

# Project X – Project Plan

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**Class:** M2-03

**Coach:** Dirk Norg

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# Versioning

Version	Update	Date
0.1	First draft	02-06-2025

## Contact & Team

**Project Leader:** Charlotte Mies

**Project Coach:** Dirk Norg

**Available:** Monday morning, Thursday afternoon

**Teachers:**

- **Paul Reekers** – Wednesday morning, Thursday afternoon
- **Chris Brunne** – Tuesday afternoon, Friday morning
- **Stan van Oers** – Thursday morning, Friday morning

**Online Availability:** All teachers are reachable via Teams, Monday–Friday.

## Research Questions

**What is the project?**

I am creating a short animation using Procreate. I aim to explore how animation works, focusing on different techniques and styles, such as Disney animation and Japanese anime.

**Why am I working on this?**

I want to develop my skills in Procreate and learn animation as a way to visually tell personal stories that I struggle to express in words.

**What am I trying to solve/do?**

Improve my drawing and animation skills while learning how to use Procreate effectively to create emotionally expressive animated scenes.

**What research is needed?**

- How to use Procreate for animation
- Key animation principles (timing, keyframes, movement)
- Style studies: Disney, Studio Ghibli, minimalist animation
- Techniques for storyboarding and visual storytelling

# Deliverables

## Which tangible products are going to be delivered?

- Project plan (this document)
- Reports on research
- Process materials (sketches, storyboards, drafts)
- Final product: a short animated video of a minute or so
- **Optional:** Coded version with interactivity (maybe do some research to see if it's doable within timeframe)

## Deliverables – Scope

### Must Have:

- Project plan
- Research documentation
- Sketches and storyboard
- Final animation (basic, functional)

### Should Have:

- Refined animation with smoother transitions and polish
- Clear narrative structure (beginning–middle–end)

### Could Have:

- An interactive digital version (coded navigation, viewer controls)

### Won't Have:

- Fully coded interactive experience (if time doesn't allow)

## Planning

**Total time remaining: 2 weeks + 2 days**

Day	Task
<b>Day 1</b>	First draft of project plan
<b>Week 1</b>	Research animation techniques, procreate tutorials, begin sketches/storyboard
<b>Week 2</b>	Create first prototype animation scenes
<b>Final Days</b>	Refine animation, complete project folder & documentation

# Risks

## **Realistic Risks:**

- Difficulty concentrating due to external stress
- Sickness, lack of sleep, poor nutrition
- Home situations impacting focus
- Motivation issues from fatigue or overwhelming tasks

## **Coping Strategies:**

- Use a physical planner to break tasks into small chunks
- Prioritize working during school hours
- Talk to study coach regularly (via Student+)
- Try to improve sleep and meal consistency

# Research

## **Topics to Explore:**

- Animation principles (Disney, Japanese anime)
- Scene planning and storyboarding
- Procreate animation features
- Emotional storytelling in animation

## **Research Methods:**

- Online tutorials and articles
- Library resources and animation books
- Animation showreels (e.g., Disney, Ghibli)
- Possibly interviews or feedback from peers/teachers

## **Target Audience:**

Viewers interested in storytelling through animation, particularly themes of emotion, mental health, or self-expression.