Matthew Luke

BFA: Animation

Spring 2023

Expected Graduation: Spring 2023

Last semester I took 2D animation 2 with Dana Corrigan. Throughout the semester we had the opportunity to work on a single animation for the entire semester. Initially my idea for the animation was to have a person walk through the woods and pick up some sticks. Obviously this wasn't the best idea. Professor Corrigan worked with me throughout the semester to improve my story. Eventually I came up with a new story of Dave attempting to hit on a woman but in the end, he gets her killed. Once production was finished, I told Professor Corrigan how I was going to use the same story for my senior project.

When I began working on the senior project my plan was to model the environment and create metahumans using Unreal Engine. With the story flushed out, I really wanted to focus on the characters body language throughout the animation. To allows the characters body language to do most of the talking I wanted to used motion capture for the characters. I was able to get some of the animations to work on the characters withing Unreal. However, when bringing the data into Unreal or Maya there would be some issues where the characters bones wouldn't work properly. Once I figured out the main issues with the data not working, I was running out of time.

With more time I would've been able to find out what was truly wrong with the mocap data. Initially I had the time to correct the issues with the motion capture, however when it comes to time management, it is one of my biggest weaknesses. I tend to procrastinate often. I spent extra time working on the environment for the animation, when in the long run I should have focused more on the animations for the characters. One thing I did learn from working on this animation is time management. For future animation I will not make the same mistake of focusing too much on one aspect of the pipeline.

Working on this project has let me find my love for creating environments. With the skills I've learned and developed at The University of Tampa, I would like to work as an environmental artist after graduation.