

The Study of Staging in 3D Animated Film in Malaysia

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Abstract: Animation is an animated movement through the frames using paper or digital by hand. In Malaysia, they still have a lot to improve with their animation to attract the audience to watch the animation. The purpose of this research is to study the values and importance of staging in developing 3D animated films in Malaysia. In order to make the narrative or character pose or action should clearly communicate to the audience the attitude, mood, reaction or idea of the character as it relates to the story and continuity of the story line. The effective use of long, medium, or close up shots, as well as camera angles also helps in telling the story. Applying the art of “staging” within the 12 principles of animation founded by Disney, can be used to get the best result in animation. Also in this research, the methodology used in this research will focus on observation and literature review studies. Staging directs the audience's attention to the story or idea being told. With this research, it will provide a benefit to other animators that can use the info that is present in this research for improving their understanding in animation

Keywords: animation, staging, film, Malaysia, 3D(3-Dimensional), 12 principles of animation

1. INTRODUCTION

Animation is all about generating a chain of drawing or pictures taken by way of a simulation procedure for creating movement. It is type of optical illusion through which we are able to see still images or drawings moving. The procedure involves the manifestation of motion as a result of displaying still pictures or photographs one after the other at the rate 24 or 25 pictures per second. A video program or motion picture is considered one of the most common methods of presenting animation. 3D animation is process of generating three-dimensional moving image in a digital environment. Careful manipulation of 3D models or object is carried out within 3D software for exporting picture sequences giving them the illusion of animation or movement. However, this is completely based on the technique used for manipulating the objects. The procedure of generating 3D is sequentially categorized into three main sections and these are modeling, layout and animation and rendering. Modeling is the phase that describes the procedure of generating 3D objects within a certain scene. Layout and animation phase describes the process followed for positioning and animating the objects within a certain scene. Lastly rendering described the end result or output of completed computer graphics. 3D animation also applies 12 principles to make animation.

1.2 Definition of Animation

Animation is inspired to create something of his own which have living characteristic and have inner strength, vitality, a separate identity which speaks out his authority loudly in wish the creation itself, is as if it was given the illusion of life itself. (Ollie Johnston, 1995). From this word we can summarize that animation is an action or movement through the sequential use of small fragments of time, which give rise to this wondrous illusion, is open to manipulation in extraordinary ways.

Animation also have different types, such as 2D animation which draw at paper or cell frame by frame, 3D animation which uses the 3D model generate by computer using software, and stop motion which the object is moved in small increments between individually photographed frames, creating the illusion of movement when the series of frames is played as a fast sequence.

1.3 History of Malaysia Animation

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2. PRINCIPLE OF ANIMATION

The application some of these 12 principles mean the same regardless of the medium of animation. 3D animation deals with a sequence of 3D models or object that stimulate motion same as 2D hand drawn animation. Motion is setting by keyframe pose and having the computer in-between frames. These principles such as timing, anticipation, staging, follow through, overlap, exaggeration, and secondary action was applying at animation. However, squash and stretch, slow in and slow out, arcs, appeal, straight ahead action, and pose to pose remain the same, there application changes due to difference medium. The concept behind Staging is the object still or animated should be position in a way that day are quickly

detected and are easily understood. A common mistake involves placing an object that divides the viewers' attention. If viewers can't detect the action that animator want them to know, animator staging was poor. Making a good animation, must understanding these principles of traditional animation even make in 3D animation. Such an understanding should also be important to the designers of the systems used by animators.

For this research, focus one of the 12 principles of animation is Staging. Staging is how the animator go about setting up the scene, from the placement of the character to the background and foreground elements and how the camera angle is set up. The purpose of staging in to make the purpose of the animation unmistakably clear to the viewer. According to John Lasseter in his book, Principle of Traditional Animation Applied to 3D Computer Animation (1987), The meaning of staging in animation is presentation of an idea so that it is clear. This idea can be an action, a personality, an expression, a mood camera angle and position setting. The main key idea is the idea is made clear to the viewer. An important objective of staging is to lead the viewers eye to where the action will happen so that they do not miss anything. This means that only one idea at a time happen, or the viewers may be looking at the wrong thing. The main object should be contrasted in some way with the rest of the scene. A good example is motion, since the eye is drawn to motion in an otherwise still scene. In a scene with everything moving, the eyes is drown to a still object.

The animator must use different techniques to ensure that the viewer is looking at the correct object at the correct time. For example, in short film Pixar's Luxo, Jr. in 1986, the Father appears first, and the center is attention of viewer. Then the son jumped up for a hop, moving rapidly, the center of attention shifts to him. At a certain point the son stops and looks up at the father, refocusing the attention on the father. (Lasseter, 1987)



Figure 1: Short animation Luxo Jr (1986).

3. RELATED WORK

Staging is most general of principles because it covers so many areas and goes back so far in the theatre. It's meanings however are very precise, it presentation of any idea so that it completely and unmistakably clear. An action is staged so that it is understood, a personality so that it is recognizable, an expression must be seen in screen, a mood in scene should have effect the viewer. For example, figure 3.0 camera angle position look like the enemy posture want attack BoBoiBoy.



Figure 2: Enemy attack BoBoiBoy.

The story point is most important consideration must have been decided, for example, that a certain piece of business will advance story, it will be how should it be staged and funnier in a long shot where everything can be seen or in close-up featuring personal. Maybe it better in a master shot with camera moving or a series of short cuts to different object. Every scene or shots should fit the plan, and every frame of the film must help to make this point of the story (Ollie Johnston, 1995). In filmmaker have deep staging, what is deep staging? Deep staging is a compositional technique that literally "adds depth" to the movie or animation especially in 3D. One of the early exponents of this was Nizam Razak in his short film BoBoiBoy Galaxy. Many of shots in that film include characters in the far distance as well as near to the camera, which has four effects. Firstly, it gives the impression of a huge space, huge space, which differentiated BoBoiBoy from film that looked as though they were shot on a small set. This adds immensely to the production value. Secondly, it creates emotional distance between the characters; they appear isolated and detached. Thirdly, it creates an interesting visual composition, since one character is so much smaller than the other. Lastly, it enables the viewer to focus intimately on just one of the characters by bringing their facial expressions right to the front.

Basic Camerawork, it used foreground objects to create an elementary form of deep staging. Deep staging for characters works in a slightly different way; the foreground character is not just there for visual balance, but is a key part of the story. The background character is usually in much longer shot, which presents challenges for lighting, set design, and costuming if the viewer is to be able to distinguish them clearly. The camera must also keep both characters in focus, unlike filming scenes with extras in the background. Finally, there is a challenge for the actors; the foreground actor is reliant on facial emotion, while the background actor has to use more expansive body movements. This creates a huge contrast which can look awkward if not handled well.



Figure 3: Ochobot saw spaceship
A basic deep staging setup, with one character in close shot and the other in long shot.

4. METHODOLOGY

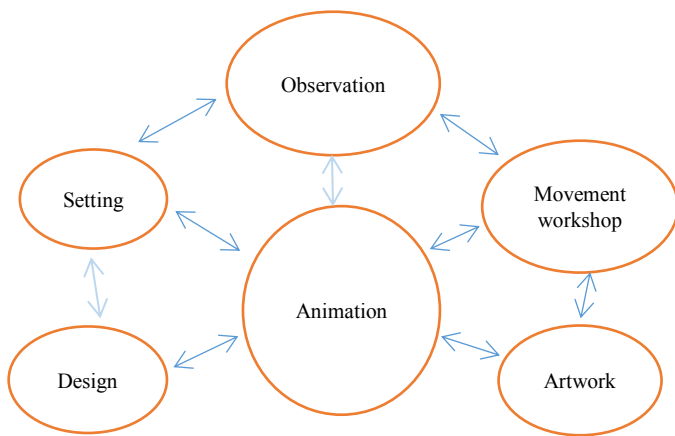


Figure 4: Model Methodology

Staging is one of 12 principles in animation. This principle was applied in traditional animation from the beginning of animation. Now it was apply in 3D animation or other technic animation. From observation I can understand how staging was applied. For example, refer figure 2 BoBoiBoy enemy wants to attack, so we can see the animators organize props and background in order to highlight the character. In addition to the proper use of light and shadow, it's interesting to character. In addition, the use of color on the character is also important because it tells the audience that BoBoiBoy is the main character. In terms of position is also very important because it will tell the audience what had happened to BoBoiBoy. Sometime animator in Malaysia lack of staging because they put the characters or props wrong position and the audience look boring. They should attend the class or go visit some studio to learn more about making of animation.

5. CONCLUSION

Whether it is generated by hand or computer, Firstly the main goal of an animator is to entertain the audience. In Malaysia, animator was steadily growing up. They have a lot of improvement in staging and other principles of animation. Sometime they lack of principles of animation. John Lasseter say "The animator must have two things; a clear concept of exactly what will entertain the audience; tools and skills to put those ideas across clearly and unambiguously." Tools such as hardware and software simply not enough but the principle discussed so useful. The tools which are just as important as the computers we work with.

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