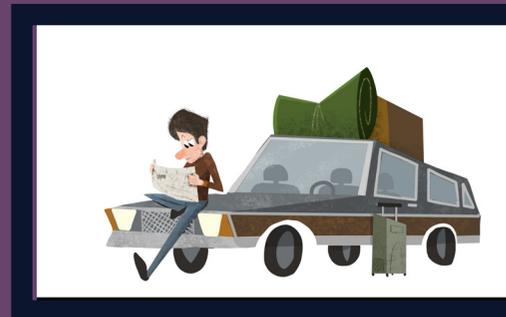




Art of Alec Asnien

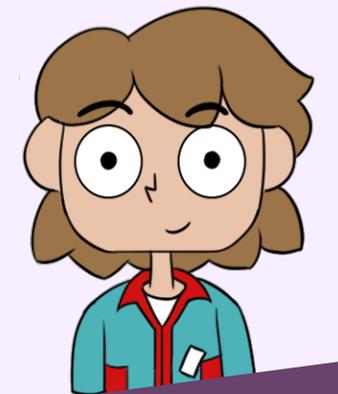


Index

60 MPH

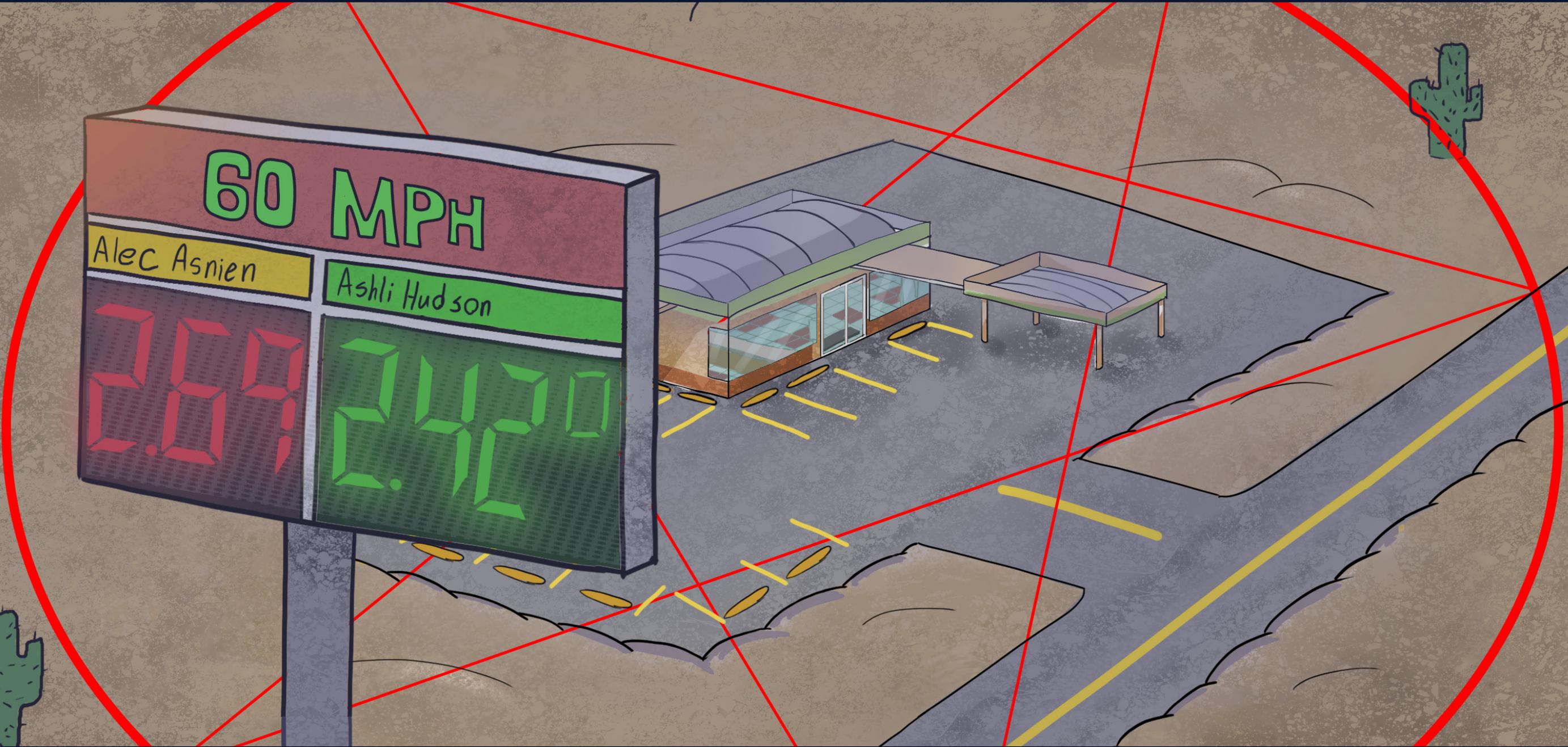
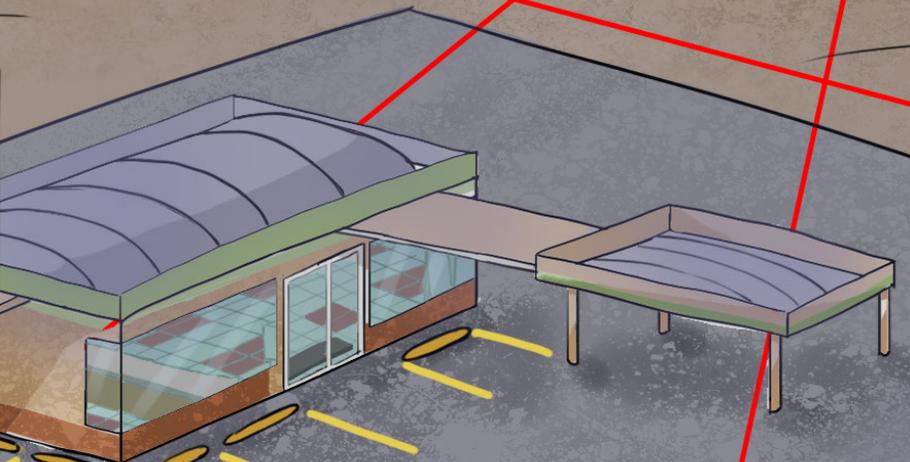
DND Redesign

Car design



60 MPH

Alec Asnien	Ashli Hudson
209	2420



Story

Thesis

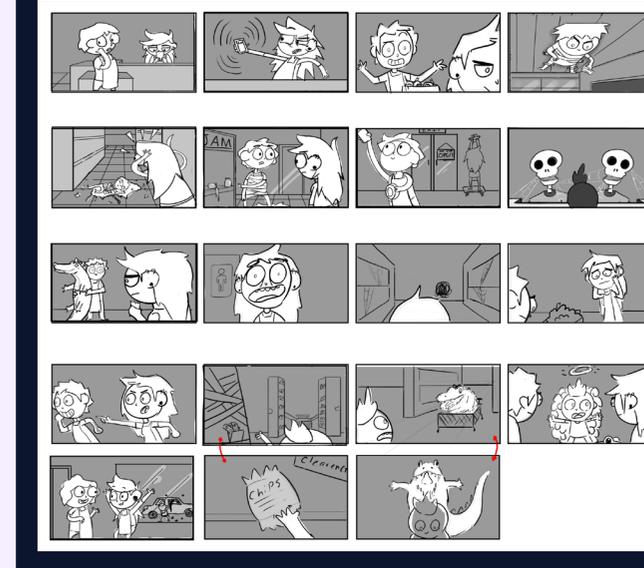
Responsibility isn't usually seen as something fun. But just because it's not enjoyable doesn't mean that everything about it is just as bad, you may find something along the way that will greatly improve your life.



Tim



Melanie



Our Film has gone through many rigeous changes from originally having a child as the antagonist, to changing the child to a mischiveous demon spirit. As well as changing the entire ending! Had first thought of police coming to take the little rascal away, but once we turnd the kid into a ghost, we saw our oppurtunity of creating a portal to hell for where the ghost runs back to.

Logline

One eccentric teen and his unmotivated manager must get their acts together to keep their jobs when a ghost begins to wreak havoc in theirstore.

Proposal

To create a humorous 2D short film series that allows us to play to our strengths in using symbols an effective method of animation, as well as experiment in melding and replicating various styles to come up with our own, appealing design. Working as a team allows us to make the most out of our time and come up with the best possible solutions.



Background

With our backgrounds, we wanted to get a feel of “That one really shady and kinda gross convenience store near you that you don’t really want to go to if you had another choice.” This meant that our store had to be kinda crowded in terms of overall space, and needed a lot of use of texture to achieve the effects of dirt throughout the store.

This use of texture was also influenced by shows that use a similar style of background like Regular Show and Chowder. Since 60 MPH Convenience doesn’t attract many customers, it is almost always fully stocked with expired products, and there’s quite a few signs of vandalism thanks to Melanie.



Screen grab of empty store from animatic

Line art of refined background

Background used in film



Melanie running to find Tim



Tim explaining his first great Idea

We wanted to give 60 MPH Convenience the same feeling of walking into a dingy gas station by adding dirt and grime to the floor tiles, as well as using led lights as one of the main light sources of the store.

For the background noise, we decided to use a song similar to elevator music to simulate the constant feeling as if the viewer has been here before.

Tim Process

Tim is the happy-go-lucky and eccentric half of 60 MPH Convenience. When he isn't stuck with tasks that Melanieshould be doing, he spends a lot of his time figuring out some way to (unintentionally) cause trouble in the store.

He may not be the smartest, or the best at planning things out well, but he's just here for a good time. Like Melanie, he doesn't exactly "like" his job, but as long as he can figure some way to have fun with it, he'll gladly show up to work everyday. He does the vast majority of stocking, cleaning, and organizing in the store.



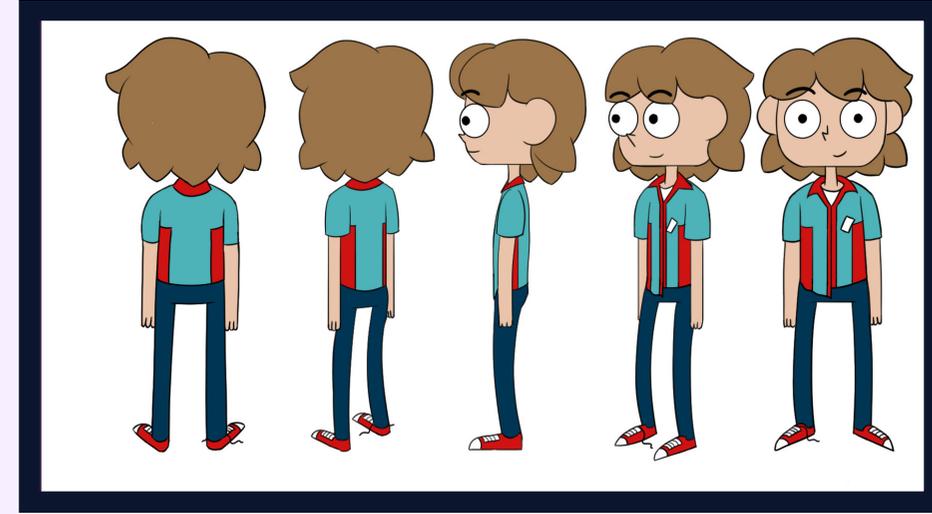
First character sketches



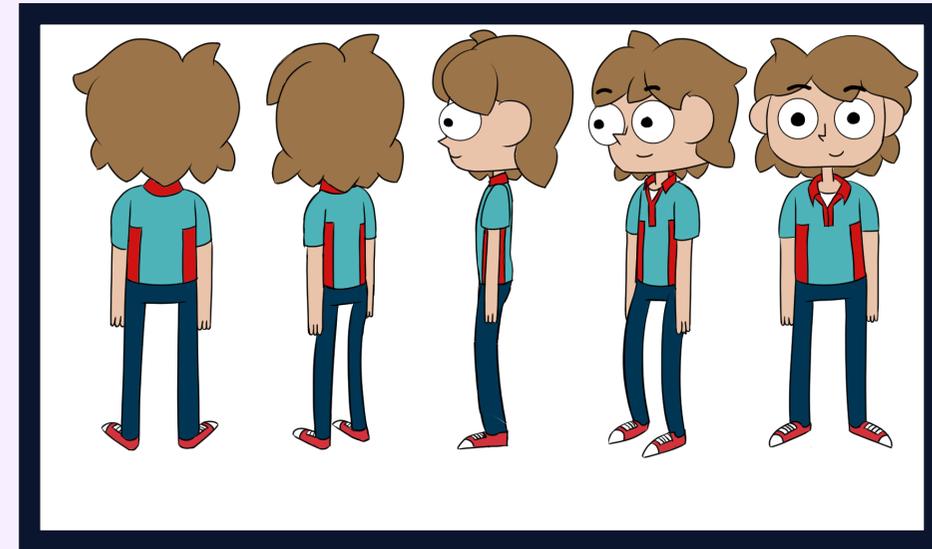
Tim Expressions



Tim Concepts



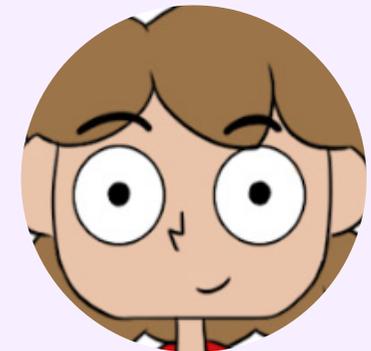
Tim Refined Design



Tim First Design

Tim's design is simple, and he is intended to look a bit more cleaner than Melanie since he could be considered a bit "simple-minded." Tim's a lot more rectangular in his design, showing he's actually a bit more grounded and determined than Melanies.

His rectangles are complimented with rounded edges to highlight that he is just about as friendly as he looks. His attire is clean, however because of Tim's small mind, he forgets a couple things, like tying his shoes, keeping his shirt tucked in and crooked nametag.



Mel Process

Melanie is the lethargic and no nonsense half of 60 MPH Convenience. She hands off almost all of her work to Tim because she knows that Tim is dimwitted enough to buy her excuses. She would prefer to stay on her phone looking at memes and cat videos rather than working hard to make the store functional.

But behind her annoyed gaze, she used to be the same as Tim before her job at 60 MPH. From working long hours constantly, she has lost the joy she used to have when she began.



First character sketches



Melanie Expressions



Melanie Concepts



Melanie Refined Design



Melanie First Design

Melanie's design is a bit more complex than Tim to show her demeanor, someone who does not care about their job. Contrasting with Tim's design by being more complex with her dyed dreadlocks, slouched posture and pierced ears.

Her open shirt, dirty shoes and dyed hair contributes to her emotions to the store, a dirty, messy gas station. Her round face is a good contrast to Tim's square face to show that while Melanie is the manager, she is not as determined as Tim.



Easter Eggs!

We have always enjoyed inside jokes, and gags, so as an homage to everyone else's BFA thesis films by incorporating them into our film as 60 miles per hour's products!

We have everyone's favorites, from Briar flakes breakfast cereal and Farmer Abe's sausages, to the aliens favorite munchies and Janine's very own cigarettes!



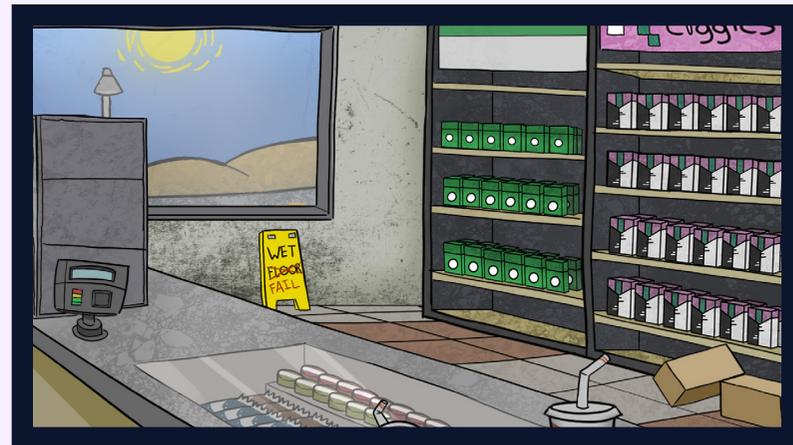
Shot:



Shot:

We also brought in posters and characters from other BFA's including OSN try out posters, Slap poetry on weekends, and many more.

We have tons of gags and hidden gems that each scene has something from everyone's film.



Shot:



Left:
Ty, OSN



Mid:
Riley Janine



Right:
Casey & Grace, Briar



Tulula: Alien



Jessica: Farmer Abe

Dungeons and Dragons



Research

The Dungeons and Dragons cartoon show was made in September 17, 1983, and ended December 7, 1985. The show focuses on 6 main characters aged between 8 and 15 that have magically been transported into the realm of Dungeons and Dragons by the Dungeon Master. The main goal of the show was for the children to learn valuable lessons and to work together in order to return home.

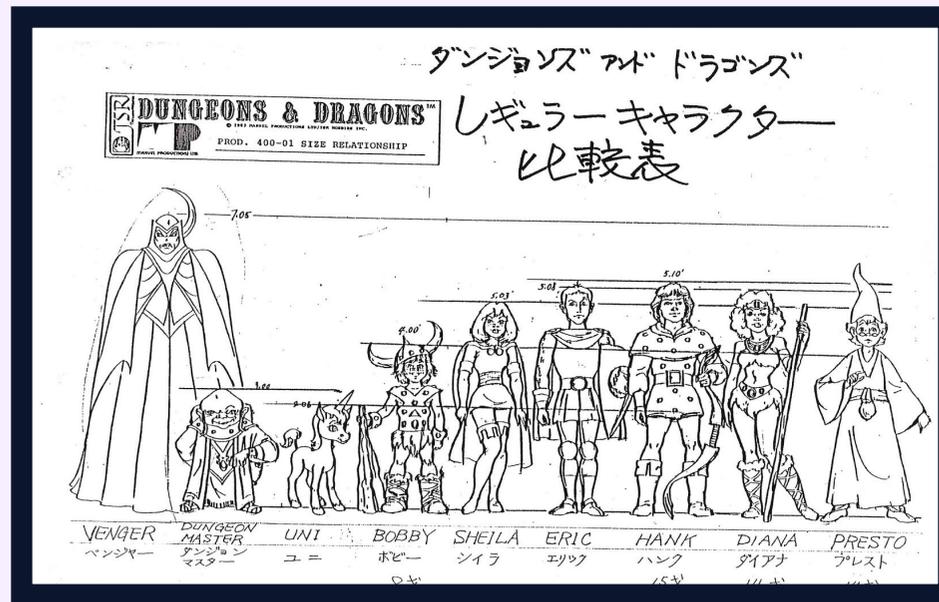
However, the main antagonist Vengar who had similar abilities as the dungeon master was around every corner to keep the children trapped in this fantasy world forever. But with each of the children's magical weapons gifted by the Dungeon Master, they are able to fight back to foil Vengar's many plans to destroy their friendship.



Dungeons and Dragons 1983 developed by Karl Geurs



Character Line up from left to right:
Presto, Eric, Sheila, Diana, Child, Hank



Dungeons and Dragons Height

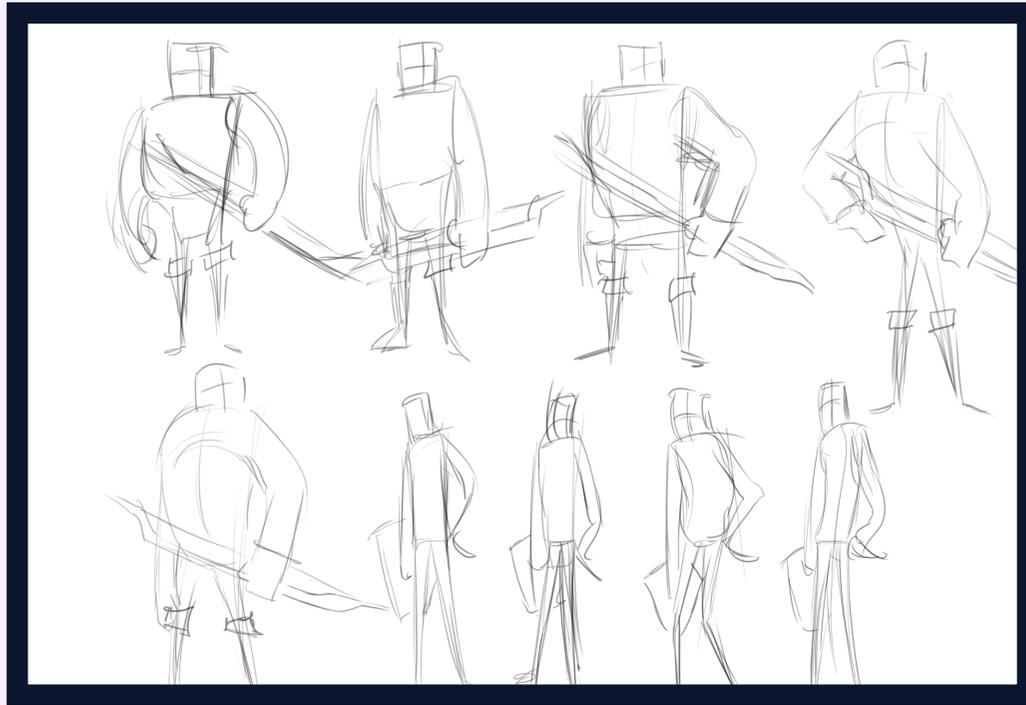
I wanted to redesign the characters because I saw that there were flaws in the representation of these characters. One of these flaws was that most of these "teenagers" do not look like teenagers. They appear more like young adults, like Diana and Hank with his chiseled features.

I also wanted to redesign this show because of my love of Dungeons and Dragons and the stories and lessons that are depicted.

Process

Hank, the ranger is the leader of the party and is known for his bravery, focus and determination. His weapon is a magical bow that concentrates energy into arrows.

Eric the cavalier is a spoiled child that represents the comic relief of the show, but underneath the surface is a heroic soul that is destined to protect.



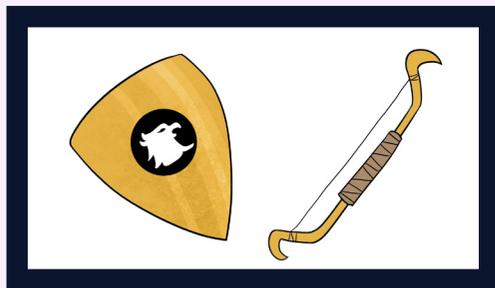
Hank and Eric concept sketches



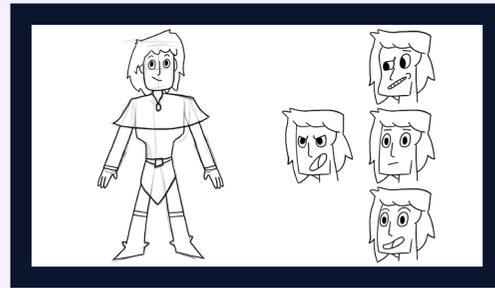
Sheila and Diana concept sketches

Diana, the acrobat is a brave and outspoken teenager that uses a magical staff that can change its length. In the real world, she was an olympic level gymnast and a lover of animals. She is the second in comand by Hank.

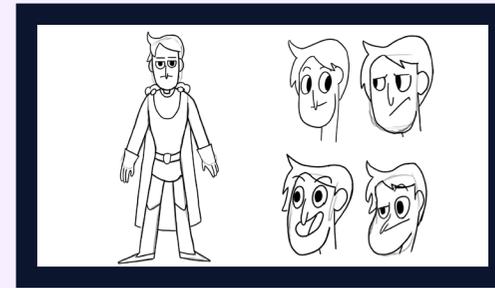
Sheila, the thief is a 13 year old girl with a magical cloak that turns her invisible. She often shys away from danger. However she will always display bravery when her friends are in trouble.



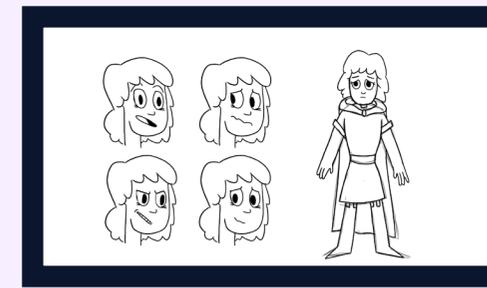
Hank and Eric's weapons



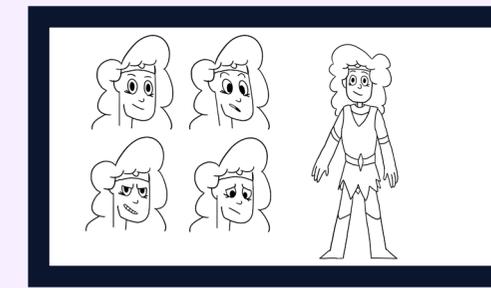
Hank character sheet



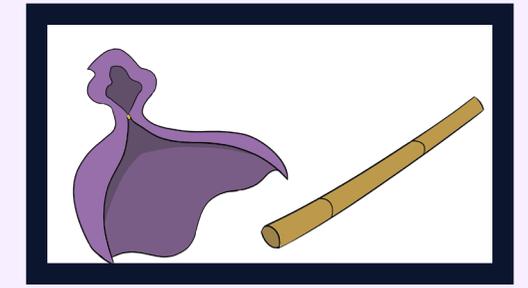
Eric character sheet



Sheila character sheet



Diana character sheet



Sheila and Diana weapons

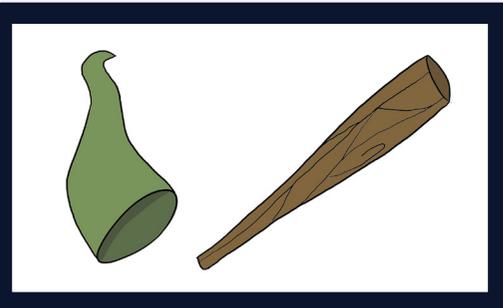
Backgrounds

Presto, the magician is the wizard, a well mannered and diligent, but is hopeless with magic. He suffers from low self confidence and nervousness.

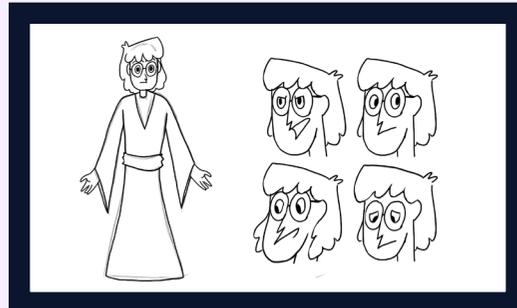
Bobby, the barbarian is Sheila's 8 year old brother who is impulsive and is ready for any battle. However he is just about always saved by his friends when he gets into too much trouble from Vengar or other opposing foes.



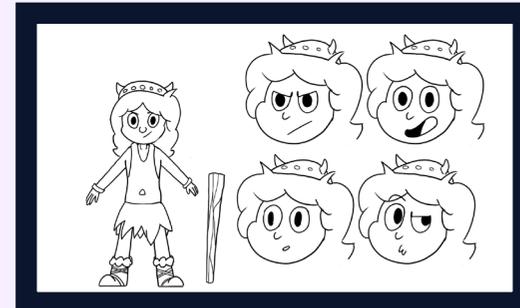
Presto and Bobby concept sketches



Presto and Bobby's weapons



Presto expressions



Bobby expressions



Deserted Wasteland

For the backgrounds of the show, I wanted to use the same areas, but change the style to be more cartoon modern to work with the more rounded and refined character designs.

I took inspiration from Amphibia for their use of texture, shape language and color. As well as the sense of light used in all of their backgrounds.



Character line up



Enchanted Forest

1988 Buick Station Wagon Design



Research

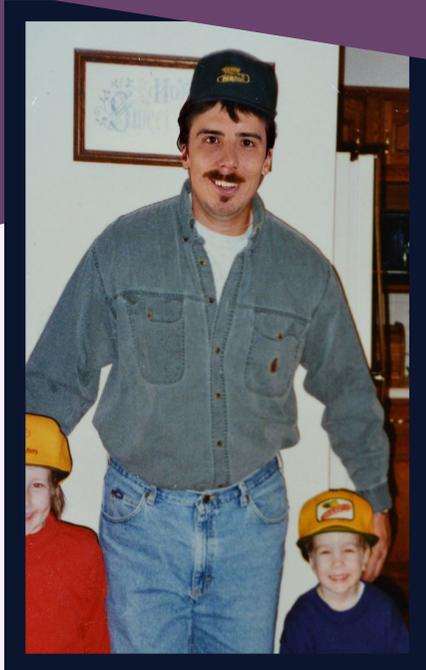
For this project I had to create a character design that would drive a specific car. I had decided to go forward with a 1988 Buick station wagon because of the form and colors of the car. For a good character design and car, I had to obtain reference of this time, from father figures to figure out body types and clothing that is similar to the time period of the car.

I have used many reference images from television shows and old pictures of my own father in order to get the image in my mind that I was looking for. In order to create a compelling design, I wanted to create an illustration that tells a story.

I also wanted to capture the time of this car with the color choice of a disposable camera filter to feel like it was taken in the 1988's.



Sheldon Asnien



Father and children



College students



Tim Allen



1988 Buick Station wagon



1988 Buick Station wagon



1988 Buick Station wagon

The car that I chose to design was a 1988 Buick station wagon because of the lovely wood paneling to the long slender design.

However, the more I started working on this car the more I wanted to experiment with characters and their reason of having this car. I wanted to design a story for this character, so I started to think about a father driving to work for a teaching job, or a teenager learning how to drive.

Process

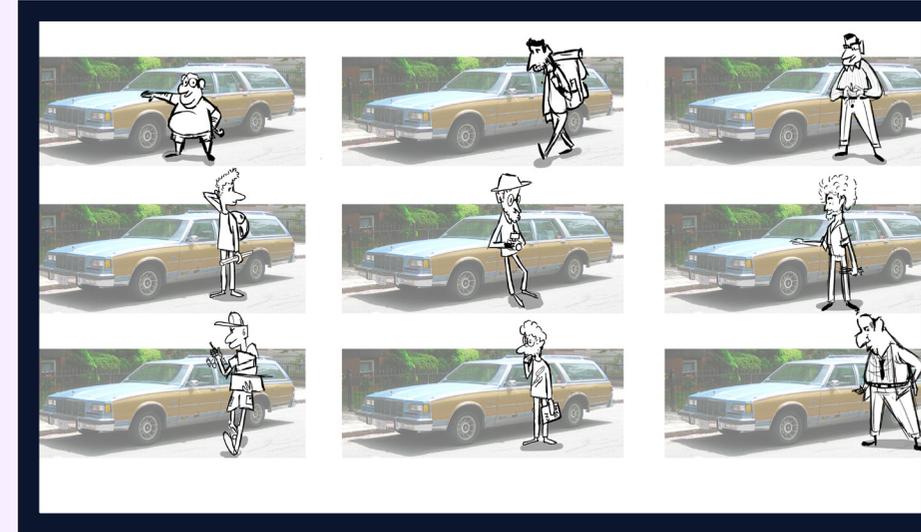
For the style direction, I went forward with Chris Sasaki's style because of his knowledge of using shapelanguage and color, as well as his use of texture that gives his art a sense of graphic and cartoon modern art style.



Chris Sasaki Character art



Chris Sasaki Character art

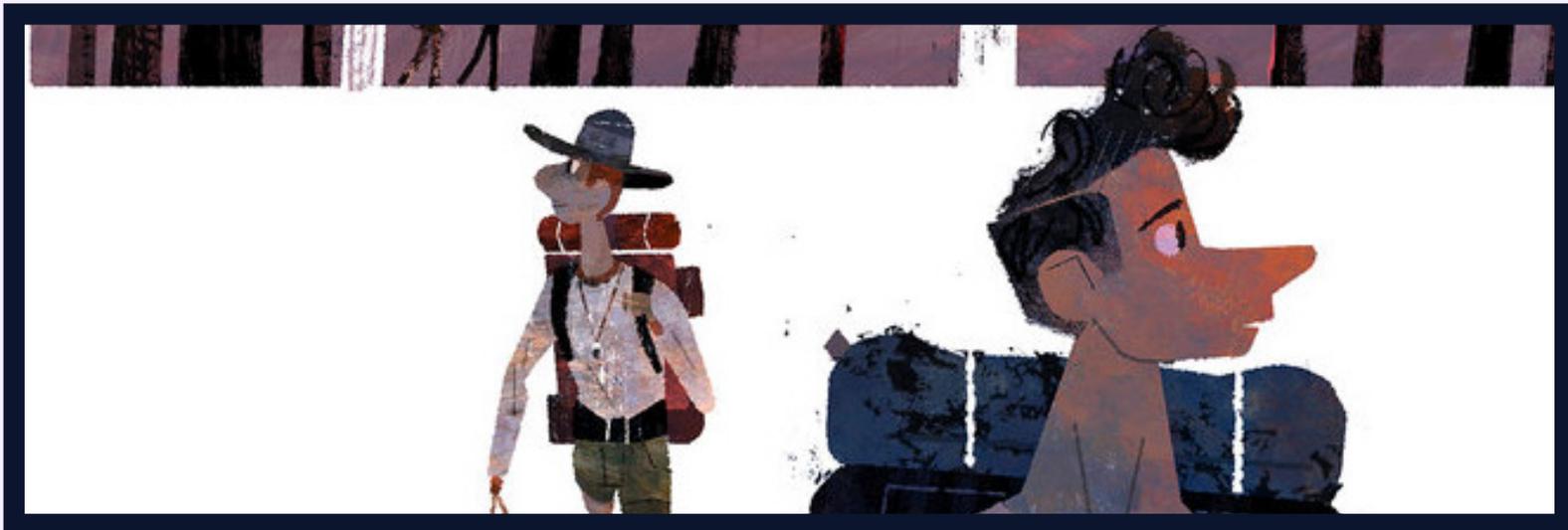


First character sketches

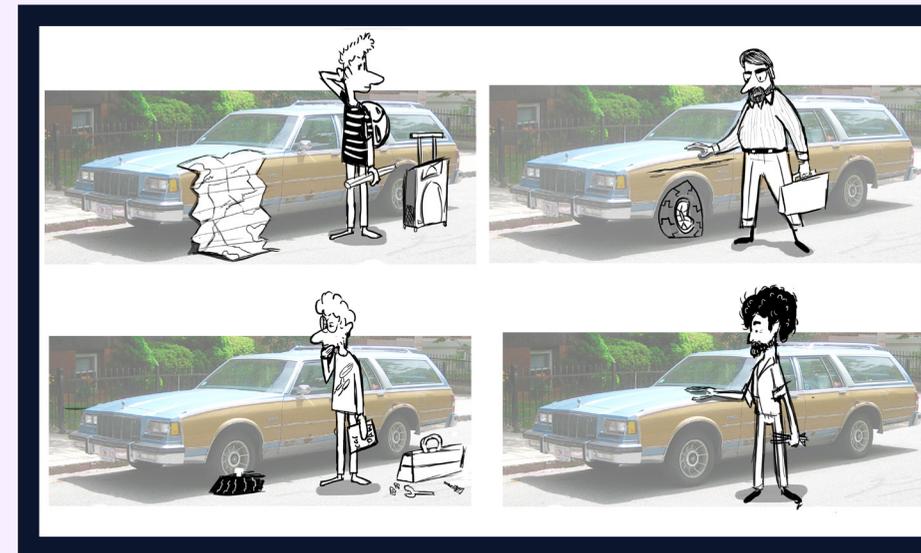
For the first iterations of the characters, I experimented with various characters from working father, hipster to college student.

However after the first sketches, I started moving forward with the college student design, and focusing on his story of why he is driving this type of car.

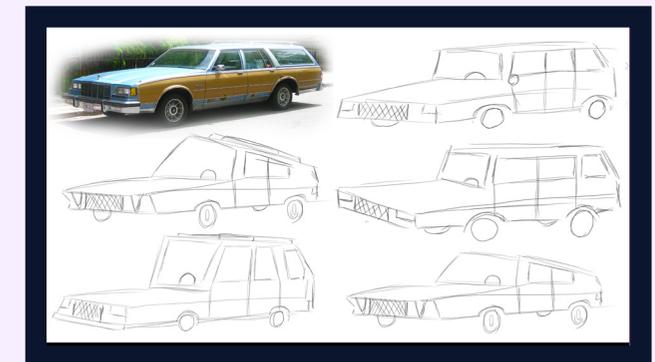
I also wanted to experiment with the shape language of the car and how to push the design, while still being recognizable.



Chris Sasaki Character art



Tight pencil character sketches



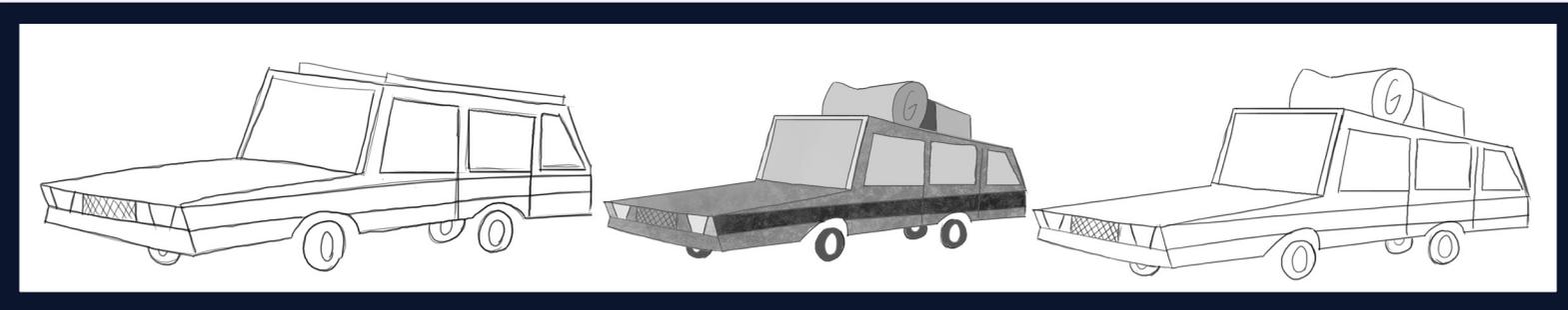
Station wagon sketches

Refined Illustration!

For the refined design of the character and car, I wanted to make sure that the designs of the car and characters fit perfectly in style and colors. I using colors from an actual station wagon and using the shapelanguage of the car I cemented the design of the character.



First refined design



Car refined sketches



Chosen character and car design

