Fmp evaluation

What I think went well with my project

So for my fmp I think that a lot of things went the way I wanted as I was able too quite quickly figure out what I wanted to do without getting stuck for weeks on end with a bunch of different ideas I also think that I really took advantage of the software I was taught to use throughout the year such as animate and illustrator as these really helped when it came to doing my fmp as these were the main programs I used to create my concept art. I managed to find inspiration really quicky of what I wanted to do for my work. I also did an excellent job of keeping track of my progress of my work throughout the fmp by writing a reflection journal that I would add onto each week where I would talk about the stuff that I had done that that week and what I was planning to do in future weeks which also helped me keep track of what I was doing and what else I needed to do thought out the weeks. I also created a mood board to help me visualize similar ideas of the genre that I wanted to do so that I could go back to look at if I wanted to refence my work to something, I also think I did a good job with my proposal and pitch as early I knew what I wanted to do, and I was easily able to explain what I was doing and why I wanted to do it as I was really passionate about my project as it was something that I personally enjoyed which really helped me get the work done and to make sure that I didn’t really hit any massive roadblocks I also was able to complete most of my pre-production such as my research and being able to complete my reflection PowerPoint which acted as almost a schedule for my work as I would talk about what I wanted to do each week and what I am planning on doing for future weeks. I also showed plenty of practical skills showing how I find and collect different types of research and explain them. I also showed that I could correctly plan out my work and stick to it and correct any mistakes that I came across. I also showed I high amount of skill set in animate and illustrator as I used a vast number of different tools in animate and illustrator such as using a tweens to keep my concept art animation in check and I also used the shape tools multiple times to split my work into multiple pieces so that it is ready for the animation I wanted to do for it being able to trace over different images for their outline at the same time and being able to correct decide which colors needed to be used. I also managed to create a simple animation where my image disappears and reappears this helped me expand the amount of tools that I used in both animate and illustrator as this animation was done in animate using a vast amount of different layers so that I could easily animate the layers I wanted too without them running into to errors with each other.

Skills used in my fmp

So in my fmp I used a vast amount of different skills in both animate and illustrator as in illustrator I was able to use a vast amount of different tools and shapes to create the assets for my work such as using different anchor points on shapes so that I could bend and mold them into what I wanted which involved using the curvature tool which I used to make the flag and also using the direct selection tool so that I was able to edit different anchor points on the shapes which of course I used the shape tool for. In animate I used even more tools such as once again use the shape tool which was used to create the background and the sun that I made, for the background I used the gradient transform tool to be able to edit the background of work which I would use later to animate it. I also used a vast number of different layers to organize my work so that I would not have any issues with it. But the main tools that I used were of course the animate tools which I used tweens to create my work which is an advanced way of animating as a more basic way would have just been to use a frame-by-frame animation which I did not want to use as it would take more time to complete, and I wanted to push myself by using a slightly more advanced technique which I also helped me synchronize my work together so that It would all move and the same pace together. I also used a few additional filters that I added to my work such as glow which helped the sun look better in my work and I also used a drop shadow so that on first animation when the shield glowed it would cast a shadow below it.

What I could have improved

Some of the things that I could have improved were the fact that although I knew what I wanted to do for my fmp quite quickly it did take me a while to find out how I could use both animate and illustrator and it took me quite a while to create each piece of work that I did which means that I ended up having less work than I wanted to finish with as I wanted to do a lot more work to expand my ideas into more areas but I was unable to do that because of time constraints although as of writing this we had our dead line extended by a couple of days which gave me enough time to create the animation that I wanted to do. Some of the other things that I could have improved overall is that I could have better expanded my research to cover a lot more areas I could have also improved my work by doing several types of concept art that were not all based around the medieval genre and maybe doing it around other games of a similar genre or just in general. Something else that I could have also improved is that if I wanted to do a better animation I could have used some more advanced techniques which is something that I would Improve in the future.

Conclusion

Overall, I think I did well with my work effectively using the programs that I used for my work as I took advantage of a vast number of tools within photoshop which helped me quite a lot with being able to complete my work on time I was also able to effectively do my research as I managed to find out different stats of how popular the game was and I also created a survey that I got people to answer which featured questions both about Elden ring and the dark medieval fantasy genre in general.

Although I did quite well there are some things that I could improve on such as if I was to do this work again in the future I would defiantly improve upon my animation skills and create a full on animation that featured a lot of moving pieces I also would make sure that I would be more diverse to include other people who be impaired such as people who are visually impaired so I may in the future include sounds into my pieces of work so that in some way there could still enjoy it even though there cannot actually see it.

So overall I think I did well with what I did but there are massive pieces of room for improvement in the future.