

**Production of *Cosmic  
Criminals and the Earthling***

# Project purpose

The main purpose of this animatic is to get experience working in the different roles needed in the animation entertainment industry.

**Watch the Animatic here:**

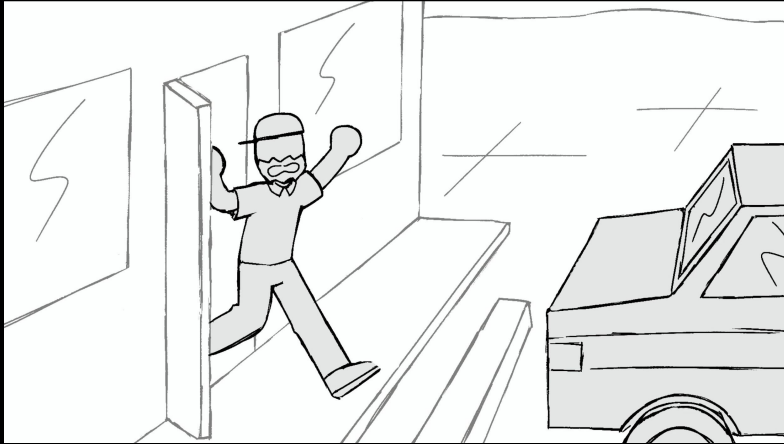
Cosmic Criminals and the  
Earthling - Animatic

# Challenges

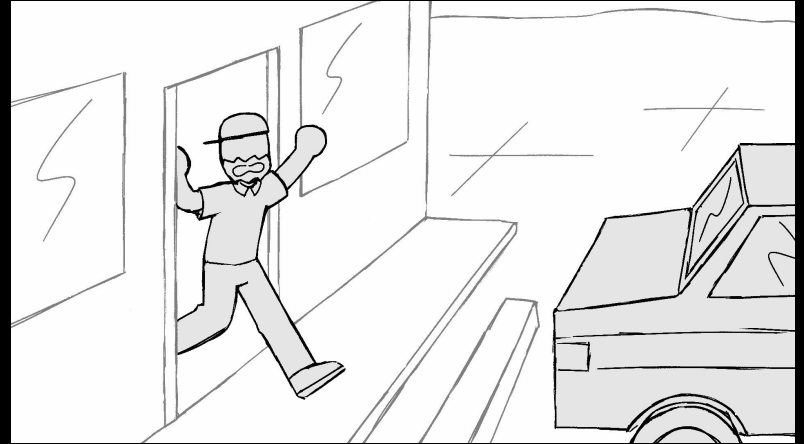
- Programs crashing.
- Tight deadlines for a big project.
- Continuity errors.

# Biggest Challenge: Continuity

Old



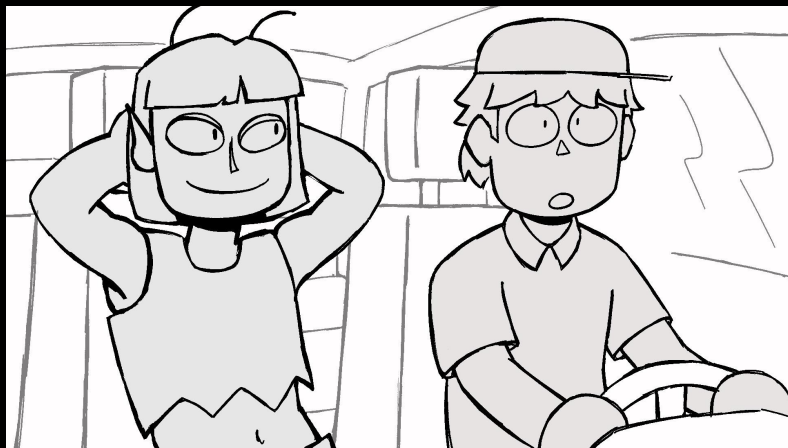
Revised



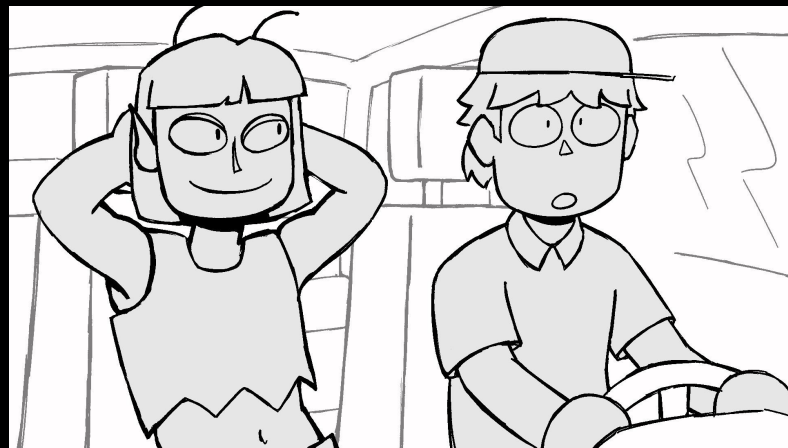
I had to adjust the door to be consistently automatic.

# Notice the inconsistency?

Old



Revised



The old one has a slight magenta hue for the guy on the right.

# The Process:

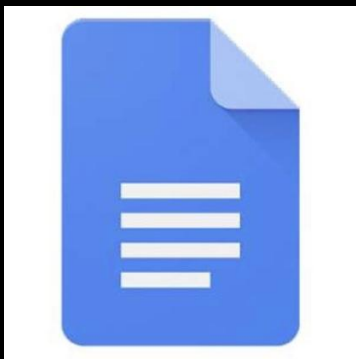
# Thumbnailing

I used the art program Procreate to make small, quick doodles to get an idea for the visuals.



# Script Writing

I used the writing program Google Docs for my script.



RON  
Hey, it's Ron. My bad about not being able to get your pay last week, but I won't be able to pay you this week either. Hope you understand.Bye.

BLEEP  
Hey, I need a ride.

EARTHLING  
What did that just eat? Whoah! I can't control the car! The brake isn't working, we need to jump!

—

EARTHLING  
Oh no, oh no! What am I supposed to do, get a tow? Can I afford a tow? The police? Oh no... what about Ben's needles? What do I do, Kristi's going to kill me.

BLEEP  
Who's Kristi?

EARTHLING  
My wife... Whooahh.! Oh no, what!

BLEEP  
Oh, how's the view down there?

EARTHLING  
Shhh, my boss is the guy who's walking in, he can't see me like this.

BLEEP  
Hey, let's steal his car.

EARTHLING  
We couldn't do something like that, right? Oh no, Ron, what are you doing? Where's that money coming from? Let's see if the car's unlocked.

—

EARTHLING  
What's the update with Ron?

BLEEP  
Mhm.

EARTHLING  
Oh.

BLEEP  
Oh, how's the view down there?

EARTHLING  
Shhh, my boss is the guy who's walking in, he can't see me like this.

BLEEP  
Hey, let's steal his car.

EARTHLING  
We couldn't do something like that, right? Oh no, Ron, what are you doing? Where's that money coming from? Let's see if the car's unlocked.

—

EARTHLING  
What's the update with Ron?

BLEEP  
He's looking at us.

EARTHLING  
What?! Come on, come on, do the thing.

RON  
Hey, what do you guys think you're doing to my car?!

EARTHLING  
Haha, you were not a good boss!

BLEEP  
Now you're a criminal just like me.

EARTHLING  
You're a criminal?

BLEEP  
Mhm.

EARTHLING  
Oh.

# Storyboarding



Typically I'll begin by taking/finding reference.



I make a loose drawing.



I refine until complete, and add value.

# Voice Recording

I used a Blue Snowball with a pop filter, and the program Audacity to record my audio.



# Sound Effects

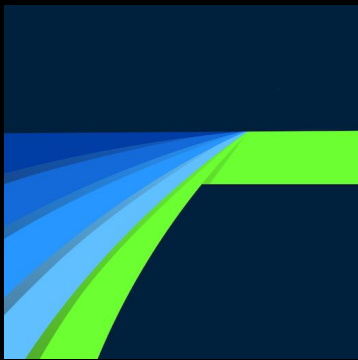
I used the site  
Freesound to get my  
sound effects.



A screenshot of the Freesound website search results for 'Sound'. The page shows a search bar with 'Sound' entered, a search icon, and a close button. Below the search bar, it displays '298,305 sounds' and 'Show advanced search options'. The results are sorted by 'Automatic by relevance'. The first result is 'Listen &amp; compliment environmental sounds -room.mp3' by DJCAD, recorded on October 8th, 2012. It has a duration of 11:45 and is categorized under '2012', 'Art', 'Class', 'College', and 'Design'. The second result is 'Sound efx (21).wav' by Spol, recorded on August 10th, 2009, with a duration of 0:02.673, categorized under 'efx' and 'sound'. The third result is 'Experimentl\_Digial\_Sound\_13.wav' with a duration of 0:08.000, categorized under 'abstract', 'electronic', 'fx', 'sound', and 'space'. The page also features a 'LICENSE' section with options like 'Approved for Free Cultural Works', 'Creative Commons 0', 'Attribution', 'Attribution NonCommercial', and 'Sampling+'. A 'TAGS' section lists various sound effect categories such as 'multisample', 'single-note', 'synthesizer', 'sound', 'field-recording', 'ambient', 'noise', 'synth', 'loop', 'electronic', 'effect', 'drum', 'ambience', 'music', 'percussion', 'soundscape', 'ambiance', 'sfx', 'atmosphere', and 'fx'.

# Editing

I used the program LumaFusion for editing.



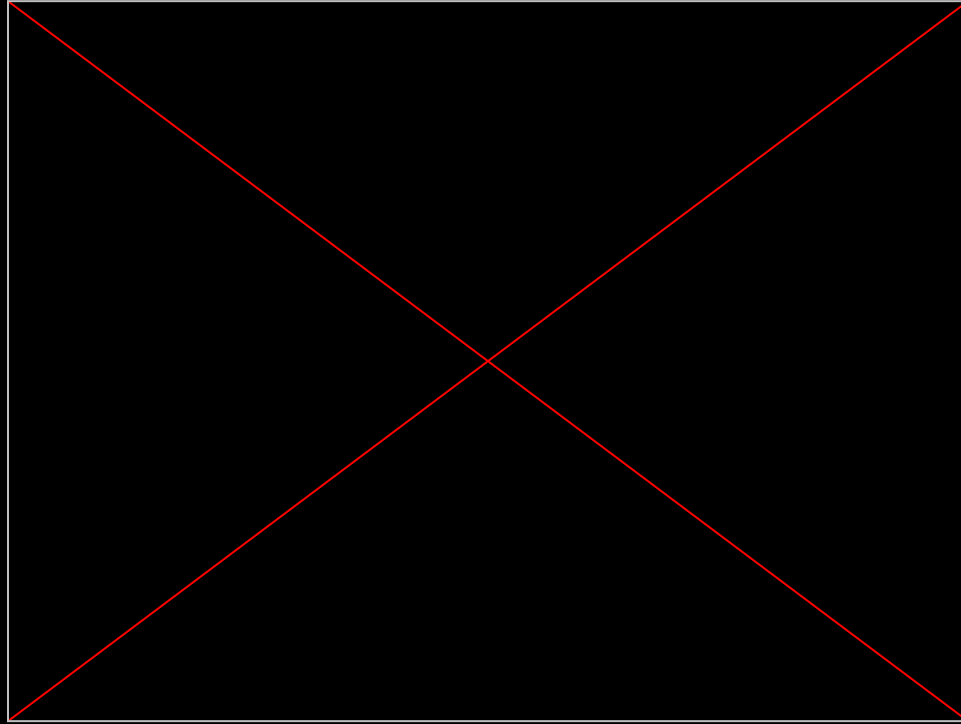
# Overall experience

The experience of making an animatic has given me valuable knowledge of what and how an animatic should be approached. Additionally, taking on every role in production has given me the ability to collaborate with others, since I understand more about their roles.

# Key Takeaways

- Use reference to keep continuity.
- Create the visuals and audio to align in tone for believability.
- Use perspective grids.
- Use a subordinate value for the background to create a clearer focal.

# Video overview



**Thank you.**