APPROVAL OF HONORS PROGRAM SENIOR PROJECT

Candidate

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Project Title

Talented Witch ~
Born with Talent ~
A Comprehensive Guide to Creating an Anime Independently ~
A Beginner's Experience and Production Analysis~

This Senior Project is approved as acceptable

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A Comprehensive Guide to Creating an Anime Independently

~A Beginner's Experience and Production Analysis~

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Introduction

Animation has emerged as a significant element in media production today, incorporating various aspects such as visuals, narrative composition, sounds, and technological processes. Despite professional anime production entailing complex collaboration between teams and following elaborate production cycles, new possibilities for animation have opened through accessible software.

As a part of my independent studies, I will conduct a project related to the creation of a short anime without any experience in animation or previous education in the field. Thus, the objectives of my project include learning the entire production process and technical skills required for it as well as assessing the possibility of producing animation individually.

Furthermore, the development of such a project can be seen as career exploration since different roles in film and animation industry exist, ranging from directing to cinematography and modeling. Thus, in my project, I aimed at exploring interests in particular areas of this industry.

Motivation and Concept Development

While written analysis can be beneficial, animation is an option that allows working with storytelling through multiple media types simultaneously. Furthermore, the choice of

animation was motivated by my interest in this topic and the wish to explore my abilities further.

I started the work with developing an idea. For this, I decided to use an original Japanese novel-type story of mine. This created both possibilities and difficulties since it provided an already existing narrative, while at the same time, I needed to learn how to transform it into a cinematic one.

The core idea of my animation focuses on the main character's development from being powerless and dependent in a certain hierarchical system to having a special power that changes the social order significantly. It is an example of typical concepts used in contemporary fantasy storytelling.

Feasibility of Solo Anime Production

In professional anime creation, a lot of cooperation is expected. For instance, a 20-30-minute episode would entail:

・Dozens of key animators and in-between animators

・Background artists

・Directors and storyboard artists

・Sound designer and editor

On the other hand, this project was made by one person only; thus, the performer should assume multiple roles. As a result, this change implies some constrain:

・Time constraint →all stages will have to be done successively instead of being parallel

・Skill constraint →the animator needs to acquire knowledge about various aspects from scratch

・Resource constraint →working on free or cheap software

Nevertheless, this case shows that solo creation is possible despite the described limitations.

Production Process and Strategy

It is crucial to plan everything in advance when doing an anime alone. Therefore, this section outlines the whole production pipeline applied in the project.

1. Preparation and Preproduction

At this stage, the main goal of the animator is developing:

・The plot

・Characters

・The world where it takes place

・Scene order

As the original was written in prose, an adaptation was needed, including condensation and selection of parts that could be animated.

2.Script Creation and Adaptation

A script is a basis of an anime as it entails:

・Dialogue

・Action of characters

・Description of scenes

・Directions of camera moves

Language Barrier and Translation Problems

Translation into English was an important part of the process; it helped discover the following problems.

Differences in Linguistic Patterns, While Japanese language does not use subject pronouns and relies on context, English presupposes precise sentence structure. Therefore, it was necessary to add details that had been previously implied.

Untranslatable Parts, Sometimes, there are certain expressions that cannot be translated

directly as they contain unique cultural or emotional components such as:

Honorifics (-san, -sama) Some phrases might reflect complex emotions in Japanese but require explicit explanation in English

Change of Tone and Atmosphere Translation might change the atmosphere of the dialogue.

Adaptation Strategies

In order to tackle these problems:

・Dialogue was rephrased so that it sounds natural in English instead of being translated

・Cultural aspects were stripped or made clear through contextual clues

・Emotional intentionality took precedence over literal accuracy

This proves once again that the translation process for creative writing entails interpreting the material rather than simply converting it.

3.Storyboarding

Storyboarding makes the script visual.

The contents of each storyboard square include:

・Rough sketches of the scene

・Cameras angles and moves

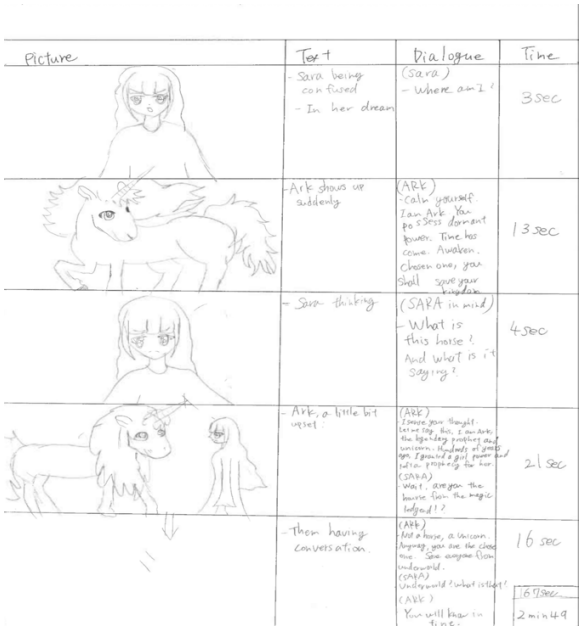
・Notes on dialogue timing

Storyboarding is extremely useful in the following ways:

・Establishing the rhythm of the animation

・Creating transitions

・Limiting unnecessary animations



In case of one-person creation team, the storyboard is especially helpful as it helps avoid mistakes when creating the final animation.

4. Character Design

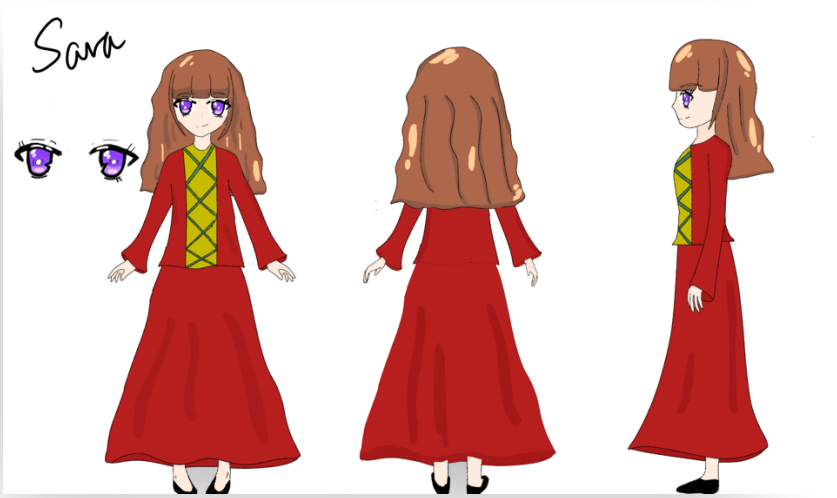
Characters were designed using ibisPaint, which is a free software for illustrations.

Factors Considered in Character Creation:

・Consistency of the look

・Simple enough design for easy animation

・Ability to convey emotion through face expression



The fact that for animation we have to draw the same character many times is something to consider.

5. Creating a 2D Animation

Animation process consists of making the picture move with several sequential frames.

Important Aspects of Animation:

・Key frames: major → poses

・In-between frames → make the motion flow between key frames



Key frame In between frame Key frame

Challenges

・Consistency of animation frames

・Time management

・Smooth motion as a beginner animator

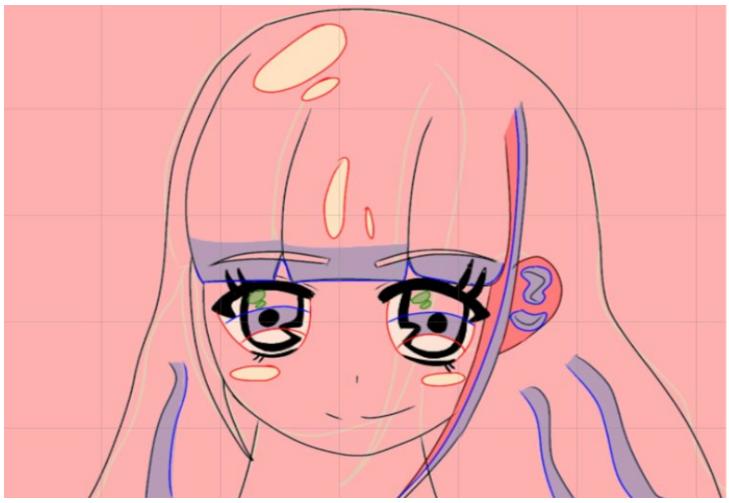
Coloring Process

Color guidelines were applied to ensure consistency:

・Red: highlights

・Blue: shadows

・Green: secondary shading or separation



6. Creating Backgrounds through 3D Modeling

The backgrounds were modeled using Blender – free 3D modeling software.

Advantages of 3D Backgrounds:

・Reusability of models

・Consistent perspective

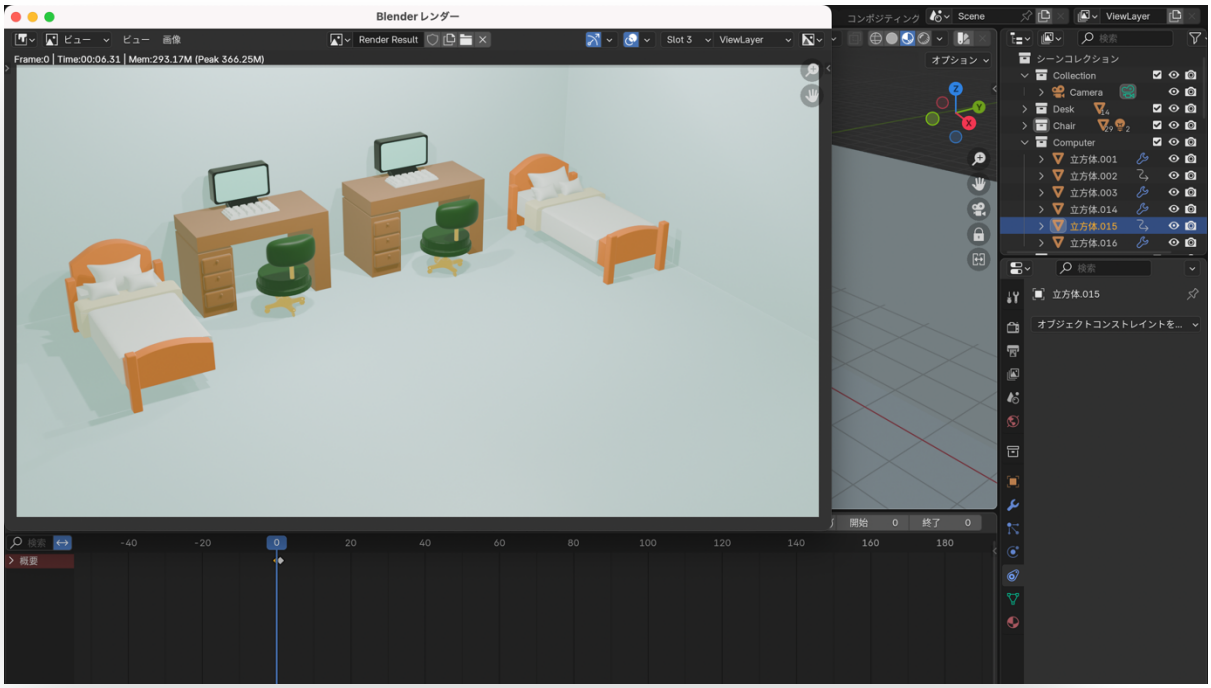
・Increased realism

・Skills Acquired:

・Basic modeling skills

・Lighting setup

・Camera position



A combination of 3D background and 2D character is a typical example of the visual style used in modern animated productions.

7. Mathematical Principles of 3D Animation

There are several mathematical principles behind any 3D animation:

・Linear algebra → controls transformation

・Physics → motion, gravity, collisions

・Analytical geometry → defines perspective

Understanding these principles allows greater control over the environment of a digital creation.

8. Integrating Python into Blender

Python can be used within Blender via its API.

Usages:

・Automation of certain actions

・Control over the behavior of objects

・Custom script-based tools creation

This adds a technical aspect to the animation process.

9. Coloring and Effects Application

Coloring adds value to animation by improving its appearance.

Basic coloring techniques:

・Shading and highlighting

・Lighting adjustment

・Effects application

In fact, even a few simple effects can greatly increase the quality of the result.

10. Video Editing and Post-production

CapCut – an easy-to-use video editing software – was used during the post-production stage.

Tasks:

・Assembling video layers

・Timing correction

・Transitions and titles addition



Editing plays a key role in ensuring good visual coherence of a video product.

11. Adding Soundtrack to Video

Soundtrack is important for creating an immersive experience for viewers.

Soundtrack components:

・Voice acting

・Background music

・Sound effects



Voice recordings were processed using voice editing tools to differentiate characters.

Synchronization of audio and visual elements is crucial.

Difficulties and Limitations

Several difficulties arose:

・Using different software at once

・Effective time management

・Maintaining motivation throughout the entire project

・Limitations related to using free software

Skills Developed

This work involves multiple skills:

・Storytelling and ideation

・Drawing and designing graphics

・3D modeling and spatial thinking

・Technical skills with computer software

・Self-discipline and time management

Problem-solving became especially crucial because problems had to be solved independently.

Reflection and Personal Development

The completion of the project gave many valuable insights into the workings of the animation industry. Specifically, the following became evident:

・Animation is much more complex than it might seem at first

・Every step of its creation requires specific knowledge

It is necessary to have both imagination and discipline to be able to do everything independently

But most importantly, the project showed that there was a serious interest in 3D modeling, which could potentially indicate future career opportunities in background/environmental design.

Conclusion

This project proves that it is quite possible and productive to create an anime independently. Even though this process requires a lot of time and energy, it allows you gain a lot of valuable experience and getting acquainted with various aspects of animation production.

By working through all stages, from concept creation until the editing part is done, the creator

got hands-on practice in addition to having theoretical knowledge on how to create anime.

Recommendations for Beginners

For anyone who wants to try making animation independently:

・Start off with something short and easy

・Utilize free programs like ibisPaint, Blender, and CapCut

・Concentrate on finishing the project, not on making it perfect

・Take some time to plan in advance to minimize work in the future

・Get ready to keep on learning and improving continuously

Final Words

Independent animation can be seen not only as an interesting creative process but also as an opportunity to learn something new and apply the knowledge obtained. Indeed, while the result may not meet professional standards, the experience gained during work on this project was very useful.

Link for an animation

https://drive.google.com/file/d/1NZLLQbPsbjvZaGlt5BgTsMS-d2tP07W2/view?usp=sharing

The application I used for this projects

・Blender

・ibis paint

・Canva

・Suno AI

・Cap Cut