



Catfished

The Final Presentation
by Alasia Gordon

Logline:

A hungry cat needs to catch a swift mouse to get her sandwich back

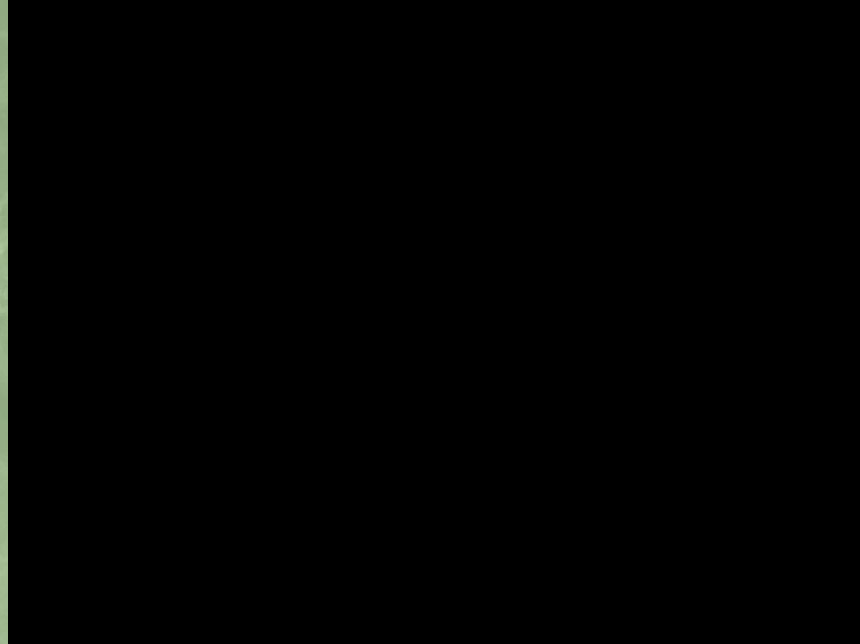
Thesis:

There are many different forms of privilege and it's common to believe that everyone is as privileged as you are. It's easy to perceive life through a narrow lens and that can often influence how you react to certain situations. When individuals think this way, their perceptions, and beliefs become limited, hindering their ability to understand and appreciate diverse viewpoints and experiences. This can ultimately lead to a rigid worldview that can negatively impact personal growth, relationships, and societal progress. Practicing empathy can change lives and connect us in ways that we never could have imagined otherwise.

Thesis Proposal:

- Create a 3D animated short that uses the relationship between a cat and a mouse to teach a lesson about the different forms of privilege.
- Exercise animation skills with character acting and body mechanics.
- Make something cute and use humor to talk about an existential crisis.

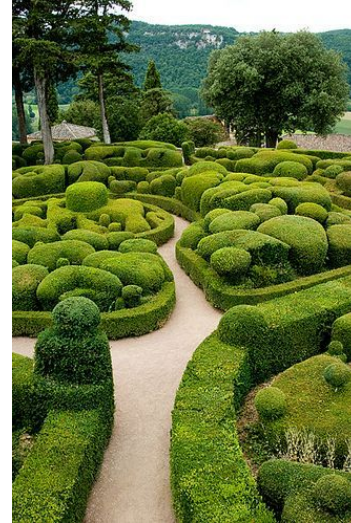
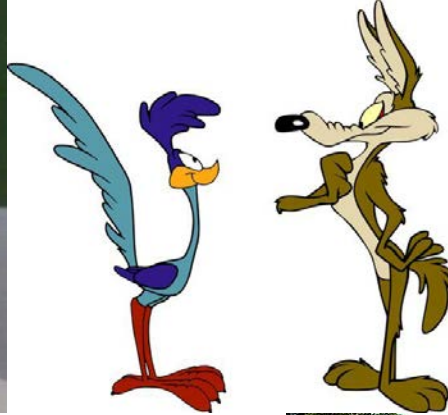
Animation



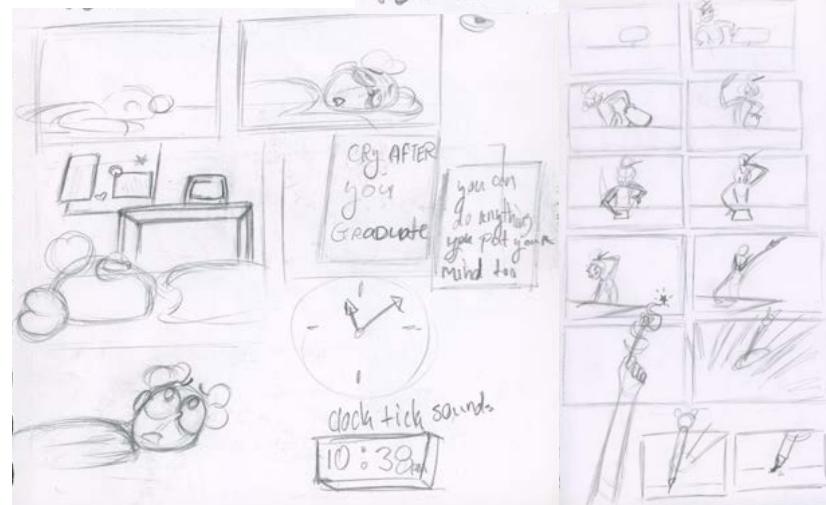
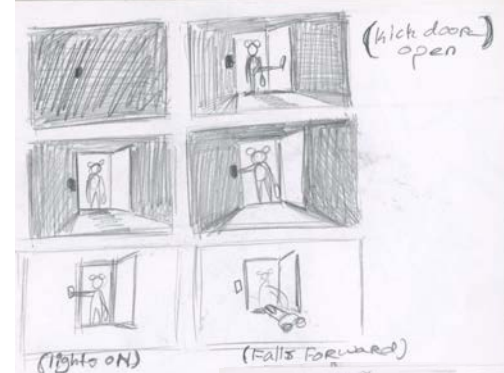
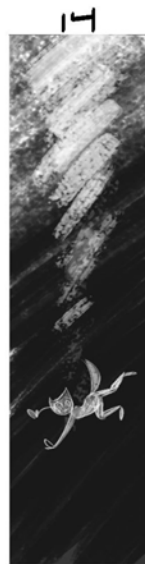
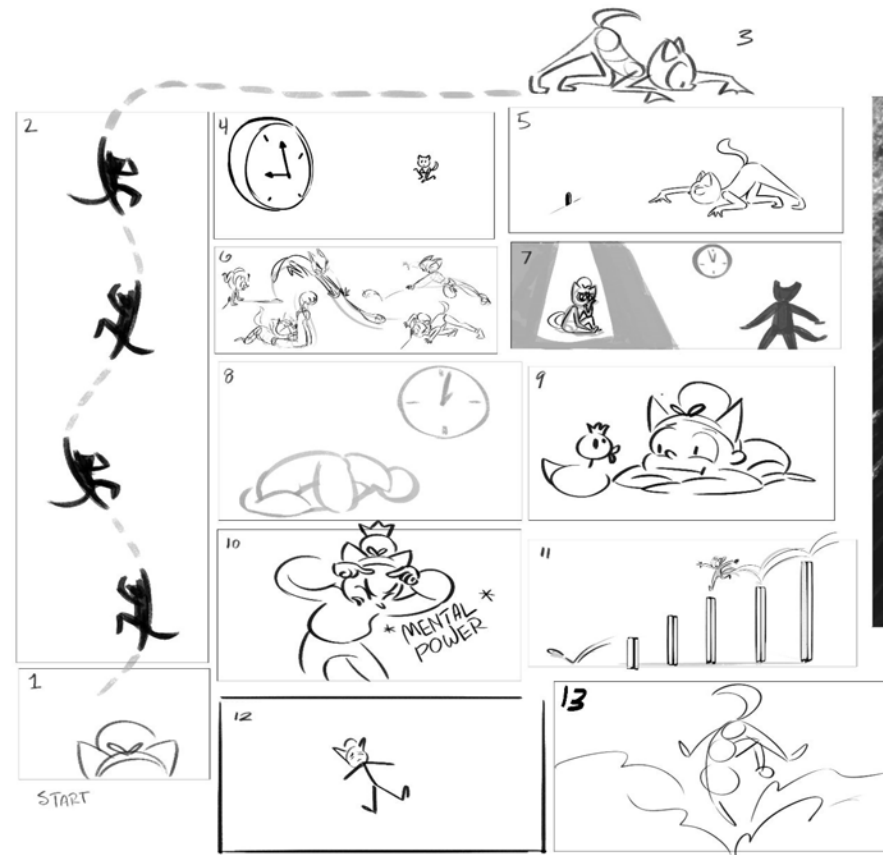
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Inspo Board

TOM *and* JERRY



Original Concepts for Catfished



Visual Development For Character

Character Exploration for Cat



Personality: Persistent, Curious, Naive
Age: 10



Kayla Unlimited:

<https://friggingawesome.gumroad.com//kaylaunlimited>



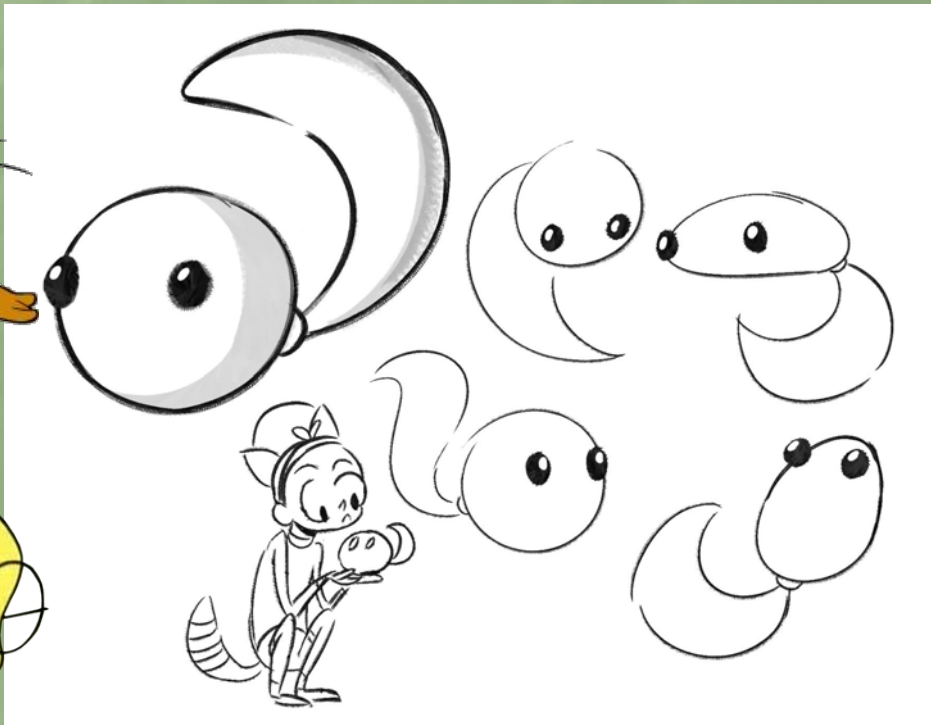
Cat Character Turnaround



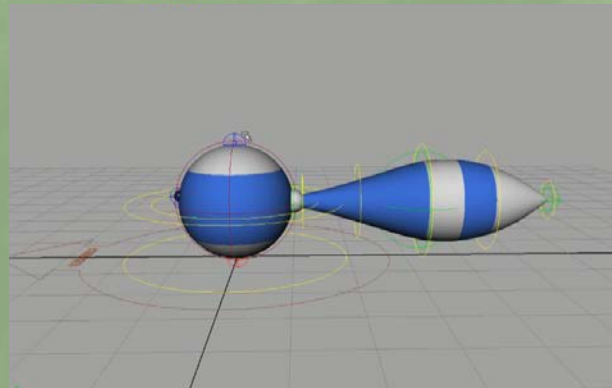
Cat Character Expression Sheet



Character Exploration for Mouse



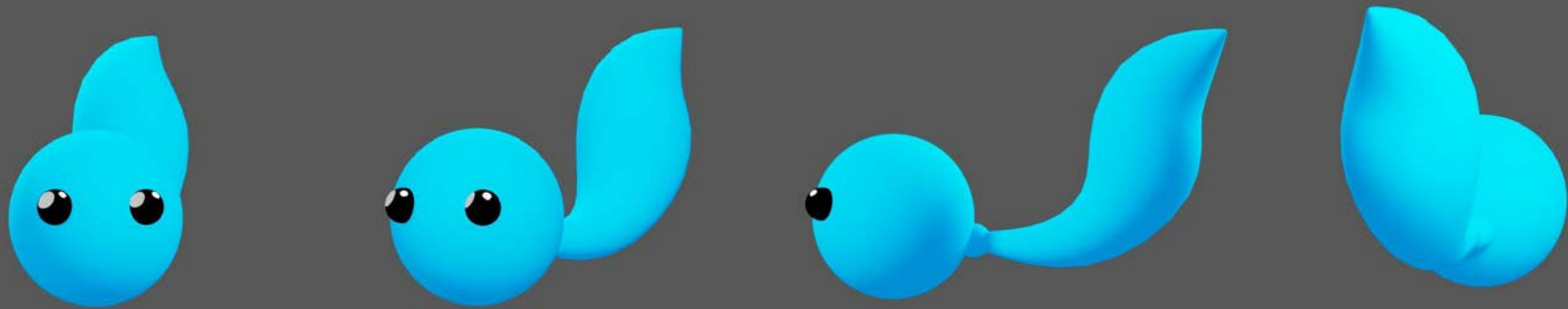
Basics Ball Rig



https://hombrepolilla.gumroad.com//OthTZ?recommended_by=search

Personality: Quick witted, jokester, bouncy, emotionless at times

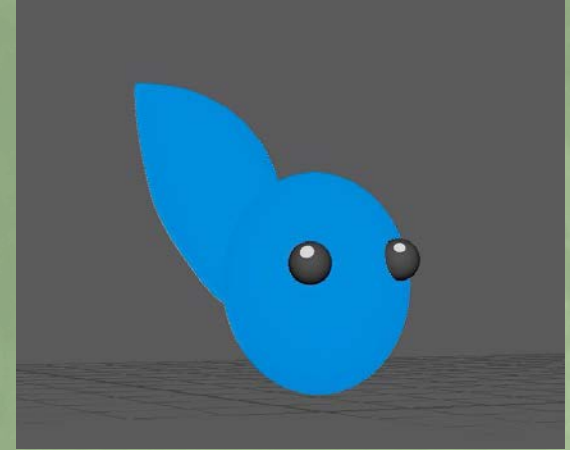
Mouse Character Turnarounds



Lineup



Animation Tests



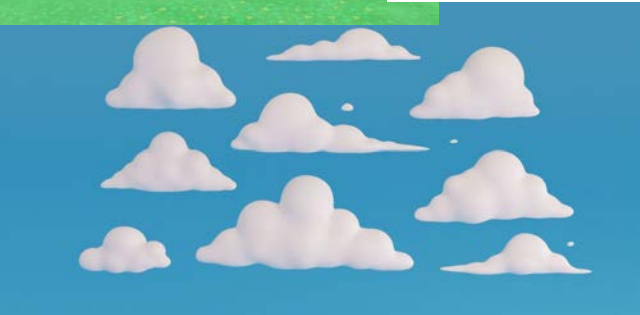
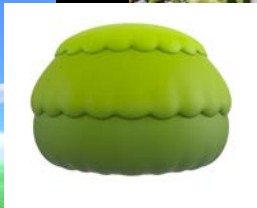
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Visual Development For Environments (There are 2)

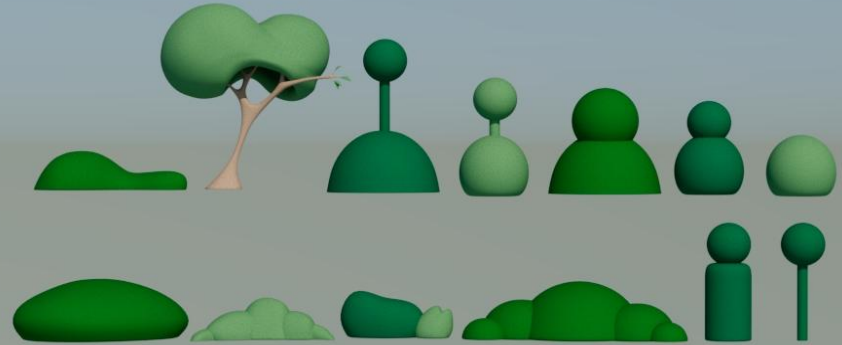
Above Ground Environment Inspiration

The Marquesssac gardens

<https://www.marquesssac.com/>



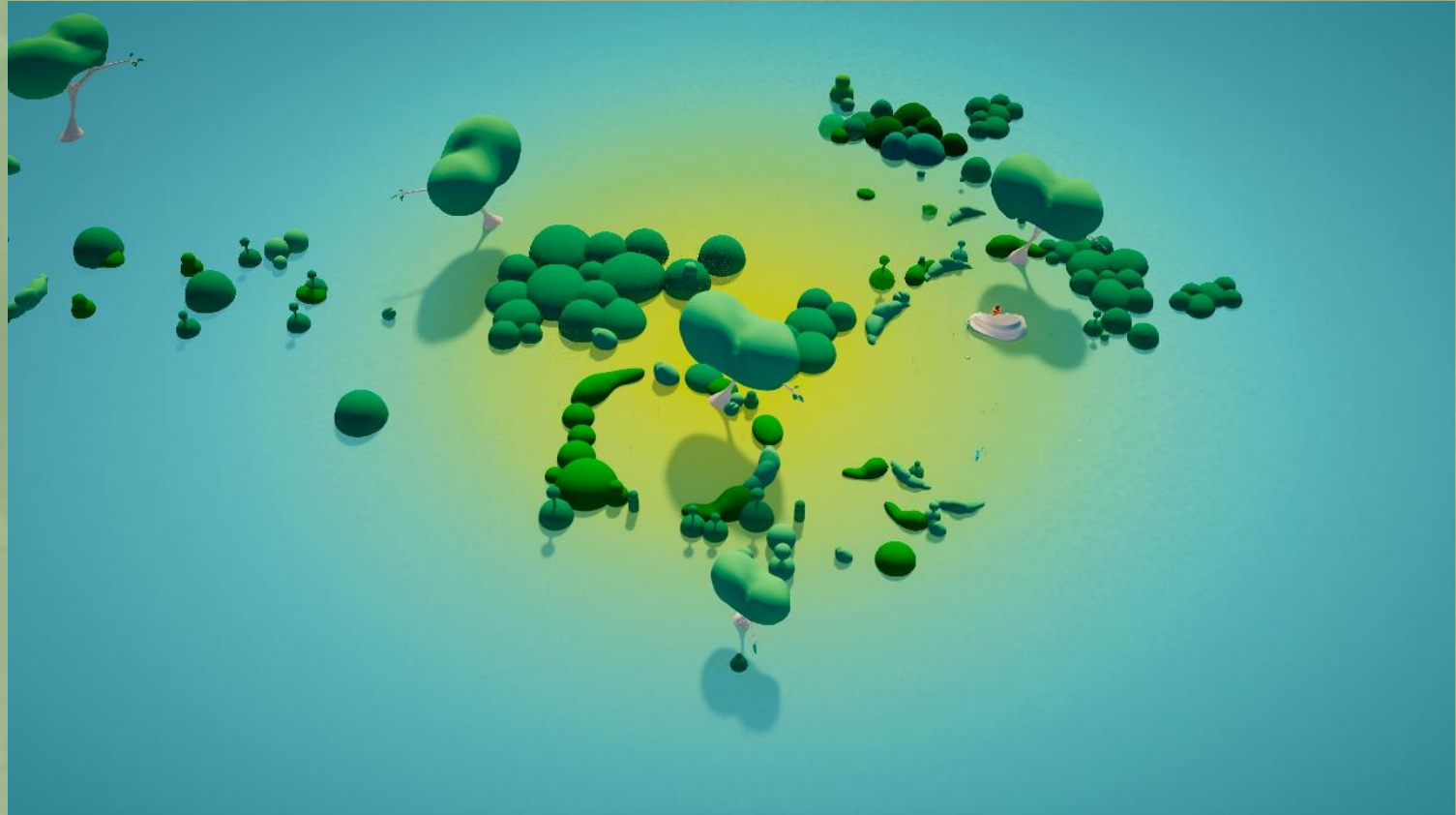
Environment Props and Assets



Aboveground Environment



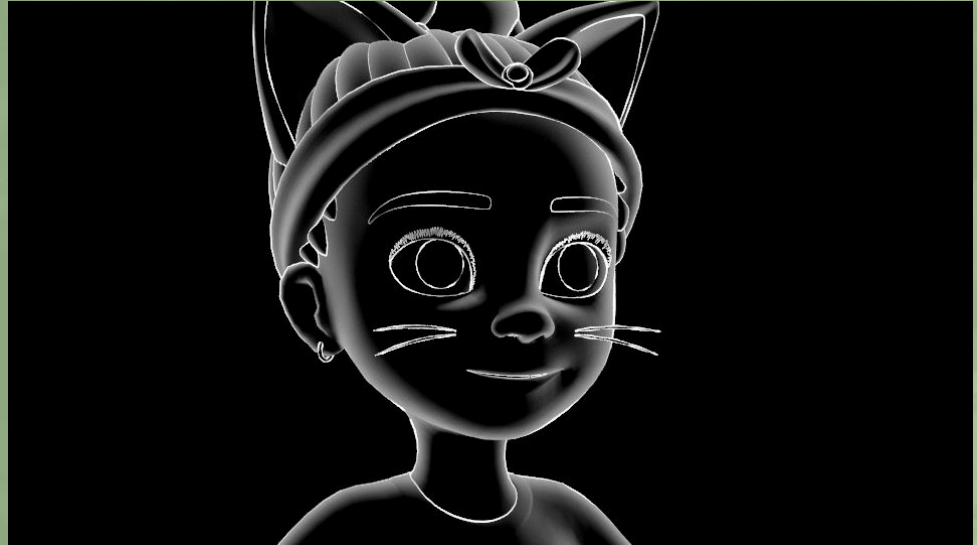
Environment Layout



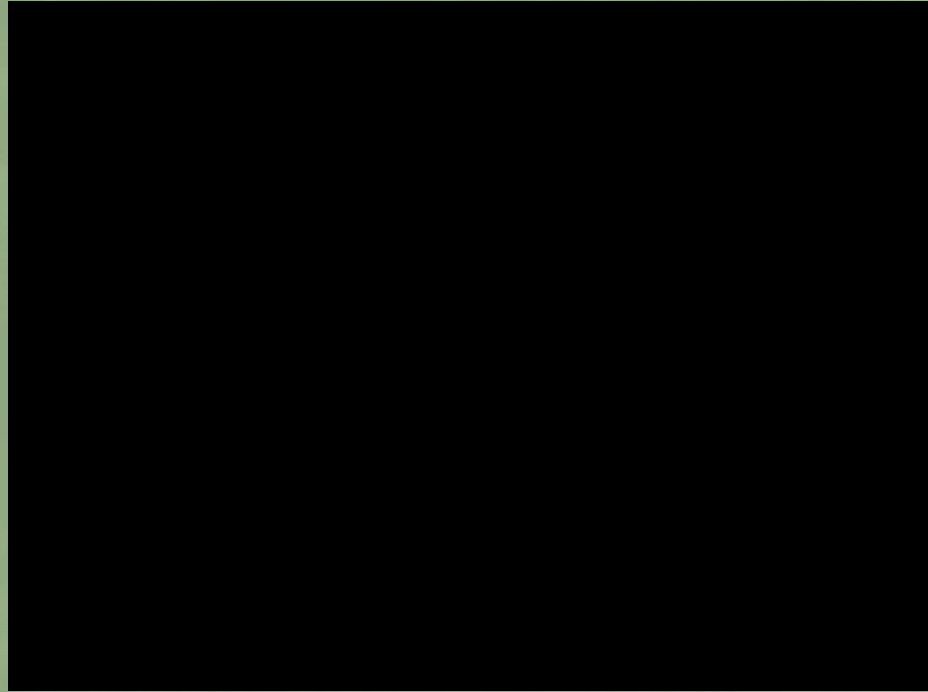
Underground Environment Inspiration



Underground Environment

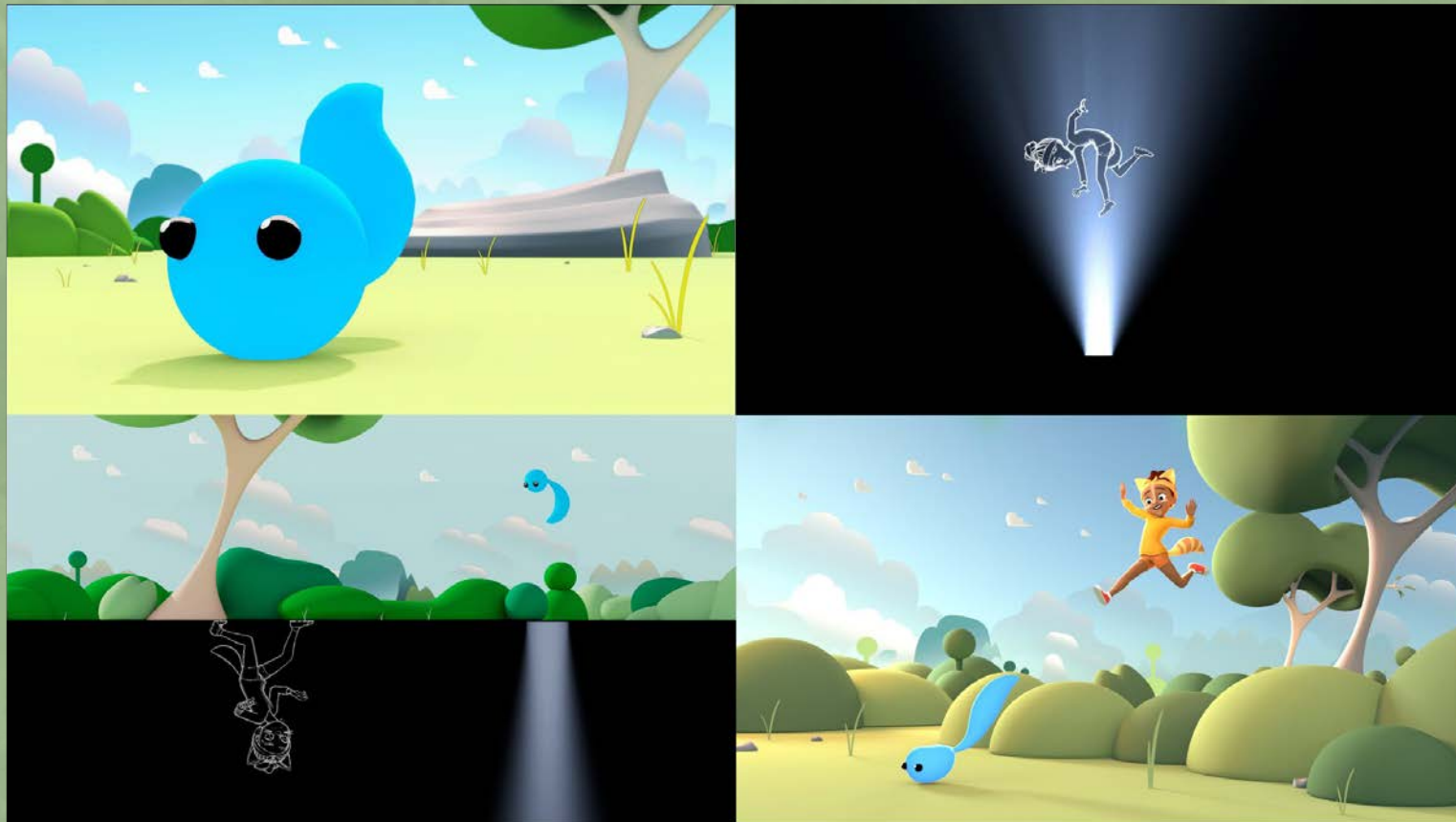


Shader Tests in Motion



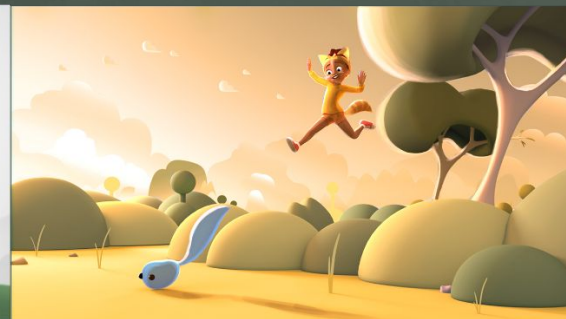
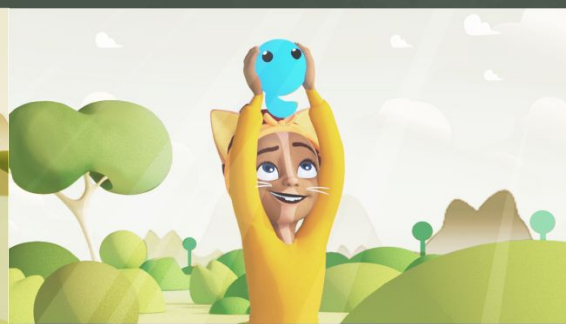
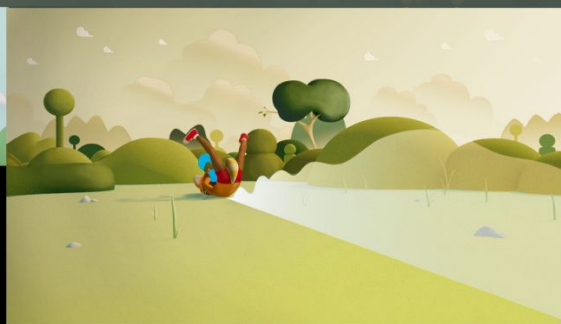
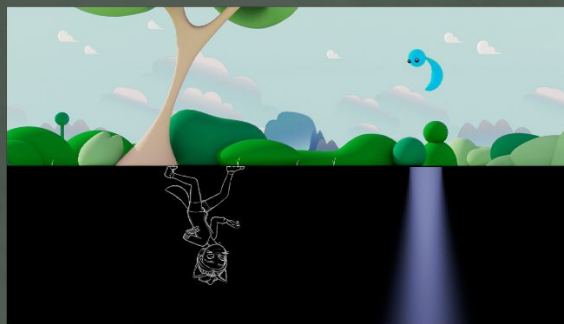
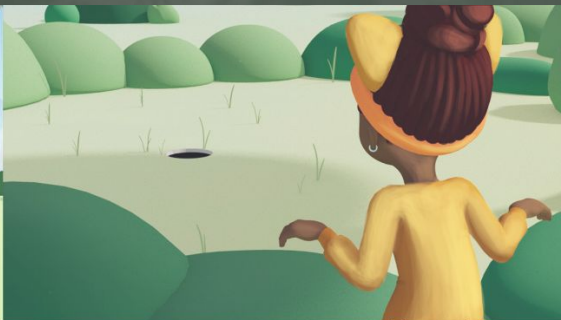
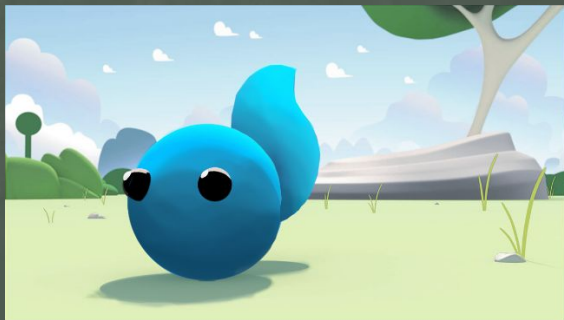
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Raw Render Test Comparison For Environment Aboveground and Underground



Draw Overs for Lighting Reference







Questions?