

Challenges Faced

As the course is very broad there were many challenges, although not necessarily in the places I imagined they would be.

For example, while I have a lot of experience with video graphics and video editing, I still encountered some unforeseen problems.

One of these was when Chad asked me to make the pulse move faster along the blue line on the Eviance logo.

Because the animation was already keyframed, on a frame by frame basis in many places already, it was not possible to get this to move any faster in the graphics package software. However I was able to bring it in to the video editing software and increase the speed there.

This initially solved the problem, but when some of the parameters of the blue line were changed by the graphics designer, it created certain headaches for me, and made what might seem like a simple request, a very complicated process.

Basically it involved going back to the original graphics package (Motion 4) and re-keyframing the whole blue line animation, frame by frame in many places, and bringing it all back to the video editing software and trying to match the speed changes previously made, which overall took several hours.

Another thing, that caused a headache for me, was when the web-designer made changes to the height and thickness of the blue line in the logo.

I had been told that the logo was finished, and now these changes, meant that once again I had to redo the whole animation part of the logo, which basically took half a day, because of a late change.

Also when the script was re-written, all the animated graphics scenes had to be re-jigged, moved and sped up to match with the new script, which is not uncommon but very time consuming, and something that typically people who are unfamiliar with the process of video production find difficult to understand, and hence, do not understand why the costs are often so high.

Other challenges I faced were with drawing characters artistically. While I had some successes, mostly my drawings were very poor. It was something that even after hours of trying to improve sketches, with bad results became somewhat disheartening.

But having some experience with photoshop layers, as was able in many

cases to create something that would be sufficient for a third party to understand the kind of concept I was trying to create, even though, in artistic terms I was kind of cheating.

Modelling in 3D Max, was also difficult, but mostly because of all the assignments and other work I need to complete, that often there would be large gaps in time, between when shown how to do something, and when I would try to use it, that even with the use of notes and training video, it could still be very hard to get correct, the exact sequence, of a procedure.

Programming is also a skill that I have no previous experience, and one that I found literally quite alien to me.

Perhaps that were launched into the middle, and shown only things that were relevant to our requirements, and that it was not possible to enough spend time on the absolute beginner basics, that it made it more difficult.

However in all cases, being involved and making an effort, and with some perspiration and some inspiration, results were achieved.