

Contents

ABSTRACT	2
1. INTRODUCTION	6
1.1. Background	6
1.2. Problem Statement	7
1.3. Research Questions	7
1.4. Scope	7
1.4.1. What	7
1.4.2. Why	7
1.4.3. Who	8
1.4.4. When	8
1.4.5. Where	8
1.4.6. How	8
1.5. Purpose	8
1.6. Method of Data Collection and Analysis	8
1.7. Design Framework	9
2. LITERATURE REVIEW	10
2.1. Video Games	10
2.2. Animation	10
2.2.1. Frames and Keyframes	12
2.2.2. 12 Principles of Animation	12
2.2.2.1. Squash and Stretch	13
2.2.2.2. Anticipation	15
2.2.2.3. Staging	16
2.2.2.4. Straight Ahead and Pose to Pose	18
2.2.2.5. Follow Through and Overlapping Action	19
2.2.2.6. Slow In and Slow Out	20
2.2.2.7. Arcs	20
2.2.2.8. Secondary Action	21
2.2.2.9. Timing	22
2.2.2.10. Exaggeration	22
2.2.2.11. Solid Drawing	22
2.2.2.12. Appeal	23
2.2.3. Blender	24
2.2.4. Interpolation	24

2.2.5.	3D Modeling	25
2.2.6.	Texturing	26
2.2.7.	Rigging.....	27
2.3.	Game Development	29
2.4.	Unity	29
2.5.	Character Design.....	30
3.	DATA & ANALYSIS	32
3.1.	Object Data	32
3.2.	Product Data.....	32
3.3.	Target Audience Data	33
3.3.1.	Demographics.....	33
3.3.2.	Consumer Behavior.....	33
3.4.	Data on Similar Projects.....	34
3.5.	Data from observations, interviews, questionnaires, etc.	39
3.6.	Analysis	42
4.	CONCEPTS AND DESIGN RESULTS	43
5.	CONCLUSION AND SUGGESTION	65
	REFERENCES.....	66