

Traveling With Coins

MA Visual Effects
Tianqi Xu
Jiachen Ding

MA Animation
Chenyang Deng
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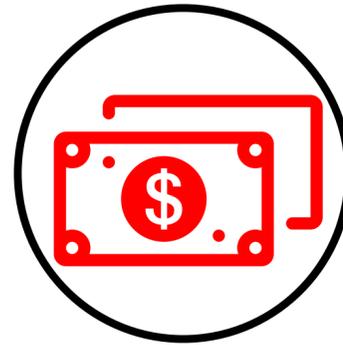
From an everyday object to a fantastical object

We plan to use the everyday object of the coin as a medium to connect the real and the fantastical, to show the meaning and influence that humans give to the coin (money) in different fantastical worlds.



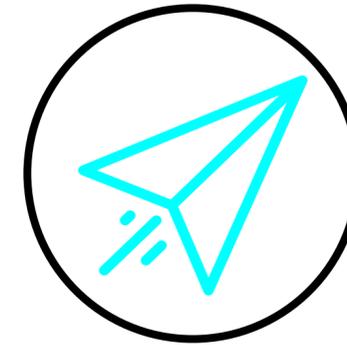
Rights

Coin with the king's head on it



Greed

Fight for treasure



Hope

Throw coins into the wishing well

Tools and Ideas

The project will use 2D animation to draw the characters and parts of the screen. At the same time, using 3D models for the scenes and a virtual camera to complete animation.

MEET OUR TEAM

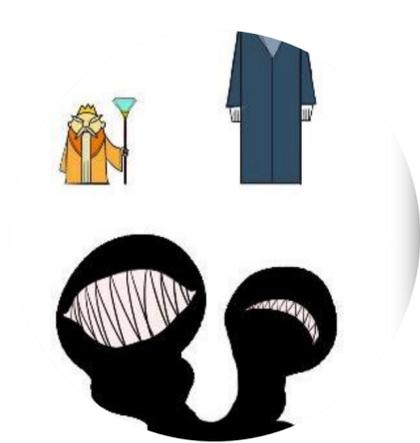
Entrepreneurial activities differ substantially depending on the type of organization and creativity involved. Entrepreneurship ranges in scale from



**Chenyang
Deng**

2D animator

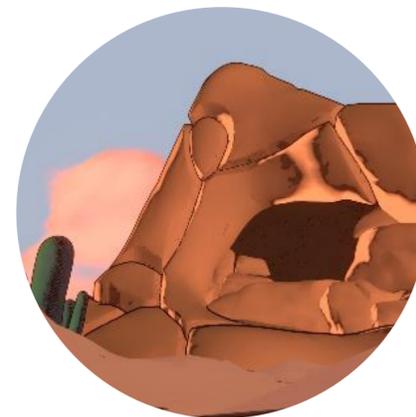
characters in two scenes



Yuanjie Lei

2D animator

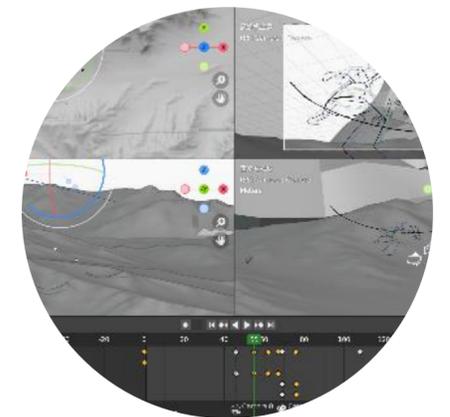
One character of a scene, and
start and end animation



Tianqi Xu

3D scene modeler

Modeling of three scenarios



**Jiachen
Ding**

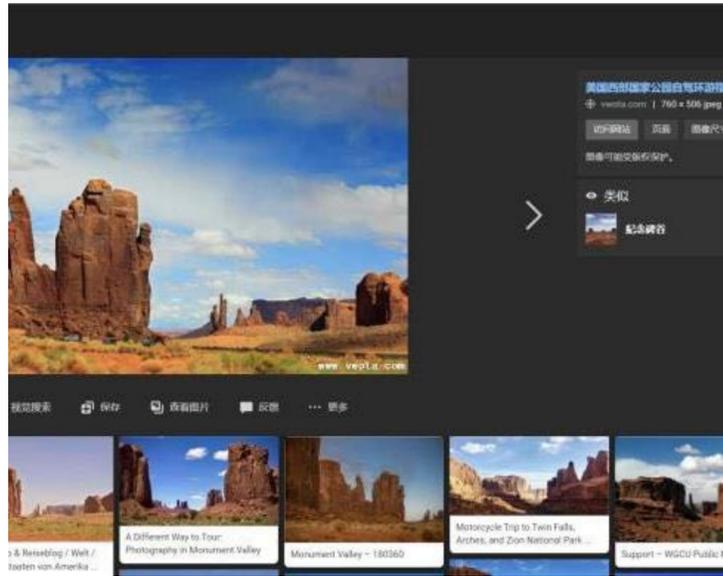
Compositor

Camera animation and
compositing of three scenes

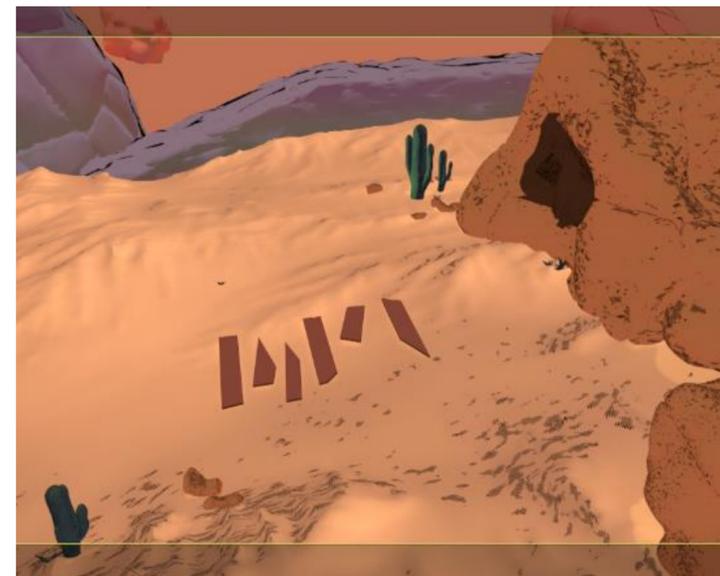
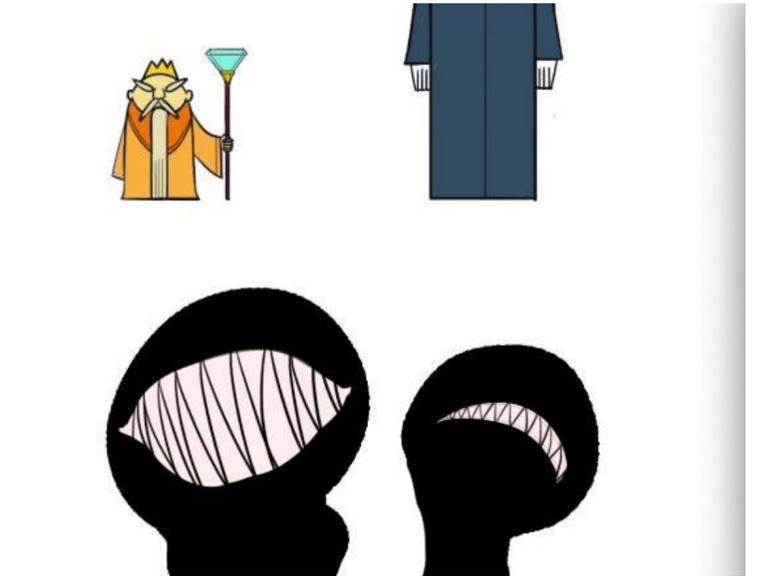
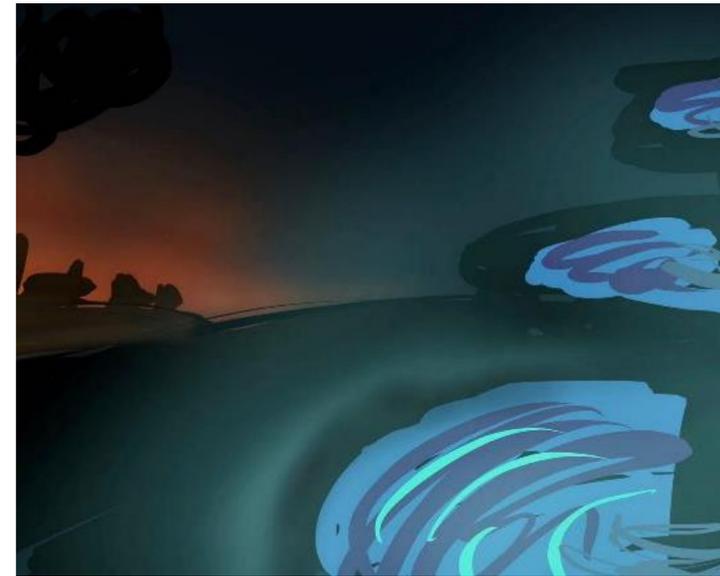


IDEA

Sketch board



concept image



Beat Sheet

Prologue - Crossing (00:00 - 00:10)

A man walks down the street wearing a jacket with his hands in the pockets of his jacket (close up of the pockets). As the man takes his mobile phone out of his pocket, a one coin falls out of his pocket.

Main story - Rights (00:11 - 00:30)

The coin tumbles out of the sky onto a tray held by a minister who drops it, an old hand brings the coin to its eye and looks at it closely (some possibly dramatic music at the beginning introduces the opening). The camera then pulls too far away and it turns out that the hand belongs to a king who stands up and waves his hand to announce this massive minting of this coin (the music pulls away as the camera pulls away and the music becomes majestic and solemn representing power at the moment when it is stated that it is a king). And his pose becomes the pattern of the coin. The coin continues to fall (the music fades out).

Main story - Greed (00:31 - 01:10)

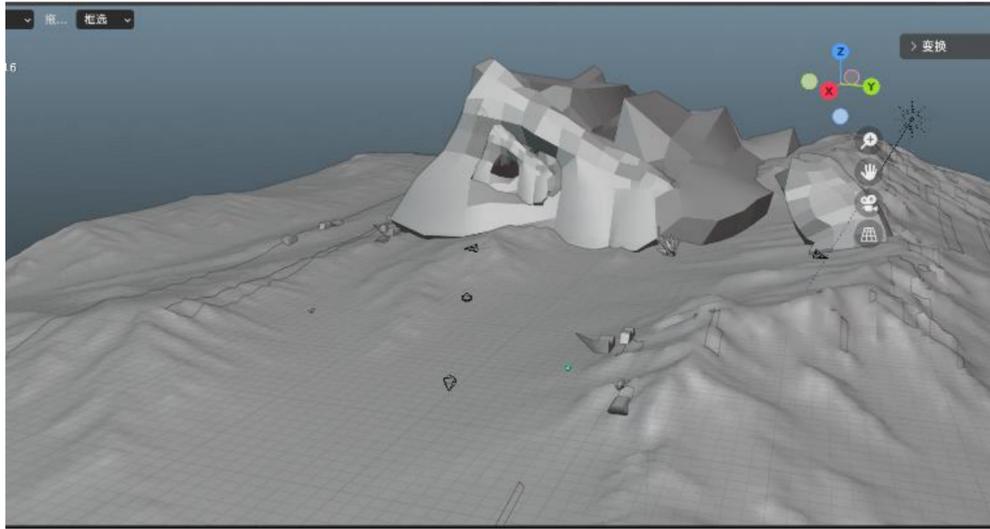
Coins fall onto a pile of treasure. A hand grabs a large amount of treasure into his bag. The thief hears a strange low growl and he looks up to see a monster guarding the treasure (dangerous music builds up). The monster lunges and bites at the thief. The thief turns and runs, furiously through the twisting path of the cave (dangerous music grows faster), with a roar behind his mouth. The thief runs out of the cave (the music stops the moment he runs out of the cave) and the monster follows, smashing into the ground and sending up a cloud of dust. The thief draws his sword from his belt and turns to engage the monster. The thief swings his sword and cuts off the monster's claw, but the monster's claw grows back instantly and swings down, the thief barely dodges it but the claw cuts through the pouch at the thief's waist, scattering coins and treasures into the air. The coins continue to fall.

Main story - Hope (01:11 - 01:30)

The gold coins in the air freeze in place. A pair of hands clasped to the chest emerge (soothing ethereal music builds in), which holds the coin in the middle. The hands then reach forward and release the coin into the wishing pool. (The music becomes instantly louder as the coin falls into the water, becoming magical and hopeful in the same rhythm as the previous section). The coins continue to fall.

Finale - Return (01:31 - 01:40)

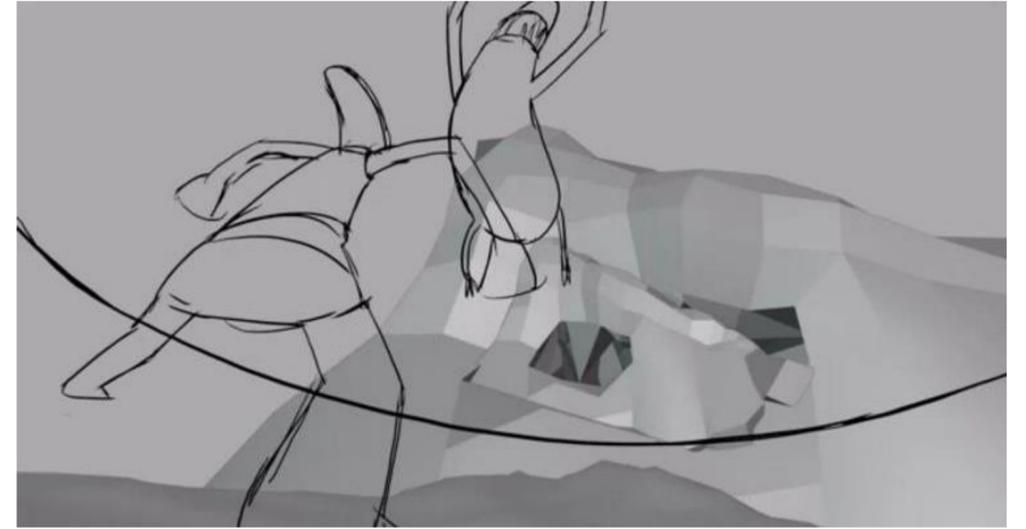
The coins fall from the sky onto a road with a zebra crossing and make a "tinkling" sound, followed by a man walking across the road.



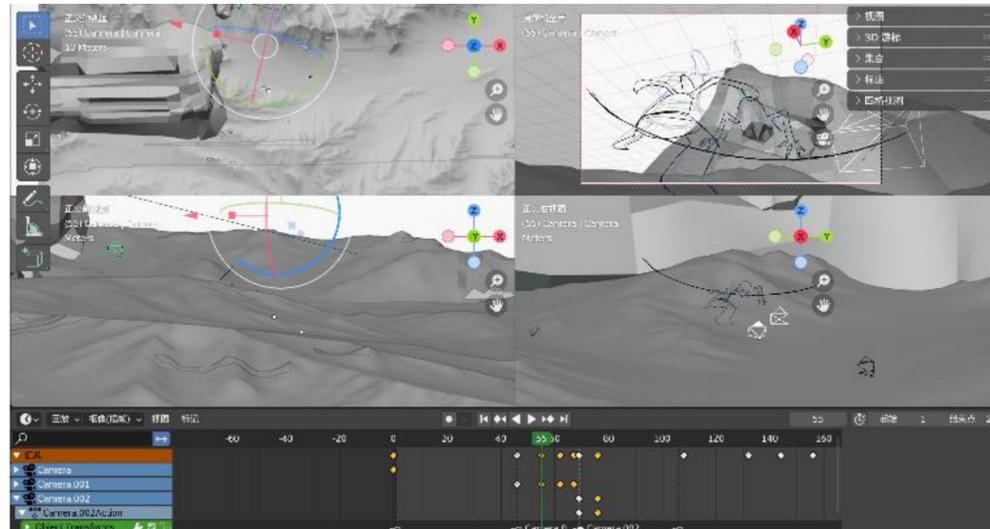
primary model



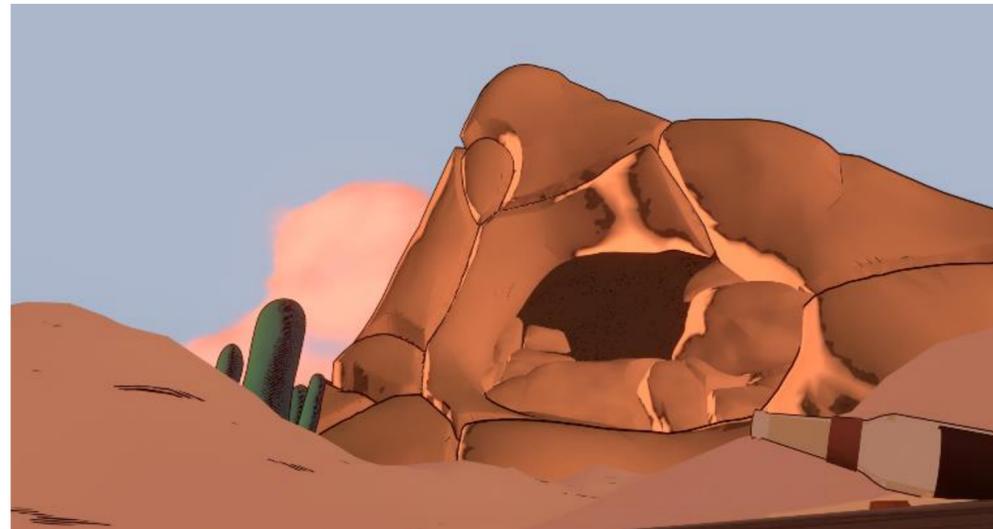
camera animation



draft drawing



Camera fix



model complete



finish

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