

# Animated Sequential Media

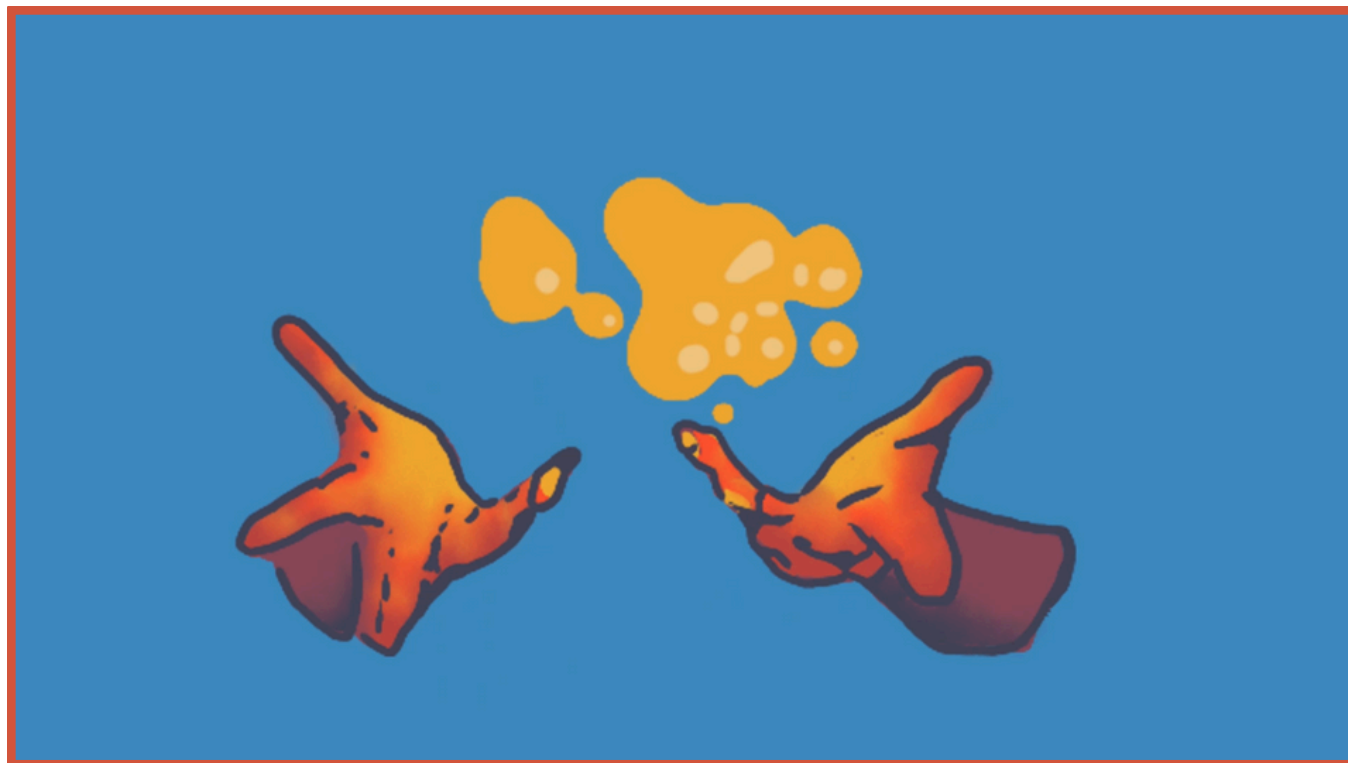
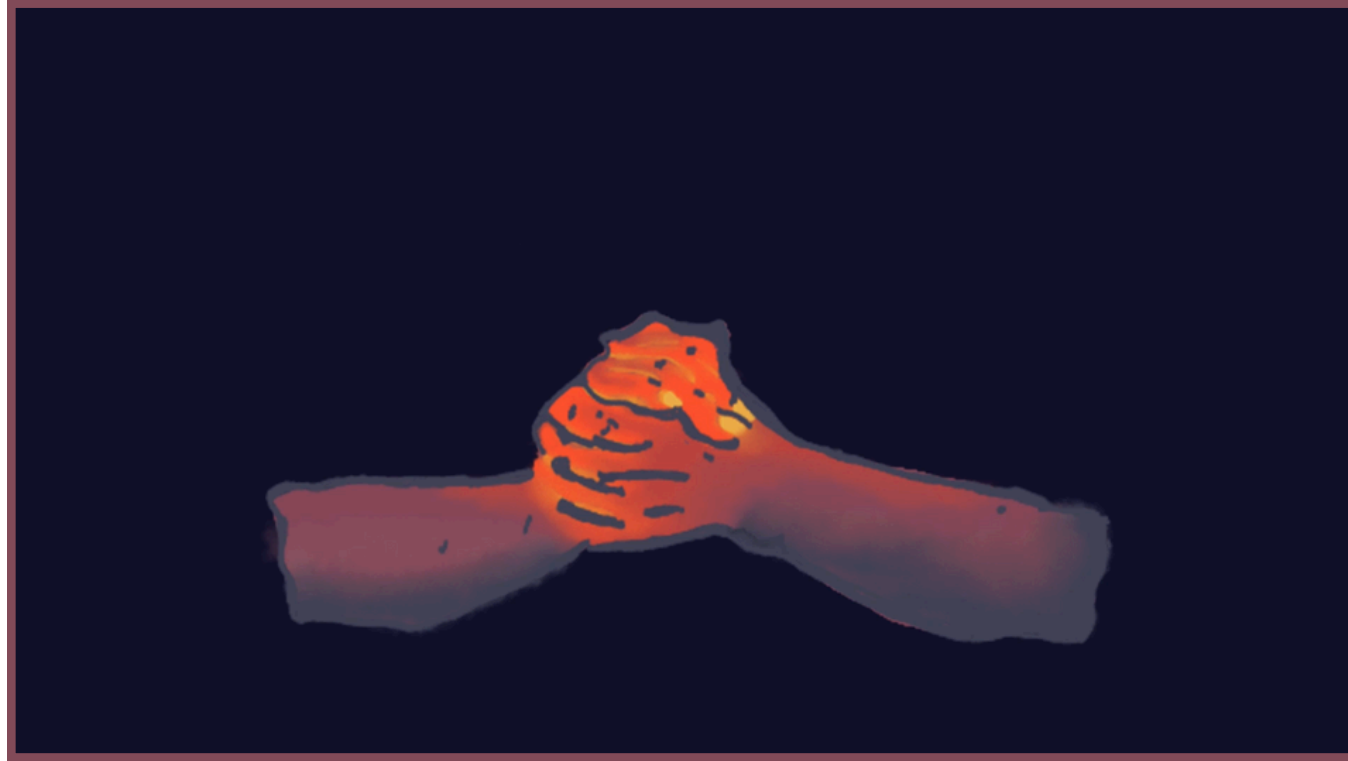
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By Xela Perez

MAT210: Adv Imaging & Illustration

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# Final Video



# Project Objectives & Needs

For our final project, we were tasked with creating animated sequential media based off of at least 2 video footage reels. Each video was rotoscoped in Adobe After Effects using the roto-scope brush before being altered further using visual effects and drawn assets in Photoshop. For my project, I chose to combine self-filmed footage and stock video into a single vision; this rotoscoped video was then painted frame-by-frame in Photoshop before export as an MP4.

I knew from the beginning that I wanted to animate hands. I've always loved the idea of "holding magic" or creating the illusion of animation spilling between fingers. I knew I wouldn't find the exact video I envisioned online, so I filmed my own hands several times to get the movement correct. Together with a video found on Adobe Stock, visual assets were layered, trimmed, re-framed to 12FPS, and rotoscoped with the Roto Brush tool. This MP4 was exported and reimported to add Lumetri color changing and Cartoon filtering effects. The resulting footage was then imported into Photoshop for frame-by-frame painting.

Painting the hands was by far the most time-consuming aspect of this project. I made four video layers on top of the new source footage: base fill, highlights, shadows, and outlines. Using a sunset color palette, 240 frames were painted with an 8pt or 25pt angled inking brush. Highlight and shadow layers were smudged using the Scratch Blend smudge brush to blend layers naturally. I had originally wanted to use After Effects' Cartoon filter for outlining, but after much trial and error I found that the Cartoon effect will always give transparent areas a solid white fill. I had to retrace the Cartoon effect lineart myself on every single frame to achieve the visuals I originally envisioned. The finished painted PSD file was then exported as video into After Effects so I could include a solid layer as a background with opacity settings varied by keyframe.

This project took an immense amount of time and effort. If I could make future refinements, I would like to clean up the lineart by adding line width variation. I omitted this and extra visual effects like shining particles due to time constraints.

# Workflow Stills

