Concept

My initial idea was called “Shelf Life.” I took an average bookcase and changed objects you would normally see depending on the age of a person. After taking multiple shots and changing up the scene, I became very bored with that idea and found it difficult to convey my vision using the Adobe software. My next and final idea is an animated short called “Coffee Break” or “Coffee Wait” depending on how you look at it. It features a customer in a coffee shop impatiently waiting for a cup of coffee. Made this because I want to work with multiple scenes and not be limited to one straight shot like my previous concept.

Process

I found three pieces of clipart of a man with different body language poses. I wanted to emphasize the body language and not use actual words in the video. Using humming, whistling, and tapping allowed the video to convey the “waiting” sensation. The addition of the clock and cuts between the coffee being made expressed a process in which time was passing.

The customer is the only item that is made to look like he is moving by repeating JPEGs. Everything else that runs is an actual video clip that had been exported out in JPEG layers from Photoshop.

The animation was awkward at first because I wanted the different scenes to have the same look. I started working in Photoshop with the paint bucket tool and could not get the look I was attempting. So I used PowerPoint image editing tools to get a consistent look. I used this method on all the videos except for the people walking in the background and the customer because he was already clipart.

Final Thoughts

I was first worried that the animation did not blend well together and some of the clips are very shaky. Then I started to like that raw/Adult Swim/Ren and Stimpy look and purposely cropped images differently to achieve that look. The audio was successful in filling the scenes, but I had trouble adjusting the volume in certain spots.

I did find Premier hard to navigate at first, but I have learned some shortcuts to make the process easier. It was much more of an undertaking that I expected. The thought of doing animation was intimidating, but I found that I had a lot more creative room by doing animation.