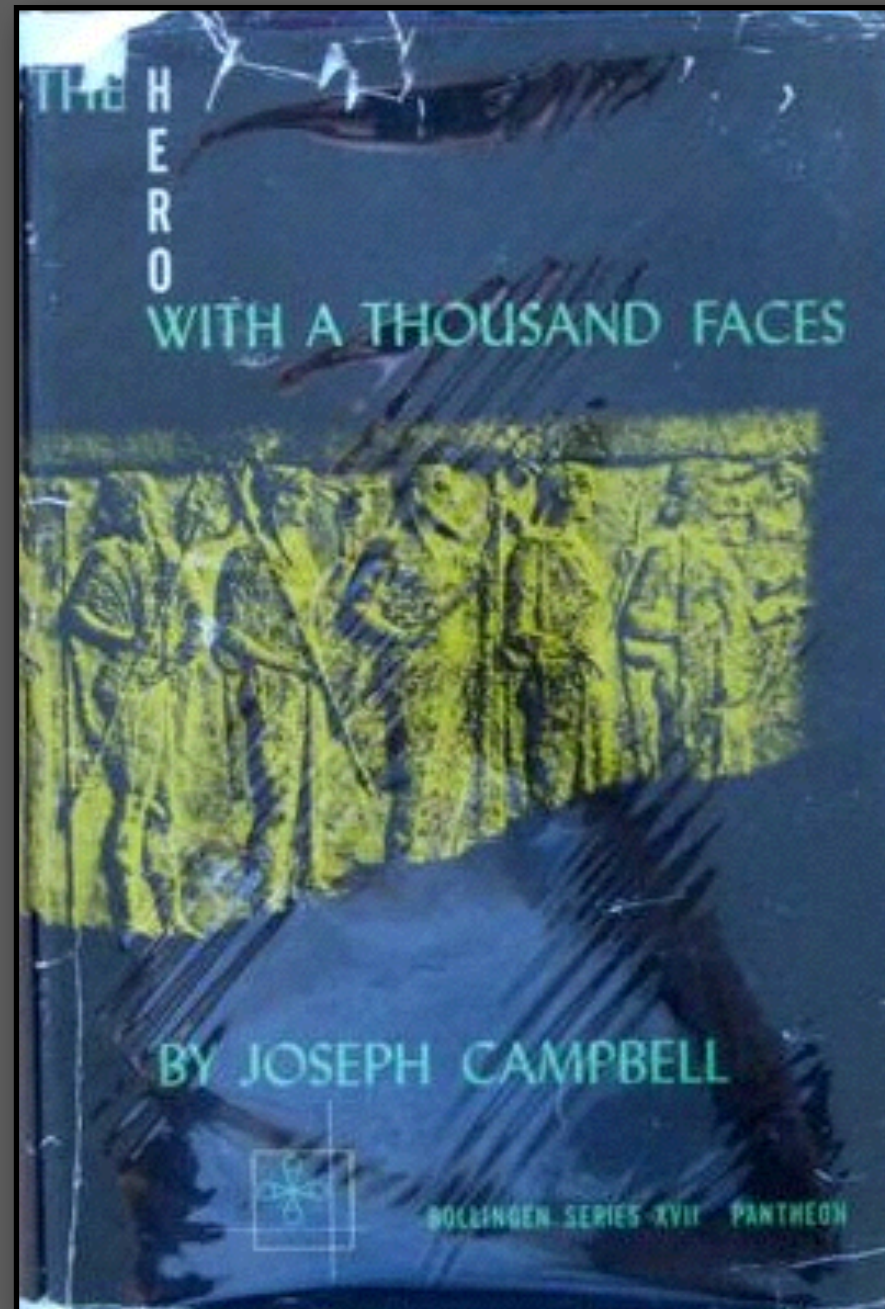
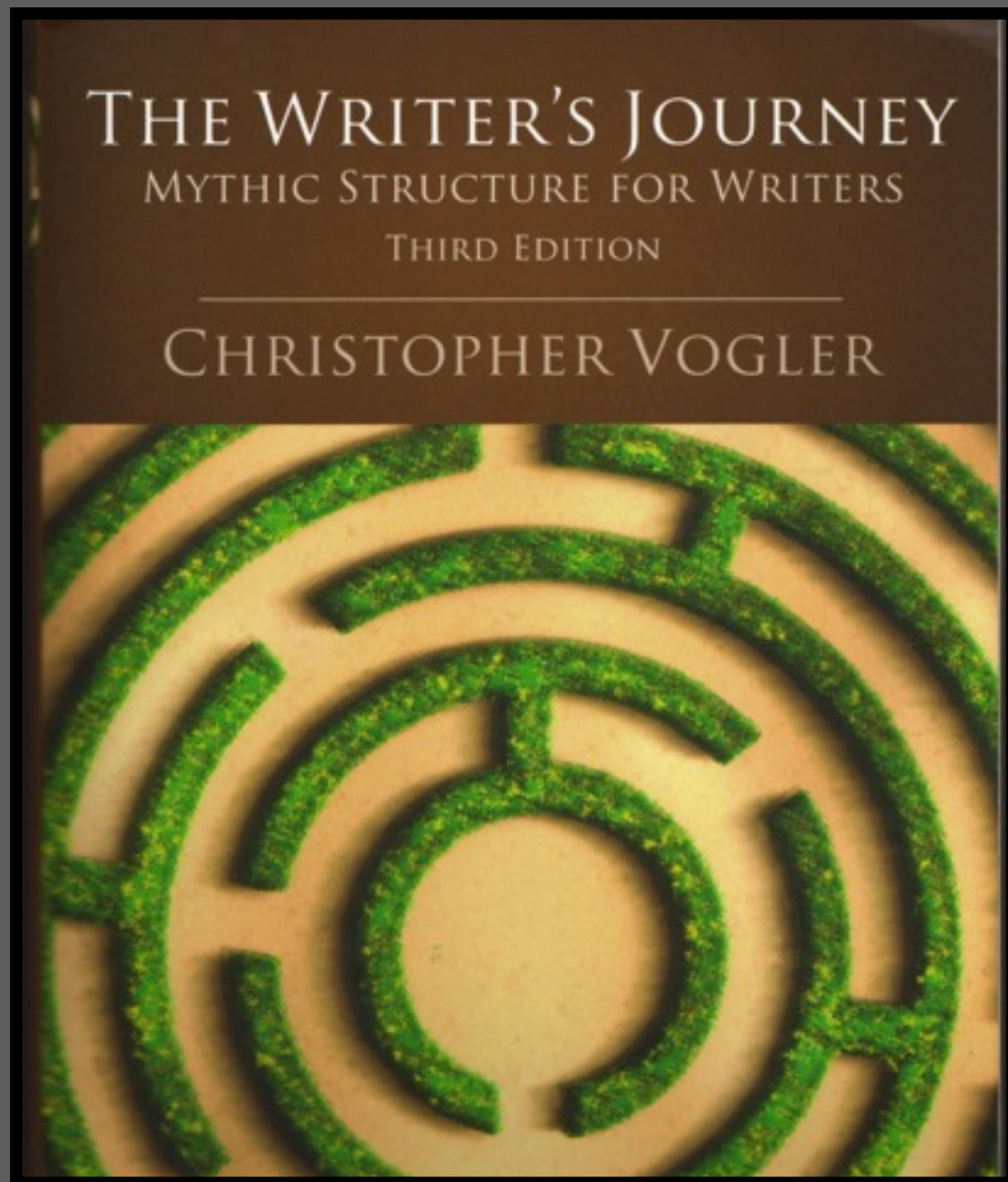


<https://www.facebook.com/2013Unplugged>



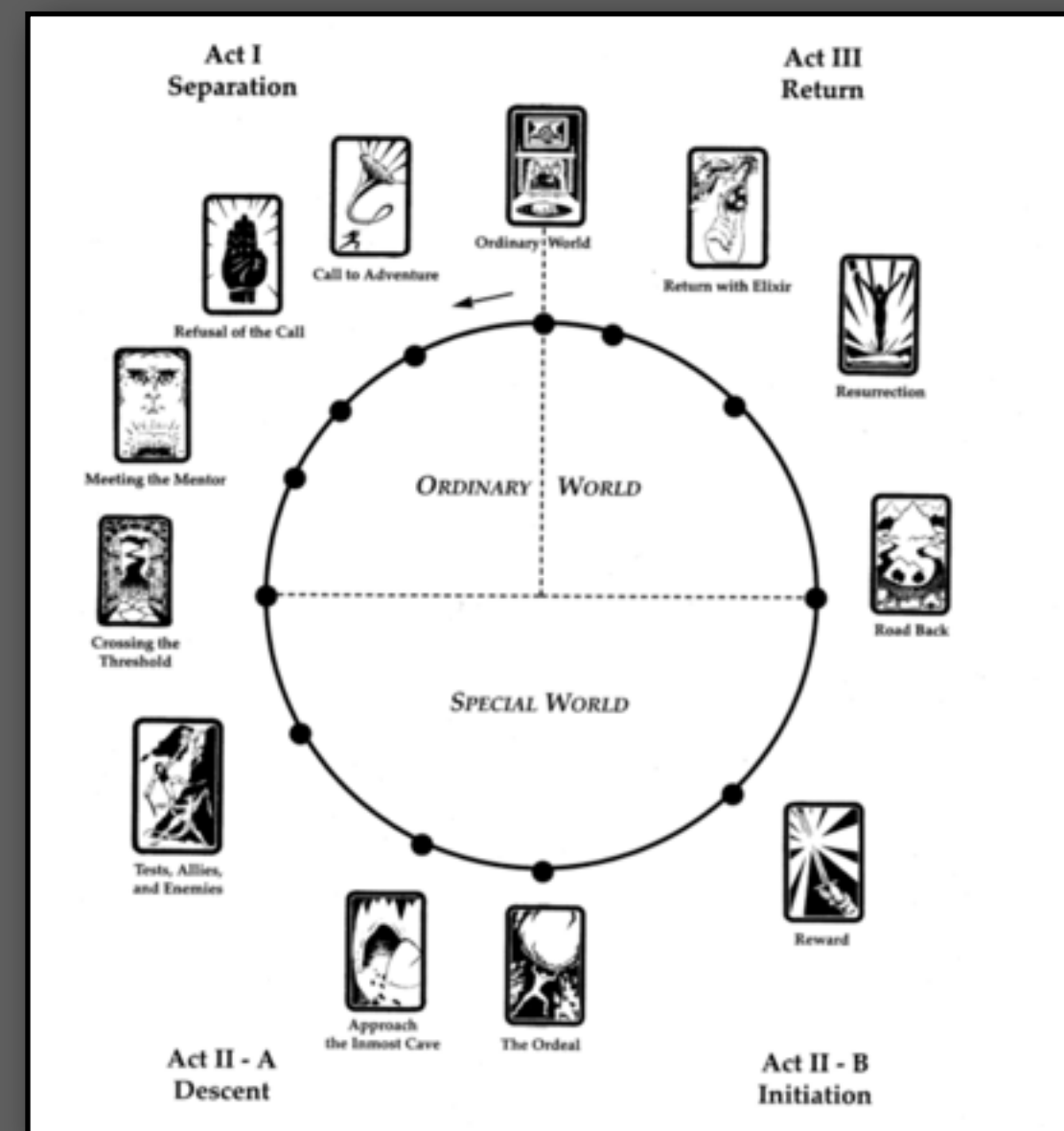






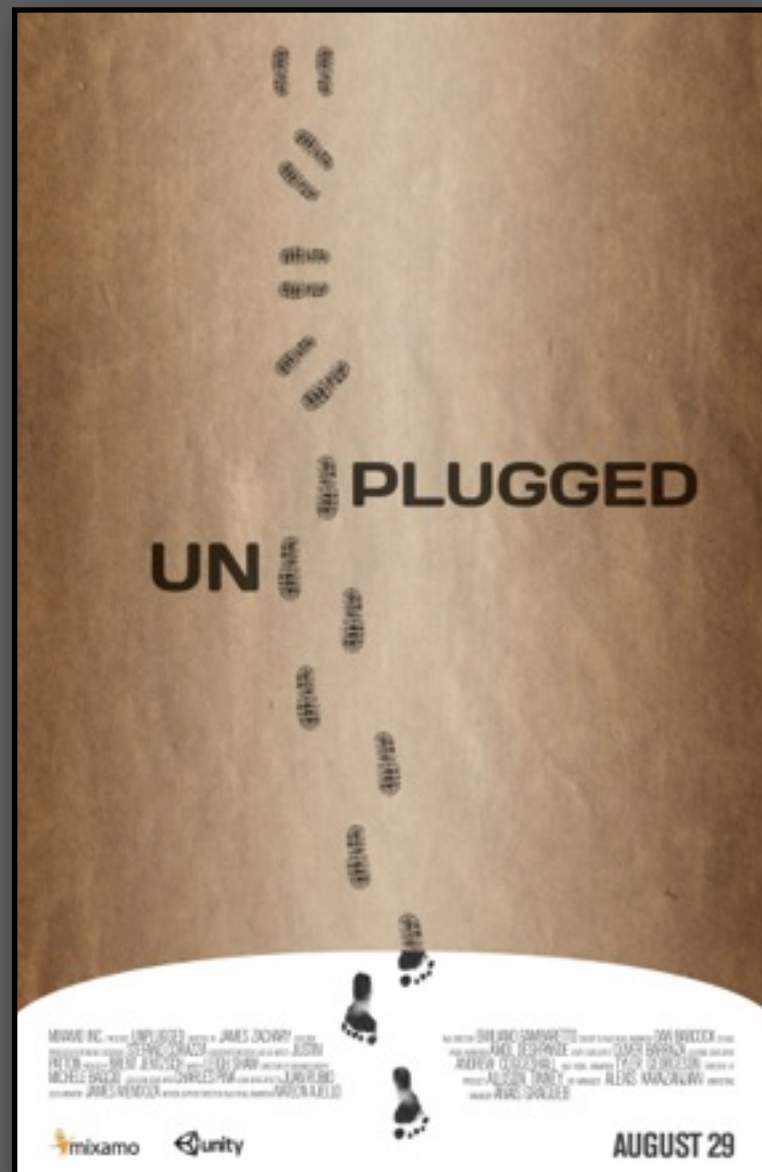
# The Writers Journey *by Christopher Vogler*

- Ordinary World
- The Call to Adventure
- Refusal of the Call
- Meeting the Mentor
- Crossing the Threshold
- Tests - Allies and Enemies
- Approach the Innermost Cave
- Supreme Ordeal
- The Rewards
- The Road Back
- Resurrection
- Return with the Elixir





# The Writers Journey... Unplugged



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The Ordinary World



Call to Adventure



Refusal of the Call



Meeting the Mentor



Crossing the Threshold



Tests - Run, Run, RUN!



Innermost Cave



The Ordeal



The Reward



Road Back



Resurrection



Return with Elixir

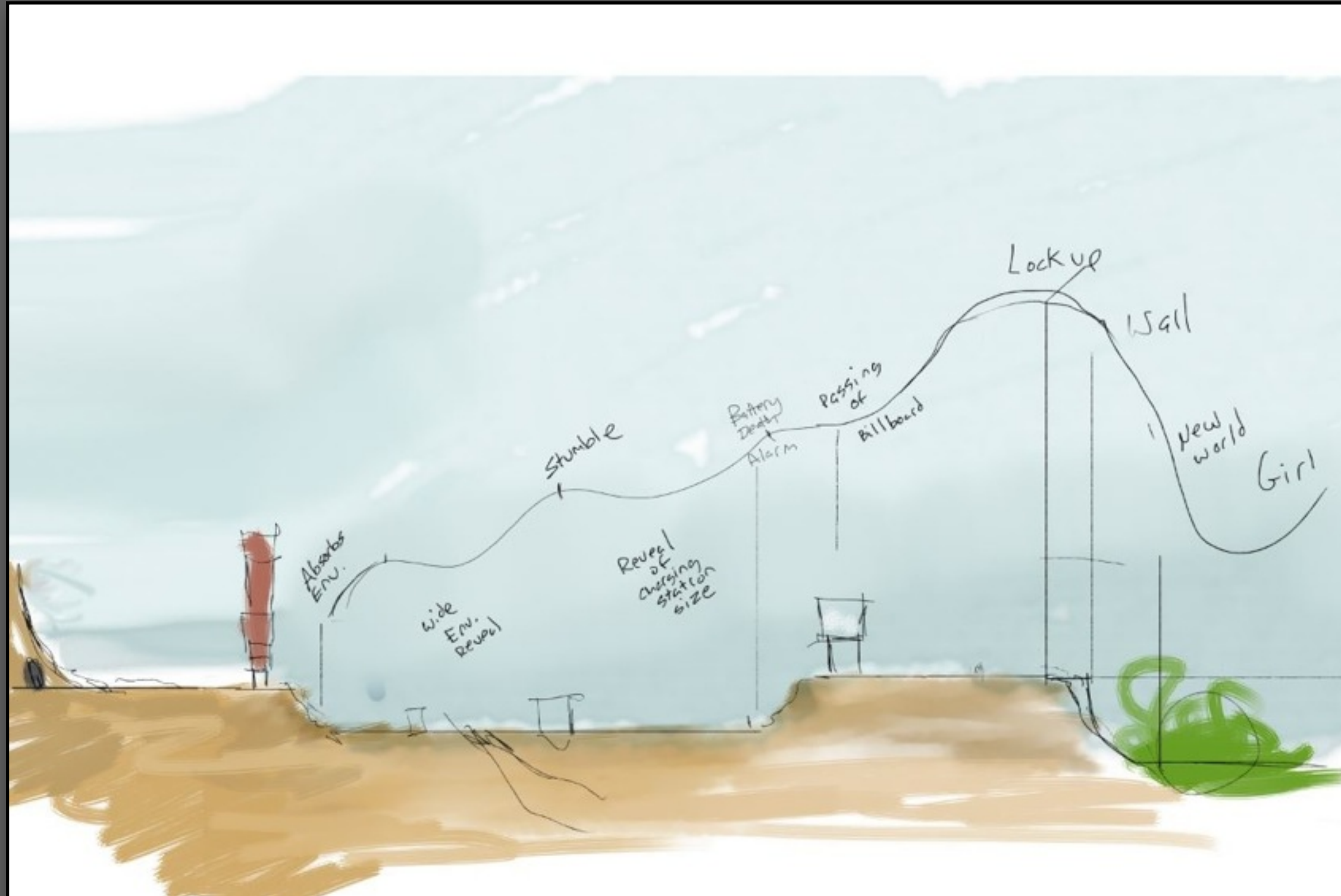






Character motivation











Story progresses through conflict



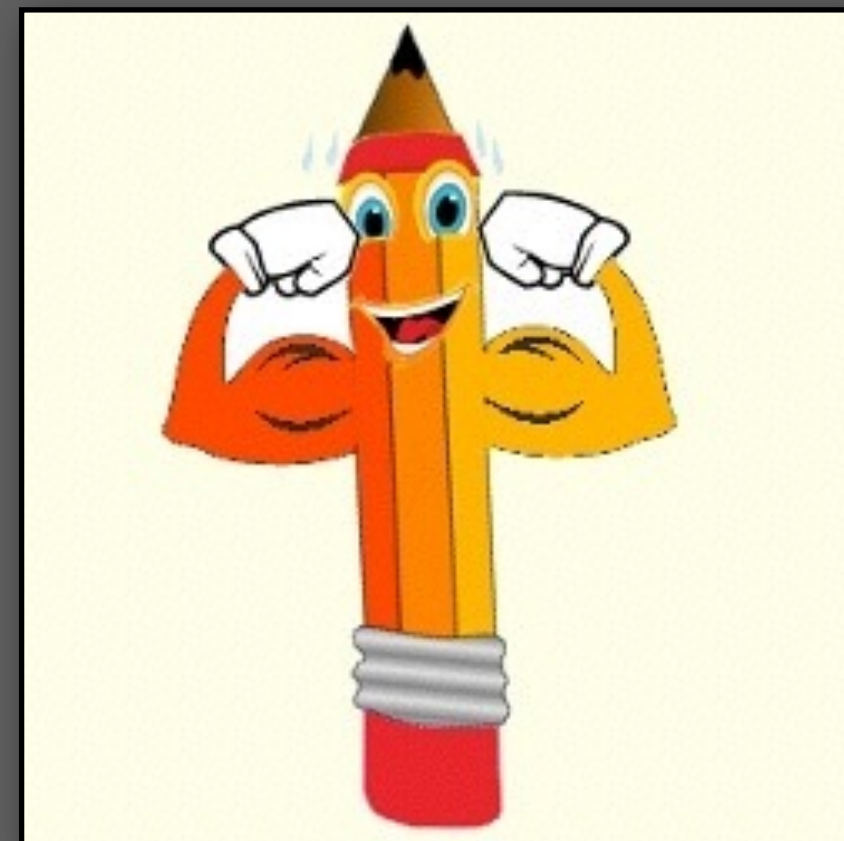


“B” storyline

# 5 Key Elements

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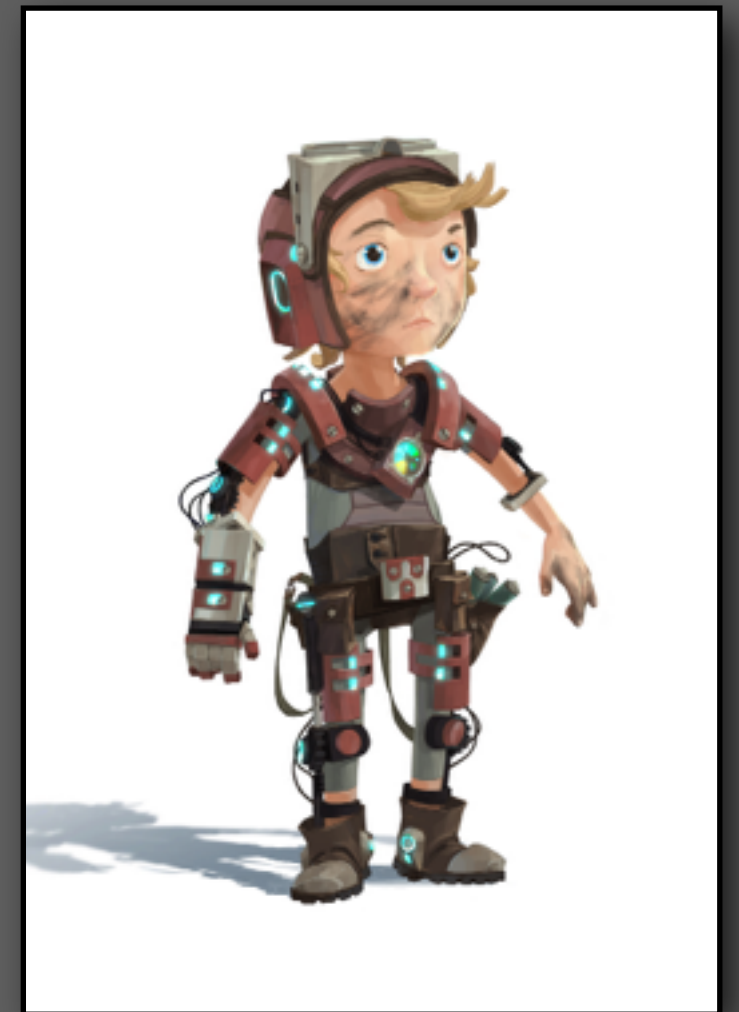
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- Knowing our character
- Mocap as a discovery tool
- Animatic and layout
- Desktop facial systems



# 5 Key Elements

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- Focusing on story and not tech.
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Character Bio - BB-3102



**General**

Full Name: BB-3102  
 Nickname(s): BB3  
 Gender: Male  
 Species: Human  
 Age: 5-10 yrs old  
 Relationship Status: Never knew his parents but does not feel bad or sorry about it. It's just the way things are out here.  
 Place of birth: unknown  
 Currently resides: of this world  
 Languages spoken: Broken english, no need for words... does not know where he learned the way he knows.  
 Native language: none  
 Job: Miner. He minds for better crystals everyday... but there hasn't been any for a very long time.  
 Religious/Spiritual beliefs: Has a strong belief that there is something better out there, a calling.  
 Smoker/Drinker/Drug User: none.

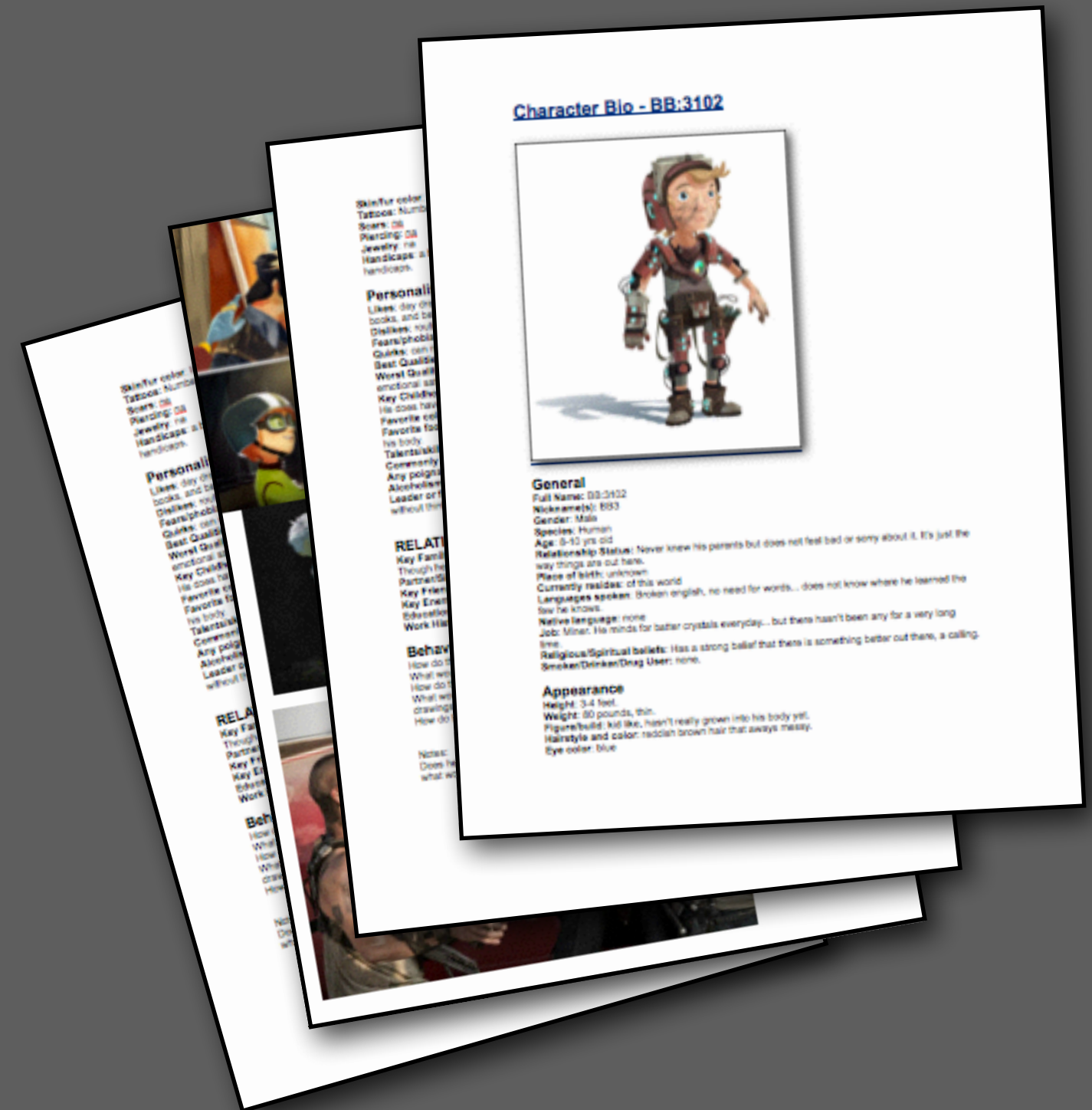
**Appearance**

Height: 3.4 feet.  
 Weight: 60 pounds, thin.  
 Figure/build: kid like, hasn't really grown into his body yet.  
 Hairstyle and color: reddish brown hair that always messy.  
 Eye color: blue



# Character Sheets

1. Character Bio
2. Personality Guide
3. References
4. Pose Studies
5. Da Five



# Character Sheets

## **1. Character Bio**

2. Personality Guide

3. References

4. Pose Studies

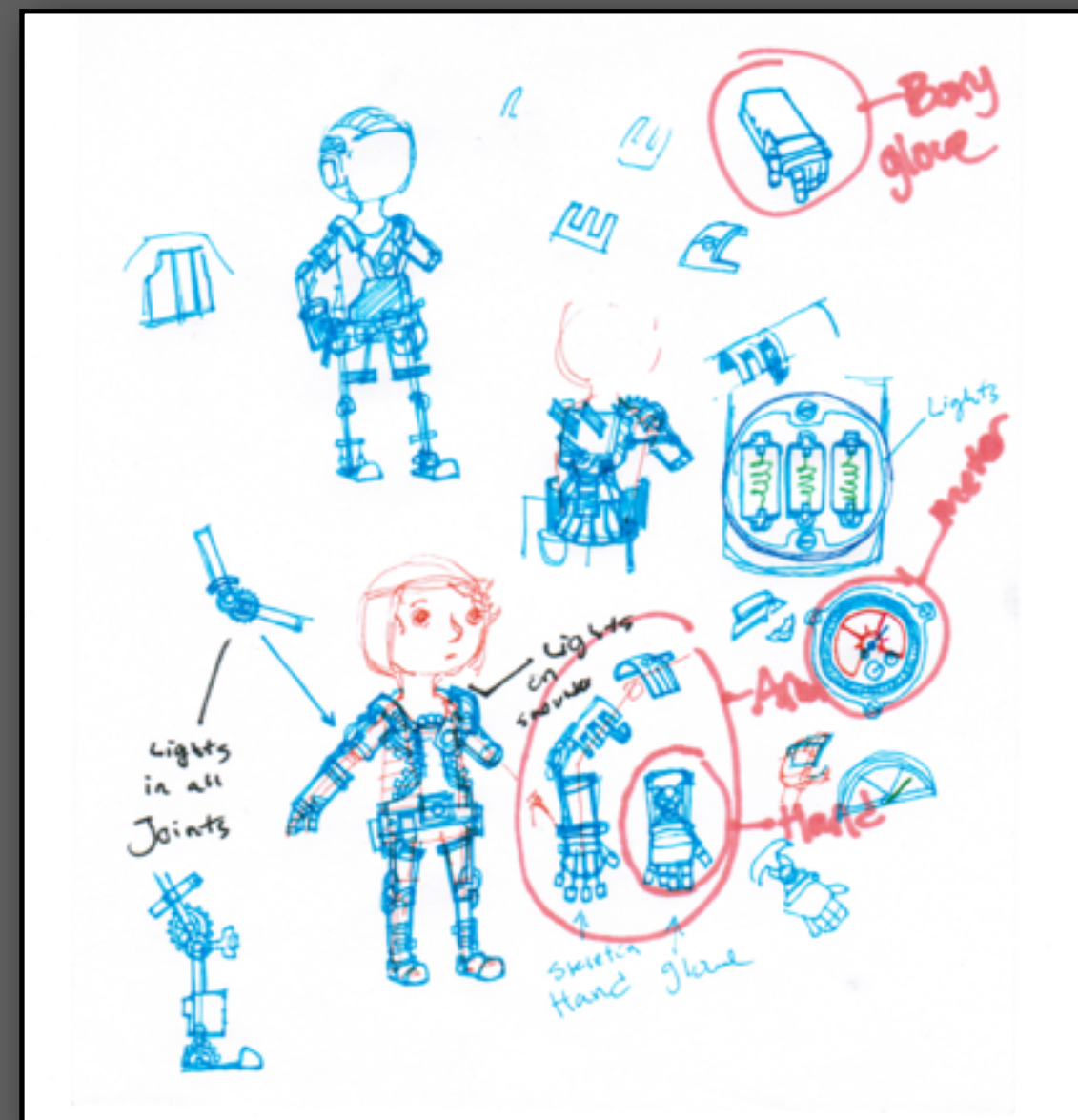
5. Da Five



*BB:3102 is a young boy who's sole purpose is to harvest battery crystals and return them to the charging station, day in and day out. He has been harvesting crystals all his life and knows nothing else.*

# Character Sheets

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General

**Full Name:** BB:3102  
**Nickname(s):** BB3  
**Gender:** Male  
**Species:** Human  
**Age:** 8-10 yrs old  
**Relationship Status:** Never knew his parents but does not feel bad or sorry about it. It’s just the way things are out here.  
**Place of birth:** unknown  
**Currently resides:** of this world  
**Languages spoken:** Broken english, no need for words... does not know where he learned the few he knows.  
**Native language:** none  
**Job:** Miner. He minds for batter crystals everyday... but there hasn’t been any for a very long time.  
**Religious/Spiritual beliefs:** Has a strong belief that there is something better out there, a calling.  
**Smoker/Drinker/Drug User:** none.

Appearance

**Height:** 3-4 feet.  
**Weight:** 80 pounds, thin.  
**Figure/build:** kid like, hasn’t really grown into his body yet.  
**Hairstyle and color:** reddish brown hair that aways messy.  
**Eye color:** blue  
**Skin/fur color:** light skinned, sparsely freckled.  
**Tattoos:** Number on arm  
**Scars:** na  
**Piercing:** na  
**Jewelry:** na  
**Handicaps:** a bit clumsy at times and does not think things all the way through but no real handicaps.

Relationships

**Key Family / Relatives:** None, he never has known anybody for as long as he can remember. Though he knows he must of had a mother. Has a strong feeling of her presents. He is all alone.  
**Partner/Significant Other:** himself.  
**Key Friends:** fire fly bug, charging station  
**Key Enemies:** The charging station  
**Educational History:** knows a few words but does not where he learned them from.  
**Work History:** good worker, takes pride in what he does but does not enjoy what he does.

Behavior

How do they behave at work/on the job:  
What would their office/cubical look like:  
How do they behave at home:  
What would their room look like: it would be full of things he has built and put together. lots of drawings. A plant that he takes care of.  
How do they behave when all alone (the private self):



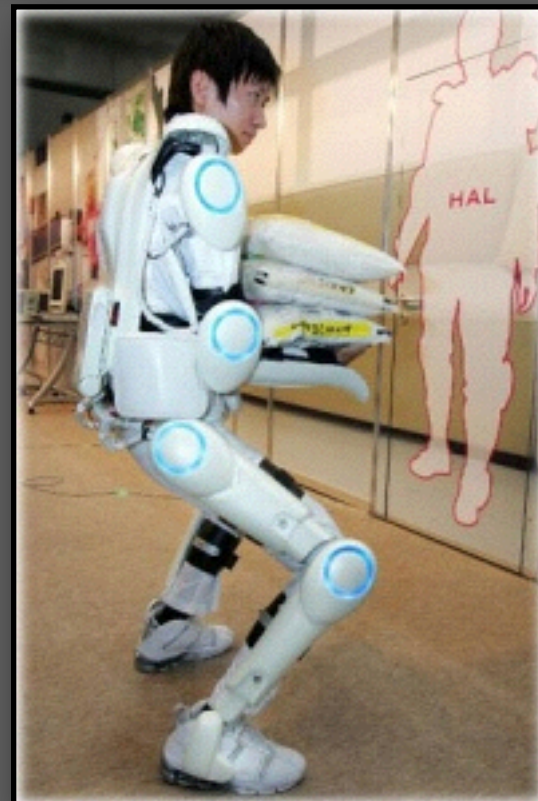
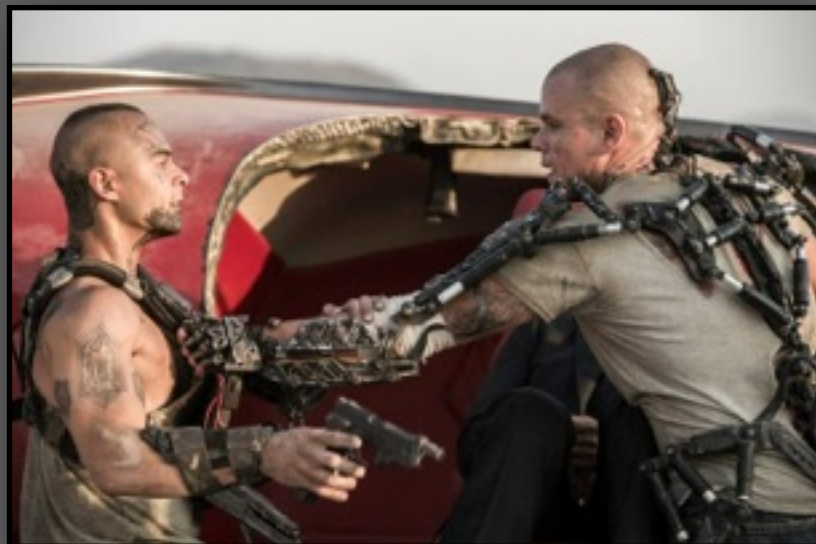


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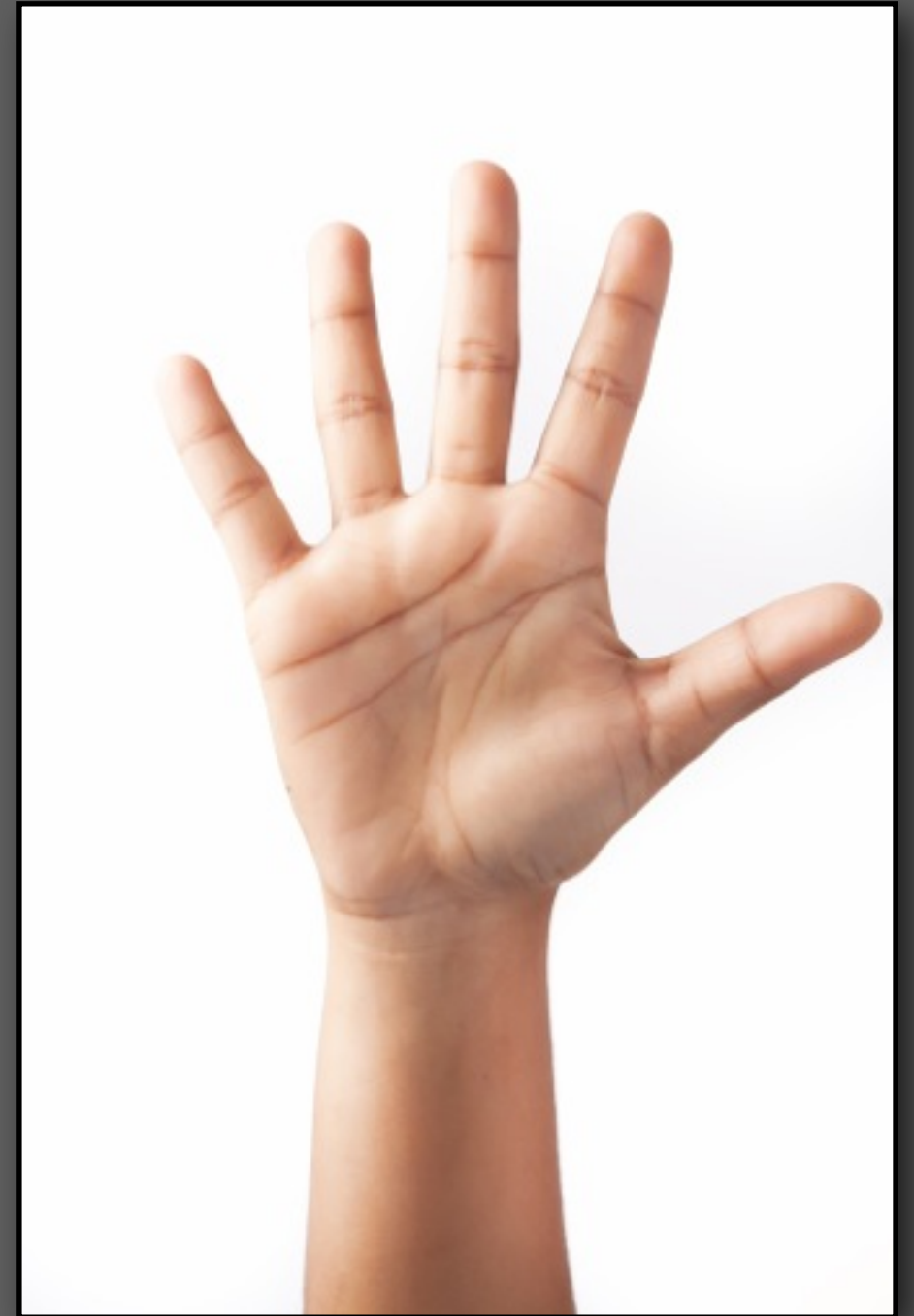
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# Two Honorable Traits

1. He is a dreamer
2. Listens to his heart more than his head



# Two Dishonorable Traits

1. Addiction to charging station juice
2. Does not think things through



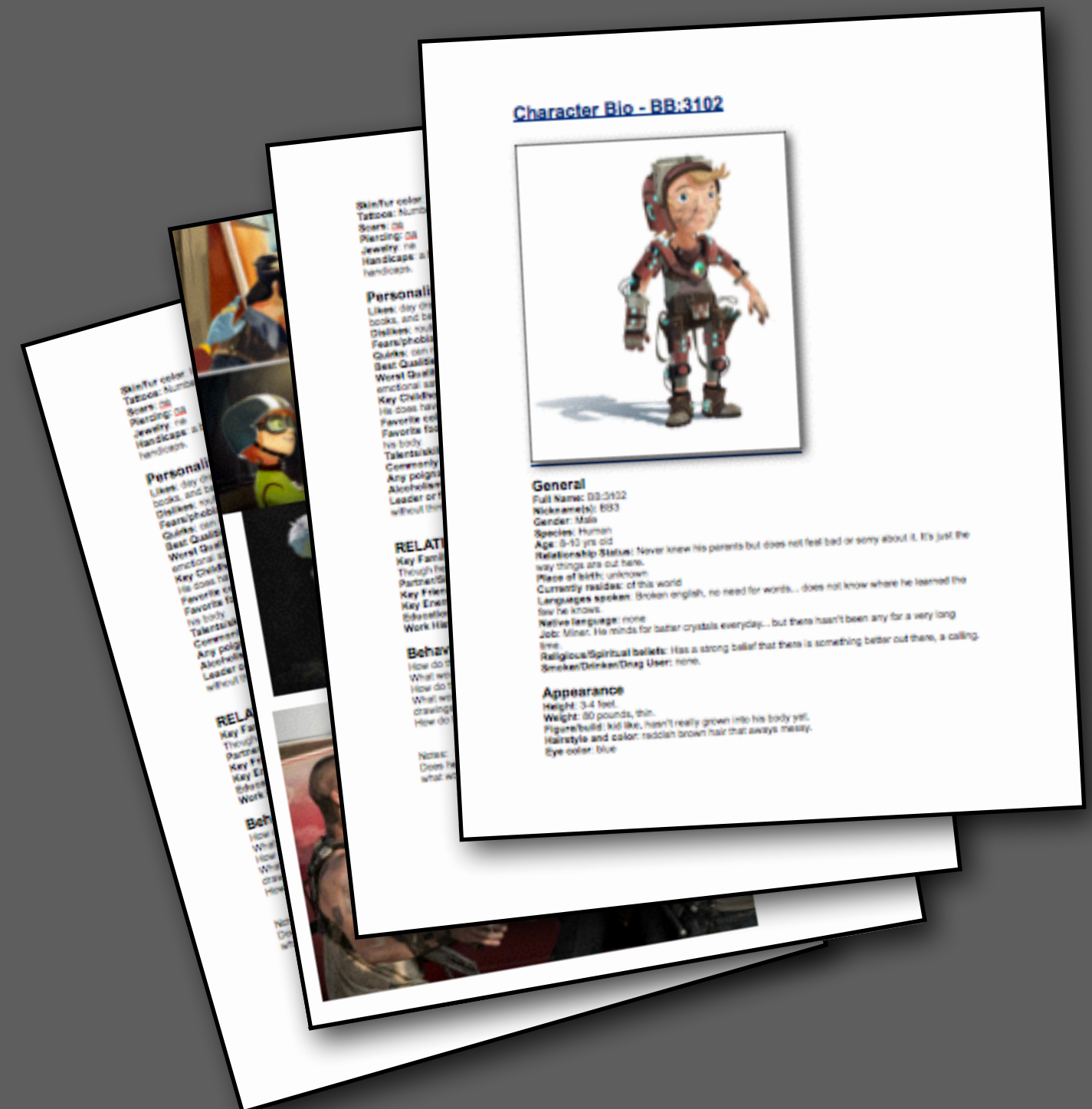


# The 5th... Your choice



# Character Sheets

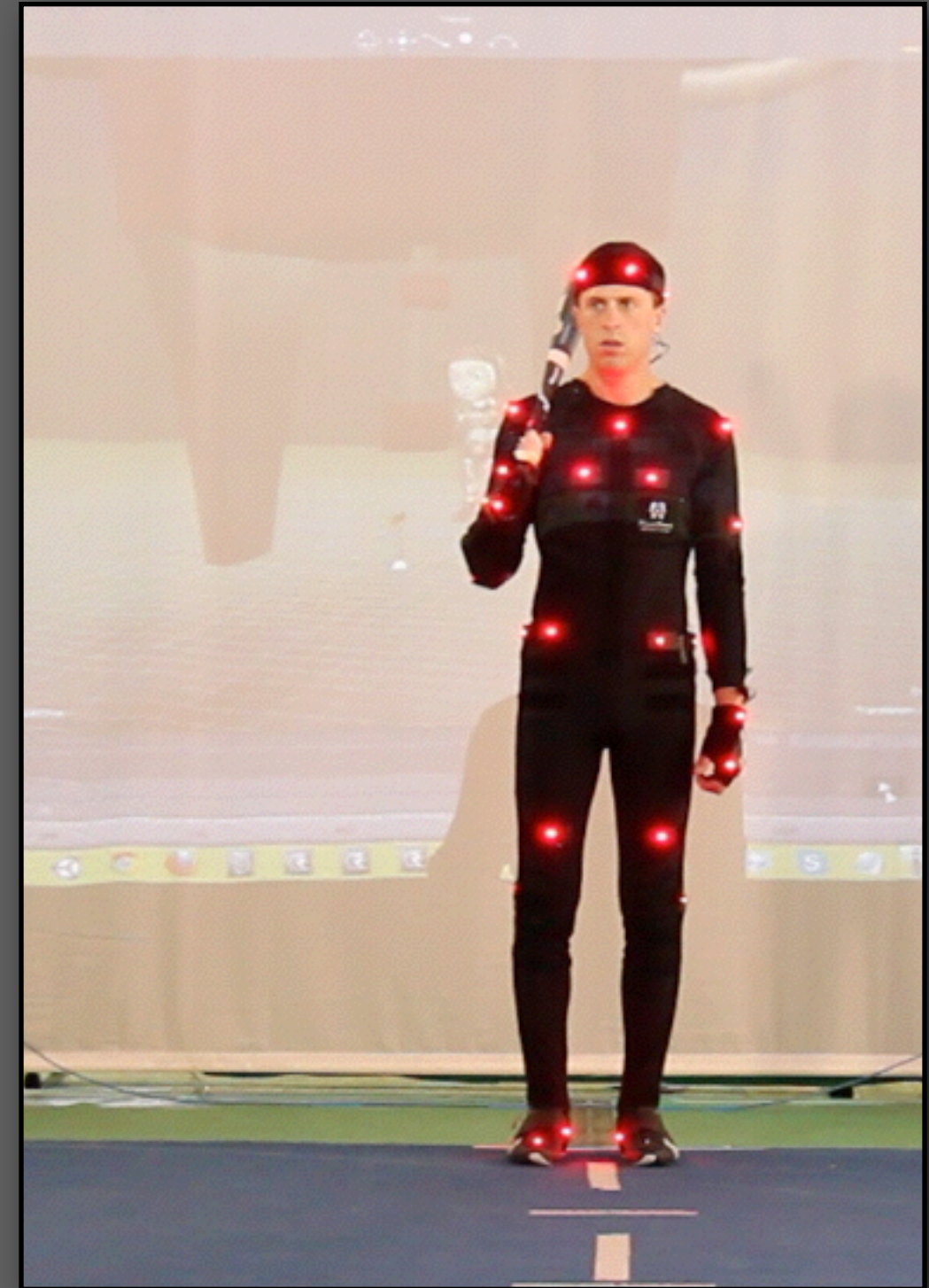
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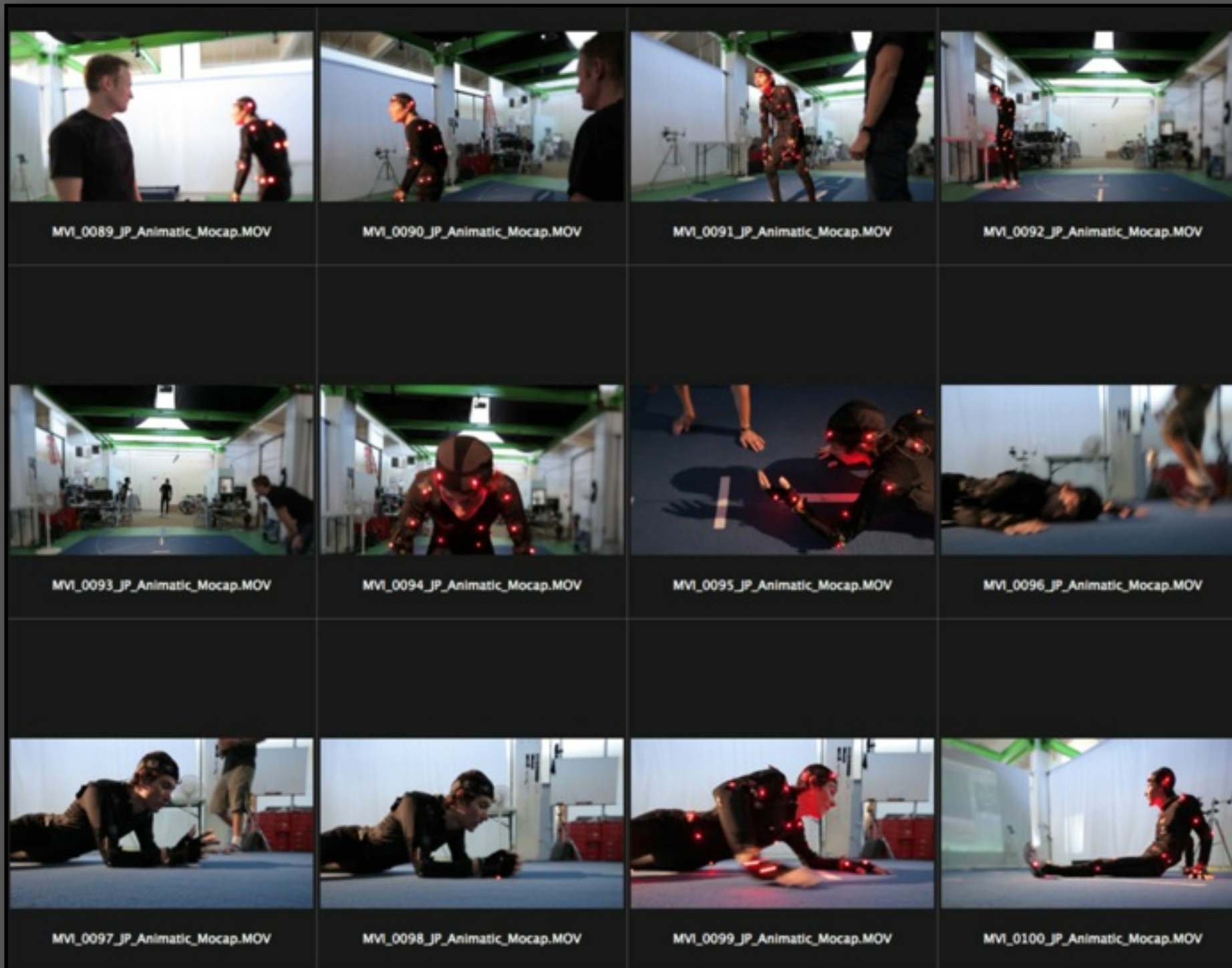






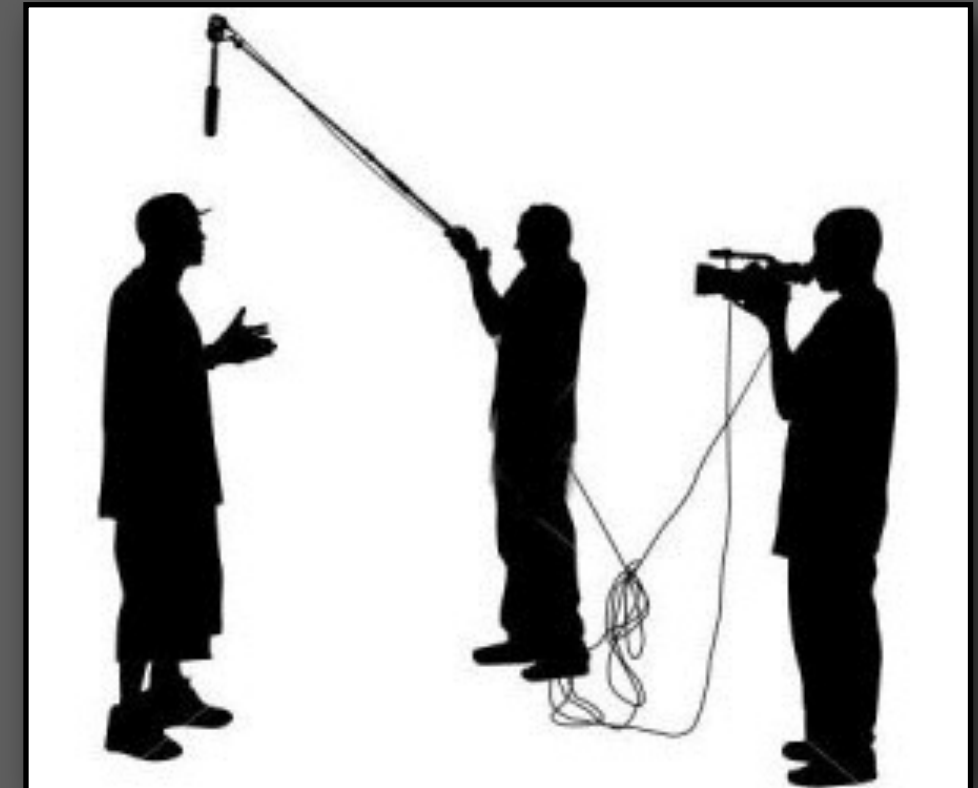




















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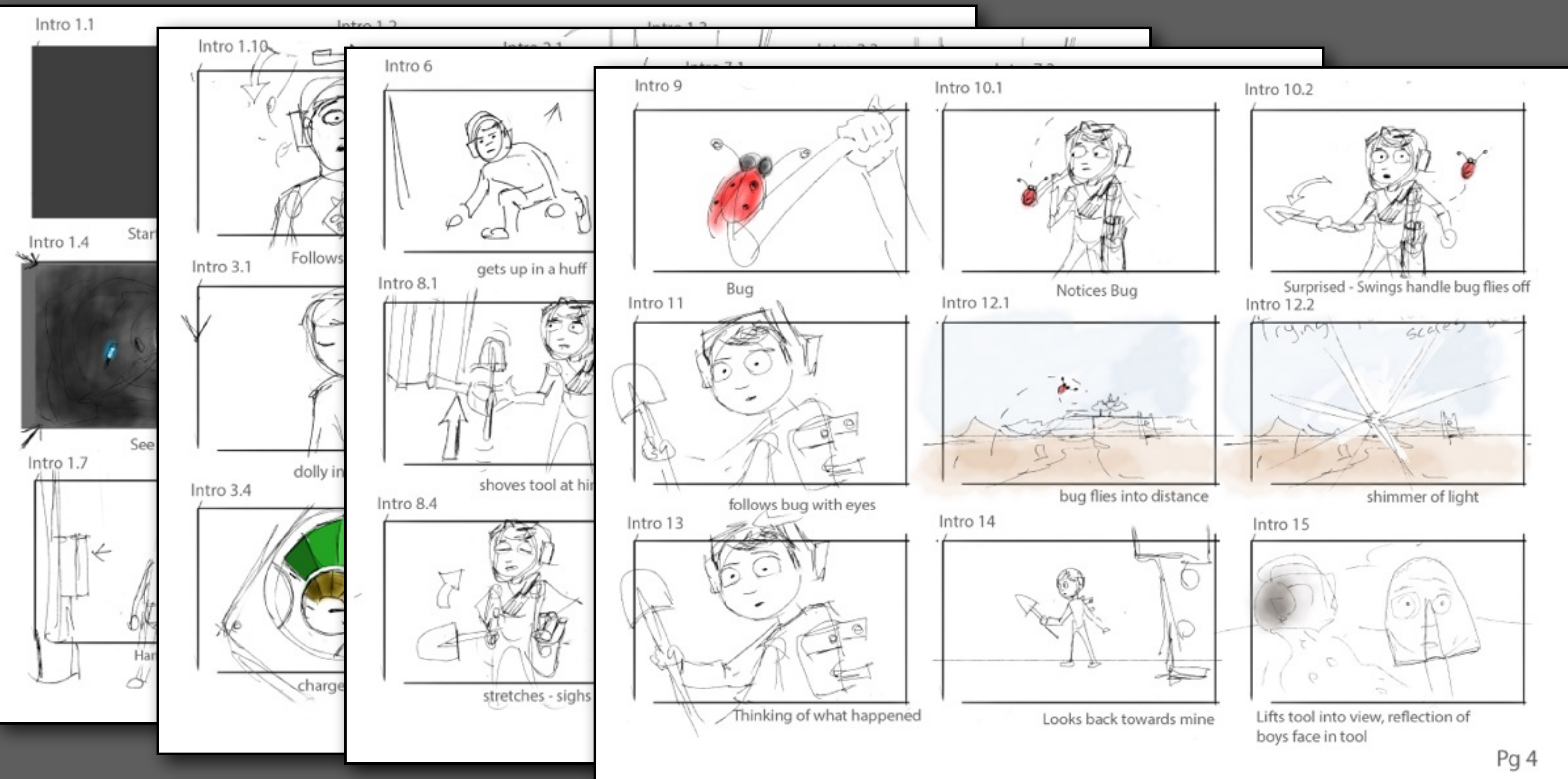
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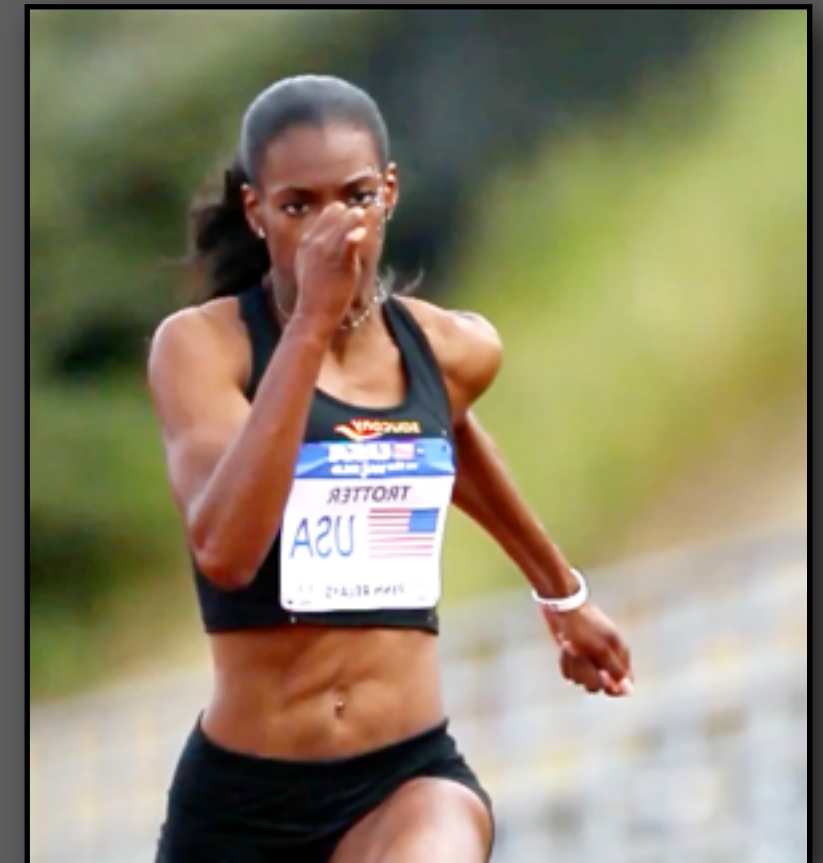
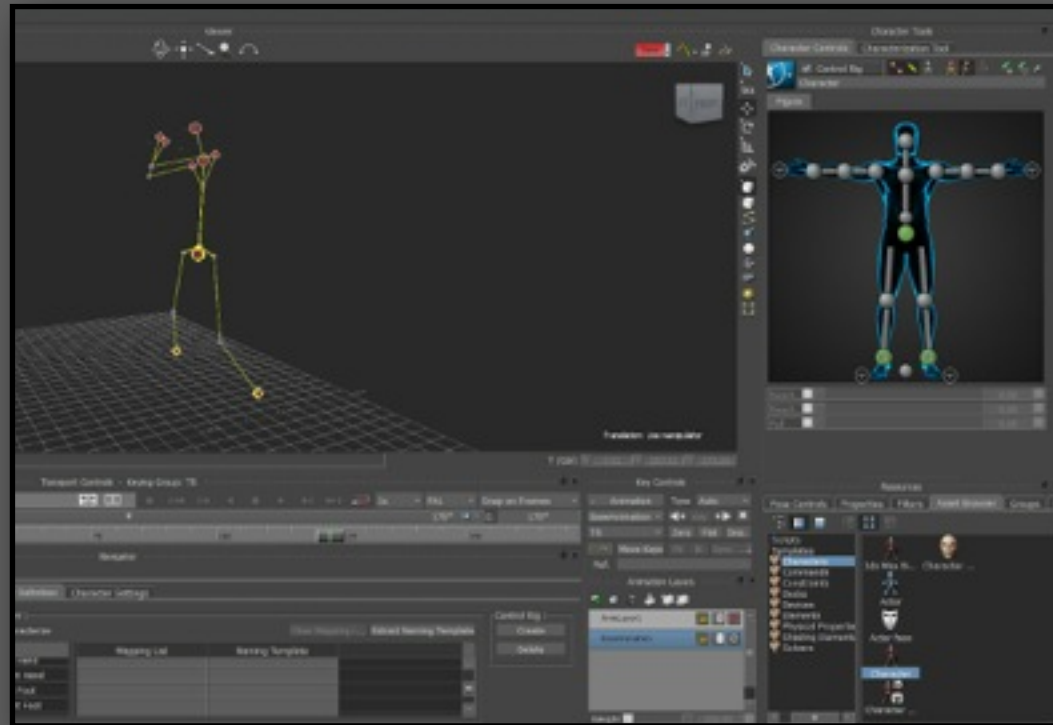
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Harry Partch

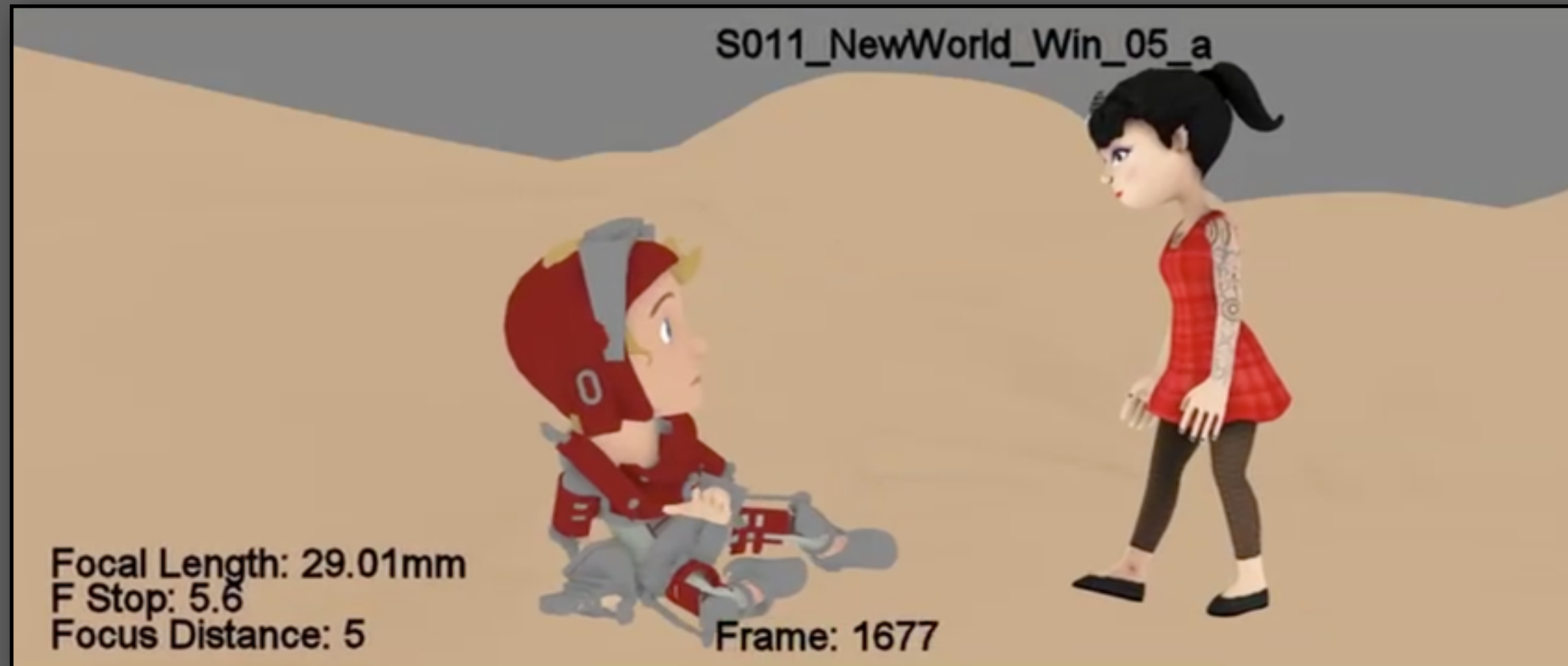


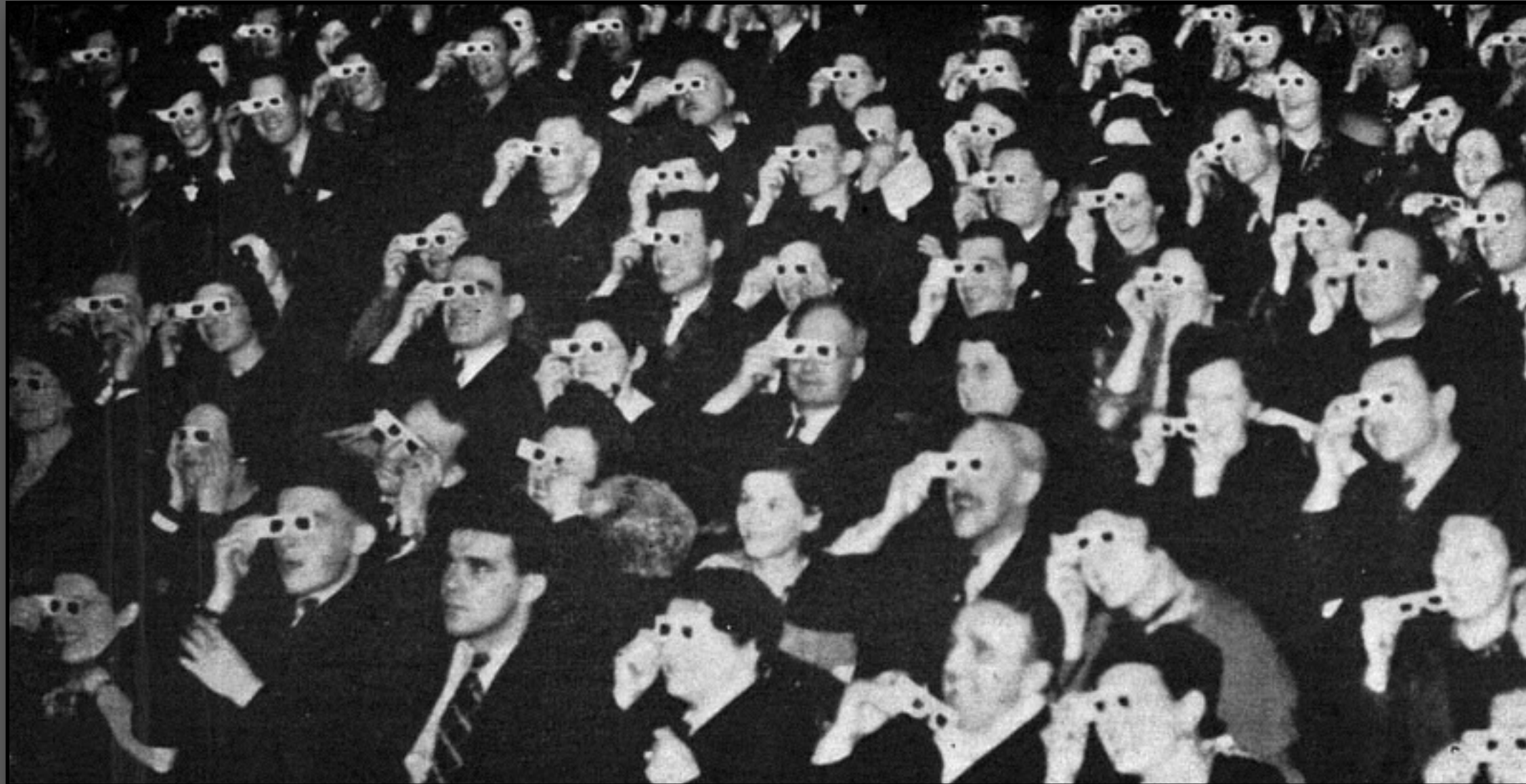
Danny Elfman



Thomas Newman





















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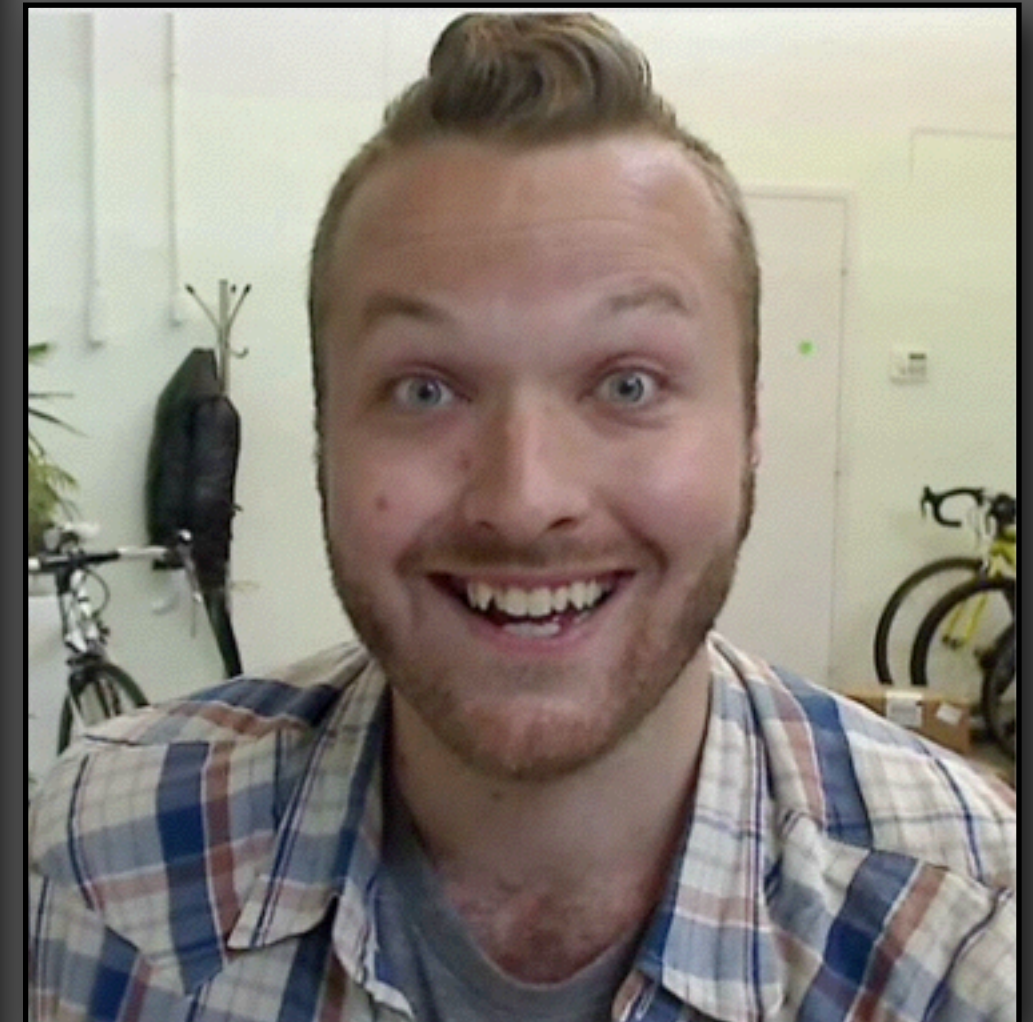
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# Lessons Learned

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- Cinematographer on team

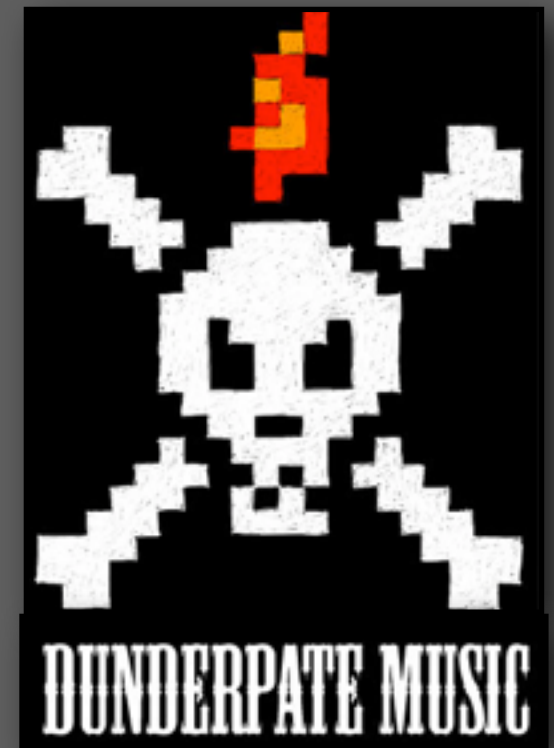


[www.michelebaggio.com](http://www.michelebaggio.com)



# Lessons Learned

- Cinematographer on team
- Sound and Music composers



[jesse@dunderpatemusic.com](mailto:jesse@dunderpatemusic.com)



[abrandon@funkyrustic.net](mailto:abrandon@funkyrustic.net)

# Lessons Learned

- Cinematographer on team
- Sound and Music composers
- Set hard deadlines

# Lessons Learned

- Cinematographer on team
- Sound and Music composers
- Set hard deadlines
- Actors





# Closing

- Focusing on story and not tech.
- Knowing our character
- Mocap as a discovery tool
- Animatic and layout
- FacePlus





# mixamo

[www.mixamo.com](http://www.mixamo.com)

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20% OFF

Director: **James Zachary**  
 Producer: **Brent Jentzsch**  
 Executive producer/Experiential designer: **Stefano Corazza**  
 Assistant Director / Lead 3D artist: **Justin Patton**  
 Writer: **Leigh Shaw**  
 Director of cinematography: **Michele Baggio**  
 Visual FX Supervisor: **Charles Piña**  
 Lead Visual FX TD: **Juan Rubio**  
 Senior TD: **Dan Babcock**  
 Lead Animator: **James Mendoza**  
 Motion Capture Director: **Nateon Ajello**  
 Actor: **Ross Travis**  
 Concept Artist: **Corwin Herse Woo**  
 Environment Artist: **Vladimir Petkovic, Jérémie Noguer**  
 Music: **Jesse Harlin - Dunderpate Music, LLC**  
 Sound Design: **Alexander Brandon - Funky Rustic, LLC**  
 FX Artists: **Andrew Coggeshall, Oliver Barazza**  
 Unity Developer: **Anna Krasner**  
 TD: **Amol Deshpande**  
 Art Inters: **Aybars Turan, Adrian Campos**  
 Additional Art: **Adia Digital Art Co, LTD**  
 Environment textures powered by **Allegorithmic's Substance**  
 SPECIAL THANKS: **Renaldas Zioma, Robert Lanciault, Pierre Paul Giroux**  
**Sonny Myette, Krunal Patel, Harris Gasparakis**

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