



Transcript

Maria Manhattan - Storyboard Animation

Manhattan: We're sitting at the computer and I'm showing you the storyboard in a finished version. This actually is more than a storyboard. These are miniatures of the, uh, movie itself. Uh, but I went from the earlier drawings that I showed you to this.

And what I'm using right now is, uh, a pen...a light pen...or a stylus and a tablet. And I find this to be a much better way to draw than just using the mouse. Uh, but that's something that I can do with this stylus. I can really go in for a lot of small detail, like, um, the lips, for instance, filling something like that. All of that is much easier to do using the stylus. Or the lines in her shirt.

I'm using a program called Adobe Illustrator, and it's really quite a wonderful program. But I love drawing on the computer. There's something, uh, really attractive to me about it. And using this program, you can do graduated, uh, backgrounds. Uh, you can create so many effects. Um, in this particular piece, Artopia, we're using a sort of a cartoon look, so things are sort of flat. Um, and this works for us for this particular piece.

What I did was I went online and got a map of the world. And then I put that map of the world as my template and I traced over it. Yeah. Things are made in different layers, and, for instance, I'm going to move Europe over, or I just hit "Edit" and do "Undo move" and, zoom, it's back.

This is our narrator. She shows up throughout the whole piece. And I started by just drawing, uh, her in this version. And then, as time went on, we started using her more and more and had her, uh, do more and more things that required her to be seen in a long shot and with arms in different positions. This is something that we wanted to do was animate her so that, uh, she was saying something that was surprising. And, uh, she would kind of hit her face like in that Home Alone shot. So, uh, the question marks come up and then she does that. [Animated narrator puts hands up to her face.] Now, because these are ones right over the other, the programmer has them in the spot that they should be in to make this work. When she puts that on...whoops...the one under it disappears, so that it really.... It's difficult to see here, but it's kind of like...her mouth changes and her hands go up.

But at any rate, in doing animation, you're doing a bunch of pictures that are very similar with little differences in each one. And the programmers then put them together, and it's the illusion of movement.

End of video.