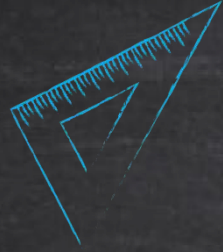


# FMP proposal

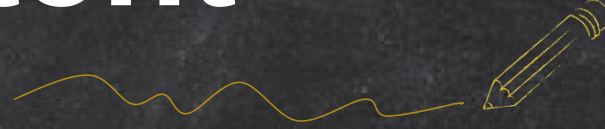
Yuanyuan Zhang

23006617





# Content



**01**

**Storyboard  
& Concept**

**02**

**Draft  
Revision**

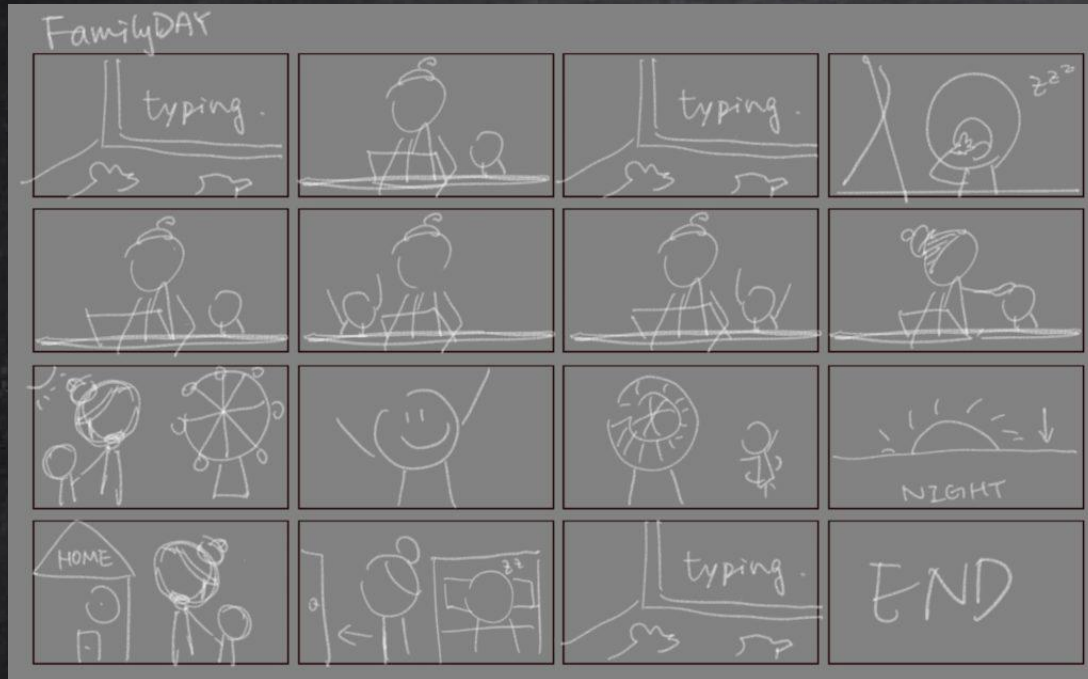
**03**

**Process  
&  
Timeline**



# Storyboard

First Version:



Second Version:



Children lack the company of parents, when parents busy work to make noise to attract the attention of parents. Under normal circumstances, parents will think that their children are naughty and not sensible, but in this animation, the parents feel that their children need her company, and take their children to the amusement park, after the end of the day's play, when the child goes to bed, she continues to stay up late to work. It's a meditation on work and the companionship of children.

# Concept - Character Design

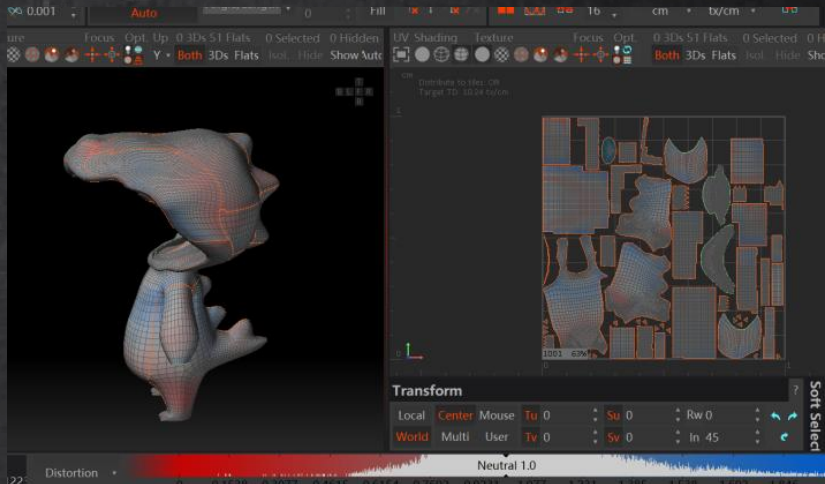
An amusement park look & Daily look



Modeling



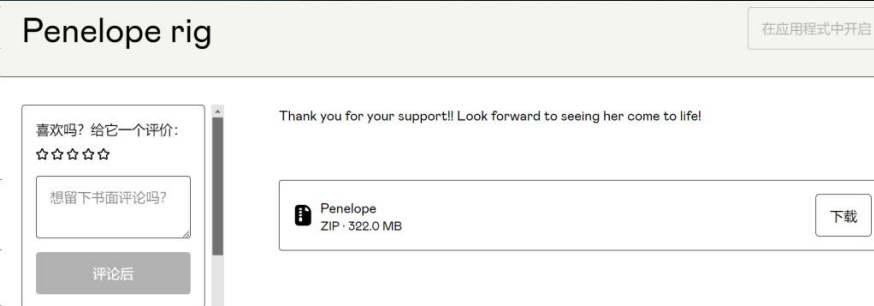
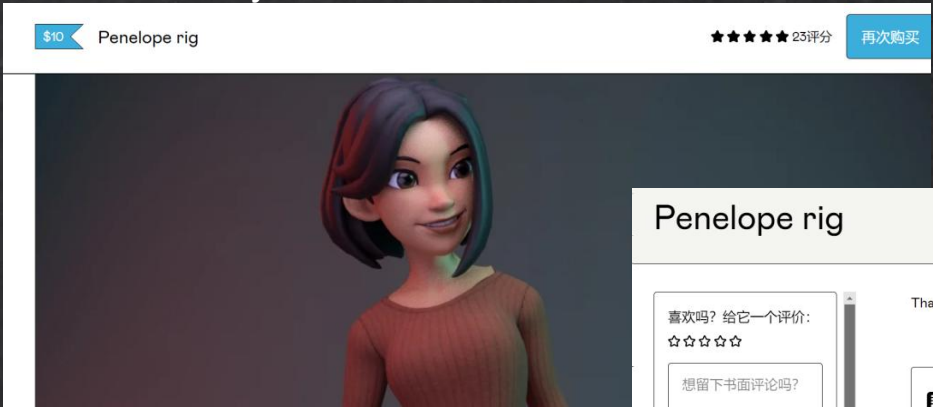
Unfolded UV



Texture

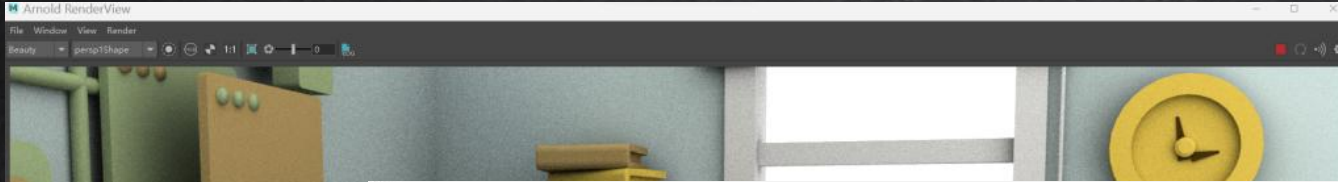


Buy and download MOM model

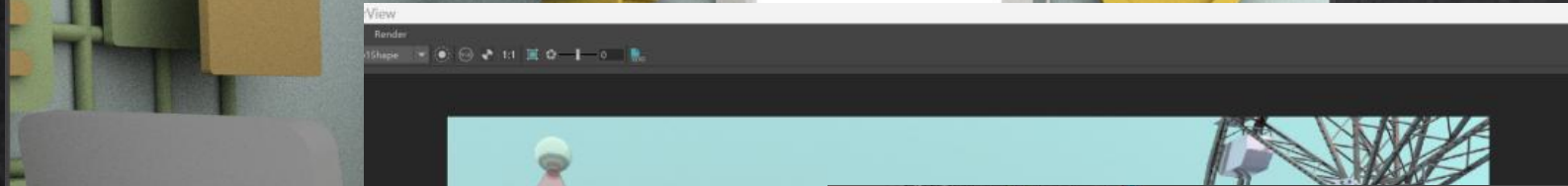




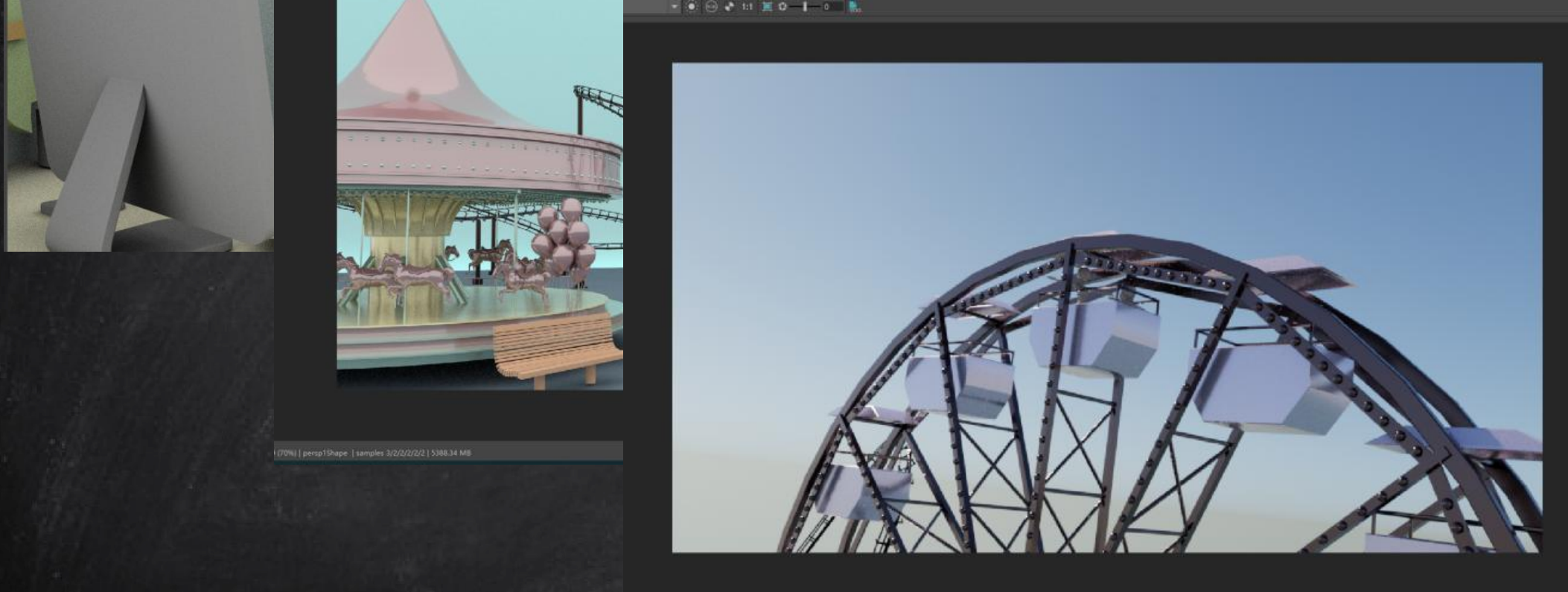
# Concept - Scene Design



Indoor scene



Amusement park scene

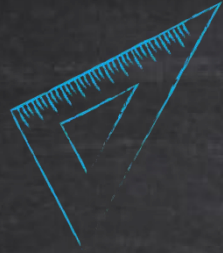


Sky wheel scene

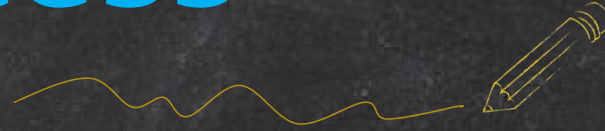
# Draft Revision







# Process



01

Rigging  
character model  
[export from  
maya and try to  
bind and render  
in ue5.4]

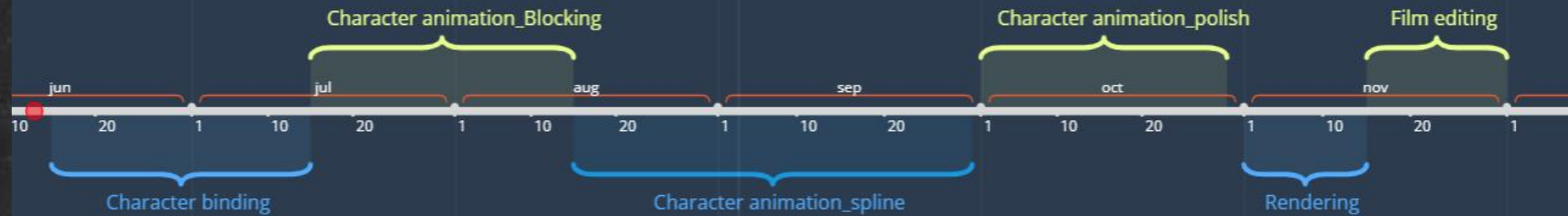
02

Add more  
animations to mom  
to reflect her  
busyness  
- Like adding  
phones that ring all  
the time

03

Focus more on  
how the  
character's  
actions  
contribute to the  
narrative

# Timeline





Thanks~

