### SUPER POWERING THE SAINTS

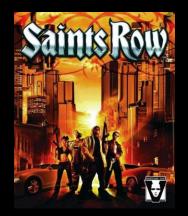
ANIMATION DIRECTION FOR SAINTS ROW IV'S SUPER JUMPING

### **ZACH LOWERY**

PROJECT ANIMATION DIRECTOR – SAINTS ROW IV **VOLITION** 

TWITTER: @ZLOW4SHO



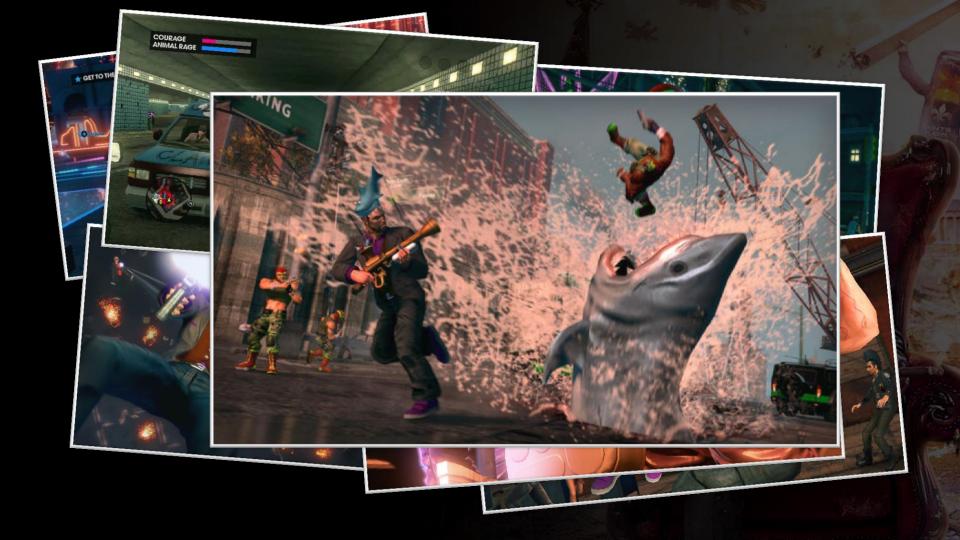
















### TAKEAWAYS

- START WITH WHAT YOU KNOW
- A UNCONVENTIONAL SOURCE & USE OF REFERENCE FOOTAGE — REVERSE ENGINEERING
- CREATION OF PILLARS
- FAILURE, WHEN LEARNED FROM, CAN BE AN INVALUABLE RESOURCE FOR UNDERSTANDING AND EXECUTING YOUR FINAL PRODUCT

### BREAKDOWN

- ANIMATION DIRECTION OVERVIEW
- THE CHALLENGES
- SPOILER! They didn't work • INITIAL APPROACHES\*
- BACK TO THE DRAWING BOARD
- APPLYING WHAT WAS LEARNED
- FINAL RESULTS



### ANIMATION DIRECTION OVERVIEW



COMFORTABLE
AND
CONFIDENT



What Would Mike Lowery Do?





## THE CHALLENGES

KNOWING WHERE TO BEGIN





# INITIAL APPROACHES

Start with what you know







# INITIAL APPROACHES





# INITIAL APPROACHES



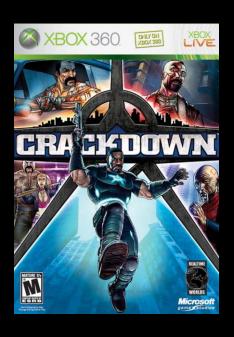






TECH INVESTIGATION

ART INVESTIGATION



















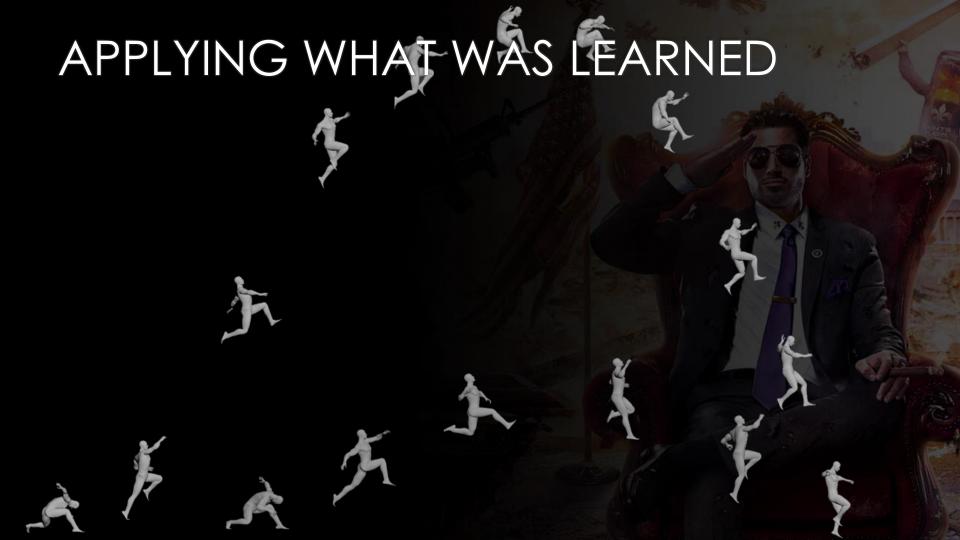
- MOTIONS MUST BE GROUNDED IN REALITY
- MOTIONS MUST EVOLVE OVER TIME
- MOTIONS MUST LOOK AND FEEL GOOD AT ALL HEIGHTS AND SPEEDS
- MOTIONS MUST FIT THE OVERALL THEME AND ANIMATION DIRECTION



# APPLYING WHAT WAS LEARNED



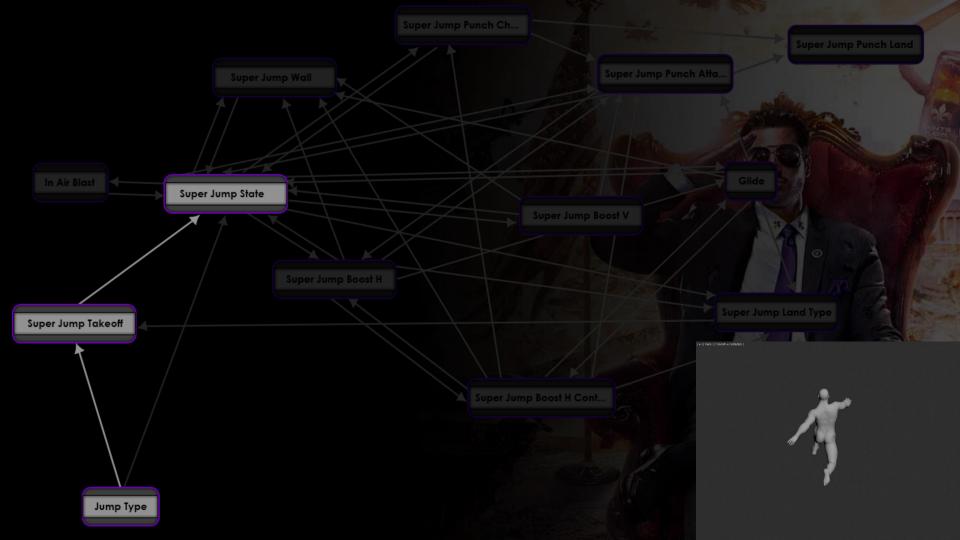


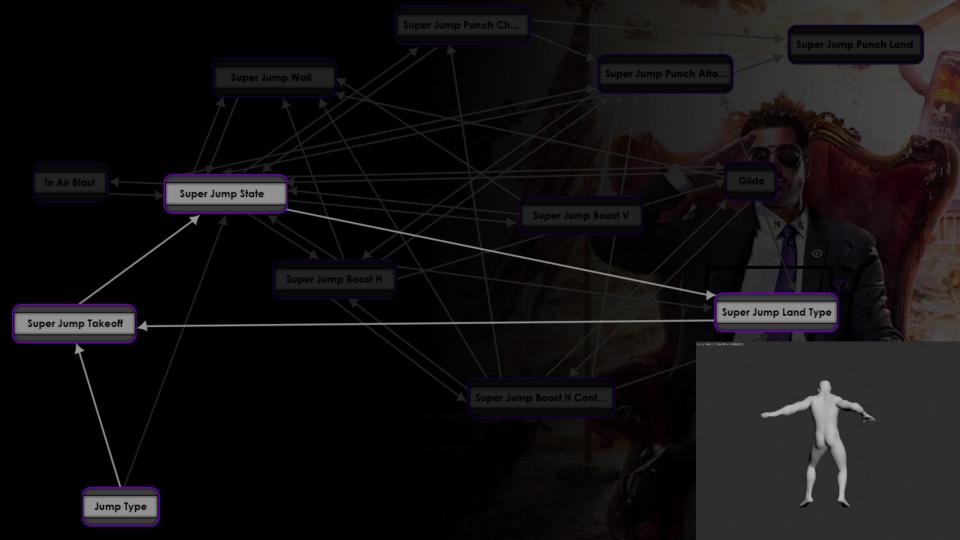


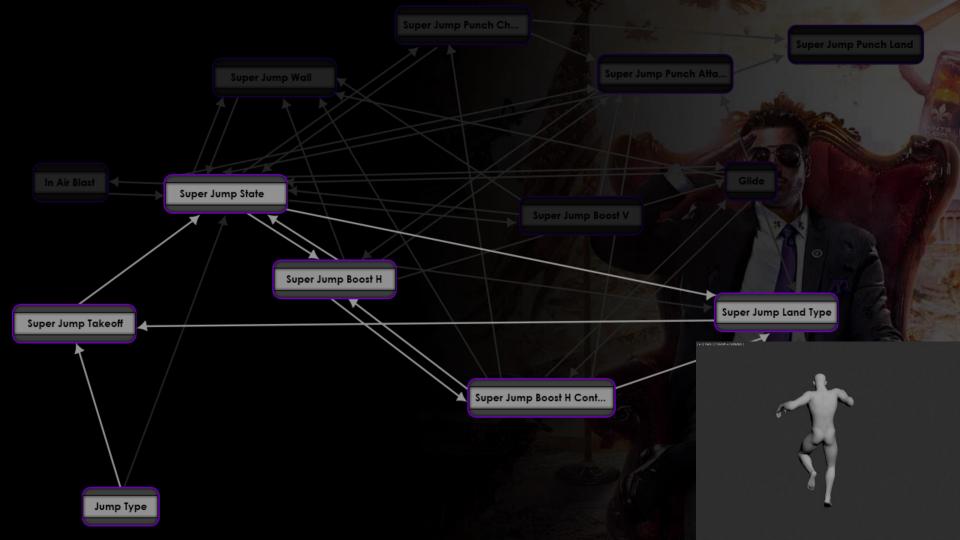
# FINAL RESULTS

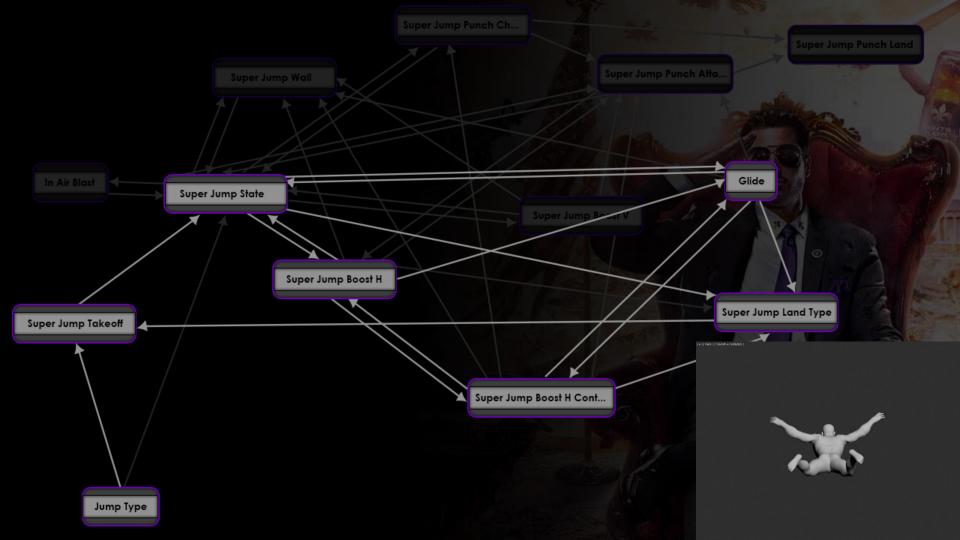


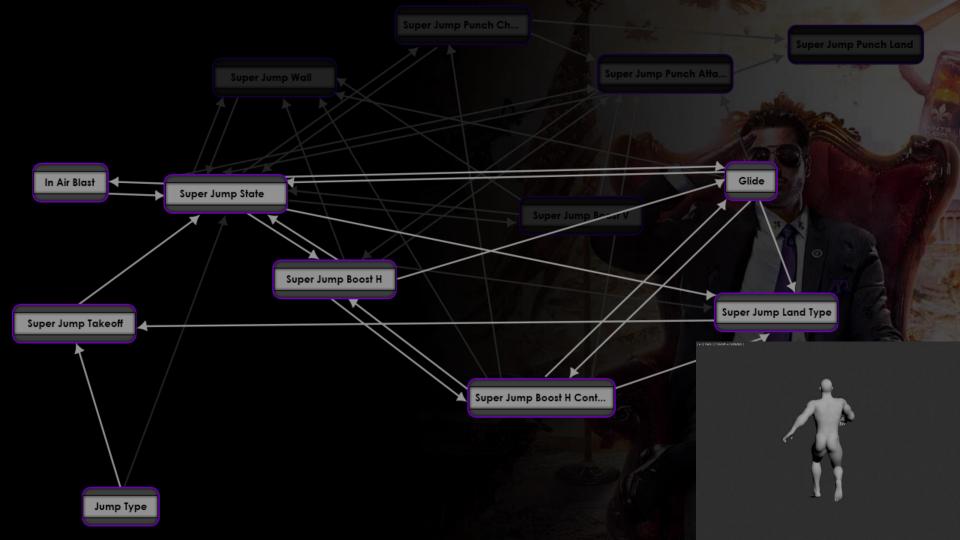


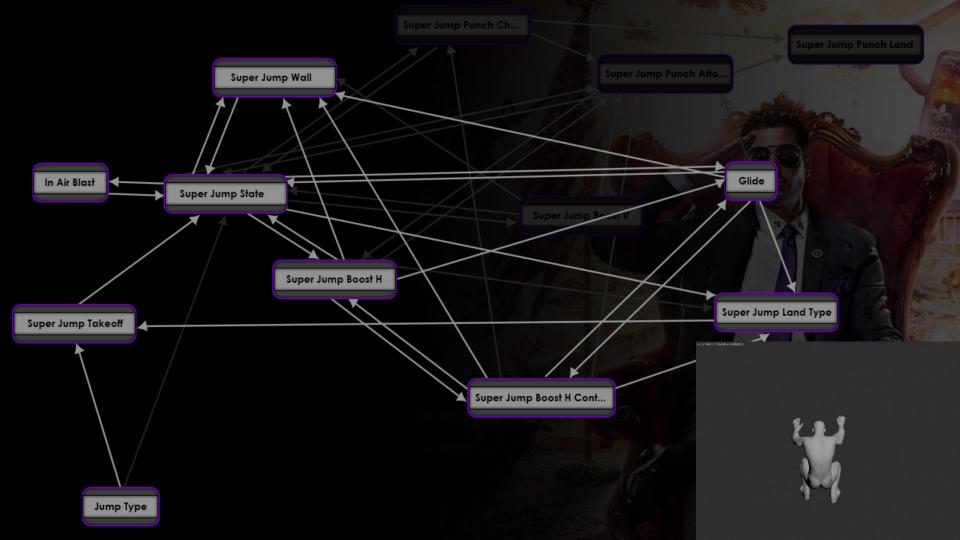


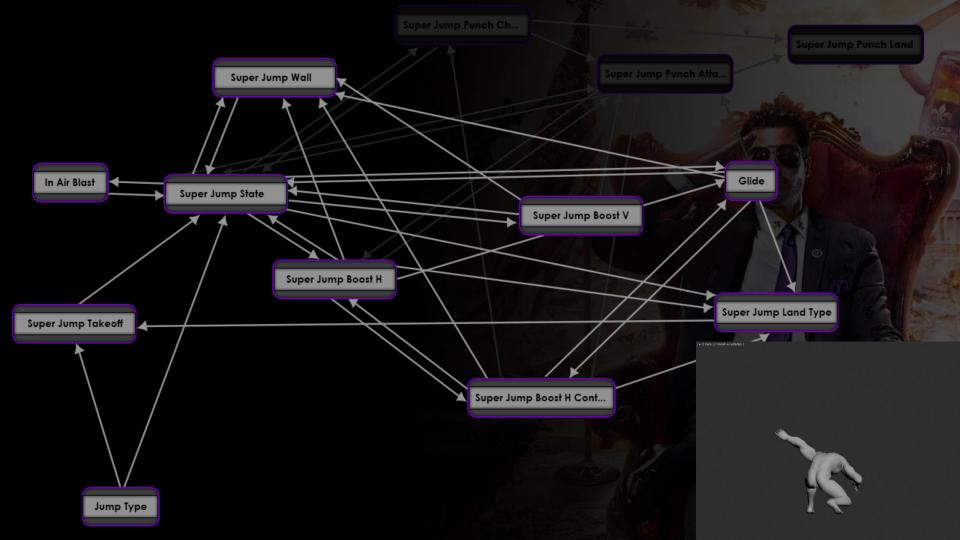


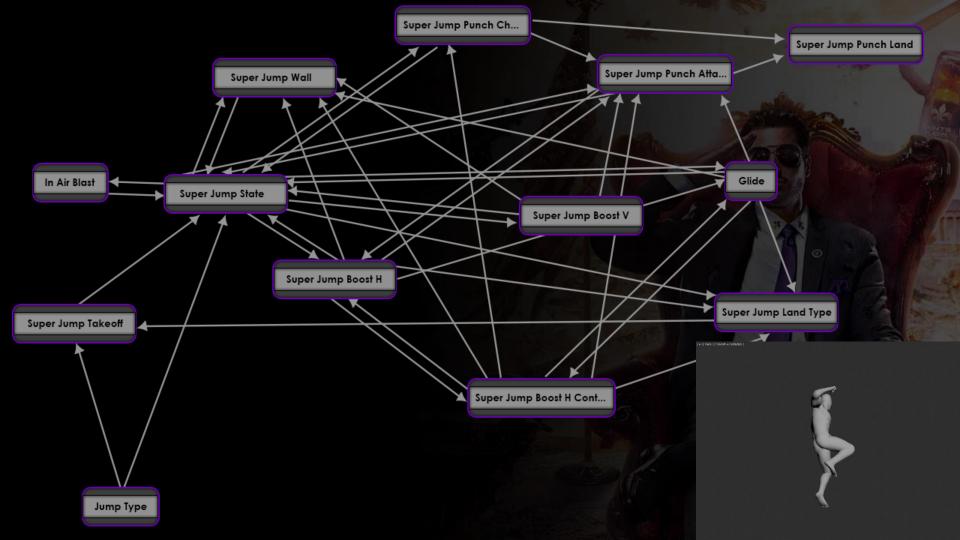


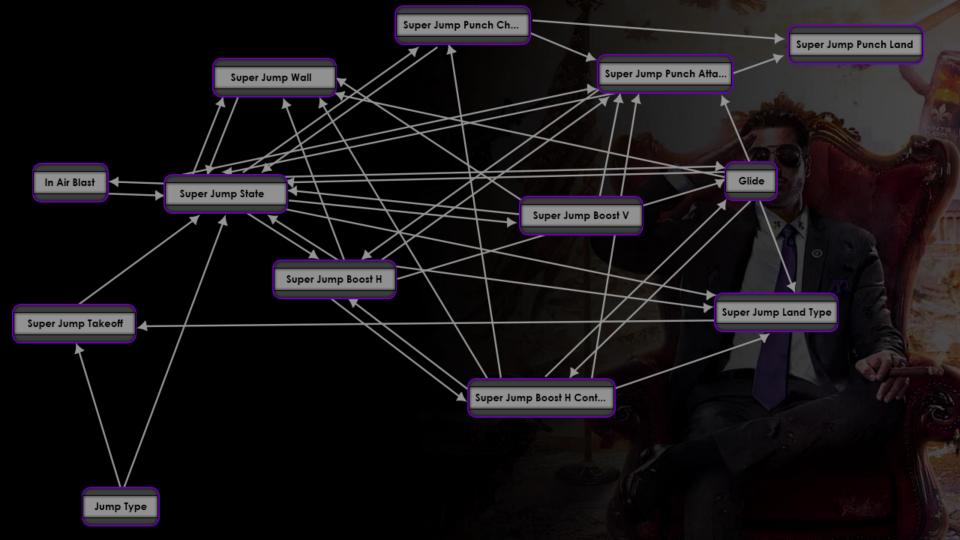
















## SUMMARY

- THE CHALLENGE
  - BLENDING SUPER POWERS WITH PREVIOUSLY ESTABLISHED ANIMATION DIRECTION THAT CONFLICTED
  - FINDING REFERENCE FOOTAGE FOR MOTIONS THAT WERE NOT HUMANLY POSSIBLE
  - INEXPERIENCE WITH THIS TYPE OF SYSTEM

#### THE SOLUTION

- START WITH WHAT YOU KNOW
- Develop Pillars for the Feature
- EXPLORE REFERENCE FROM ALL MEDIUMS / DIFFERENT APPROACHES TO REFERENCE

# SUMMARY

- TAKEAWAY
  - FAILURE, WHEN LEARNED FROM, CAN BE AN INVALUABLE RESOURCE FOR UNDERSTANDING AND EXECUTING YOUR FINAL PRODUCT

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