

THAT LEAN

KEY IS FOR HORSES

STORY OUTLINE

The animated short movie "THAT LEAN" is about a young woman that experiences a hallucinogenic trip in her flat.

After taking an overdose of a sythetic drug the female protagonist experiences a hallucinogenic trip and anOut-Of-Body-Experience. Objects in her flat change their color others morph in weird shapes. Suddenly she sees herself in a third person view and starts to move around in the room that morphs even harder.

The movie then blacks out and the protagonist awakes on the next day with a beautiful sunrise.

CONCEPTION

In the beginning the idea was to create a movie like a music video with electronic music to which the room morphs into different forms.

While this sounded like a good idea the logical reason to this happening was somewhat absent. So the idea of an hallucinogenic trip caused by synthetic drugs was born since anything can happen during a trip.

In the first concept of the movie it was also planned that the music was a major element of the movie. It was planned that as the trip becomes harder the music also gets faster. This idea also got scrapped since the limited time frame the movie should have. It is impossible to present multiple genres of electronic music in a frame of about 10 seconds each. To avoid this the final music just has one track of the Hard- Trance genre for like 90% of the movie. The morning scene features another song which should be somewhat relaxing.



USED TECHNOLOGIES

As the 3D animation tool of choice Blender was used. The renderer of choice was the cycles renderer since the Blender internal rederer is outdated and deprecated. Also the internal renderer doesn't support a lot of the features of the cycles renderer so it's never recommended to use the only one instead of cycles.

To assist in the creation of the character model a toll named MakeHuman was used with which a complete 3D model including textures and rig can be created easily.

Apart from the character everything was modeled by hand using only reference images found on the internet.

The project was created using as little texures as possible since Blender offers the material feature. So at every point where it was possible the so called procedural materials where used. Procedural materials are a special form of material that get calculated by the used renderer at rendering time. A exmple of a procedural material can be found following this text.

