MultiMediaProjekt 2

MultiMediaArt Bachelor
Sommersemester 2022

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In our MultimediaProject 2, we want to draw attention to the risks involved with artificial intelligence. The story is meant to point to a culture where humans are repressed and hunted down by AI technology.

The MMP2 is called 'placeholder' and will be a fully 3D animated short movie with a length of about one to two minutes. In multiple shots, it showcases the absence of the human race which lost their power against technology. The action takes place in the City 'blabla' which is overgrown by vegetation that has since overtaken all buildings and structures.

The goal is not to hate on AI but rather to sensibilize people of the risks of artificial intelligence and what consequences it might have for future generations.

A crucial part for the MMP2 will be subtle hints of the events that led to a mass destruction of the human race that will keep the viewer interested to keep on watching. Through clues like flying newspapers, bullet shells and destroyed technology on the ground there will be a constant tension that something went wrong which killed the people in the city. The newspaper's headline that will be visible in some shots is a further indication of what could have led to the takeover of humans. With a final big reveal in the last shot we want to further push the idea of human self-destruction through their own creations.

The City and it's buildings will be based on real-world locations. We don't want to recreate it to an extent that is indistinguishable from reality but we want to capture the feel and style of that city. To achieve this goal all structures will be self-made and modeled by hand.

To support the core concept of this movie the animation is kept in a realistic style.

Leaves and branches first block the view which slowly reveal the scene

Empty, overgrown road which indicates the absence of humans

Camera follows a medical mask which is flying through the air

Medical mask hits ground near drain

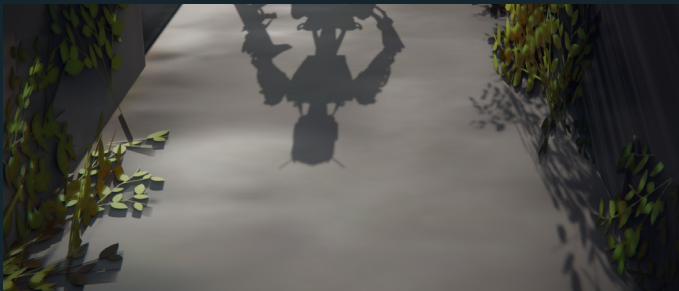Camera flies through drain (subject to change)

Train tracks appear in the view behind the blinds of the air ventilation of a subway

Butterfly on train tracks which starts flying into the air

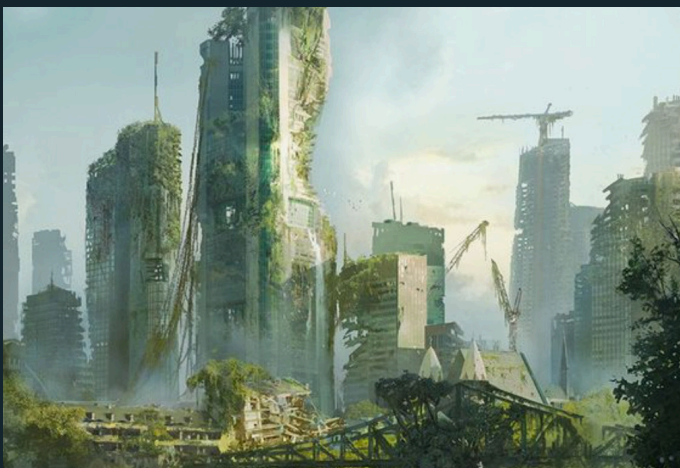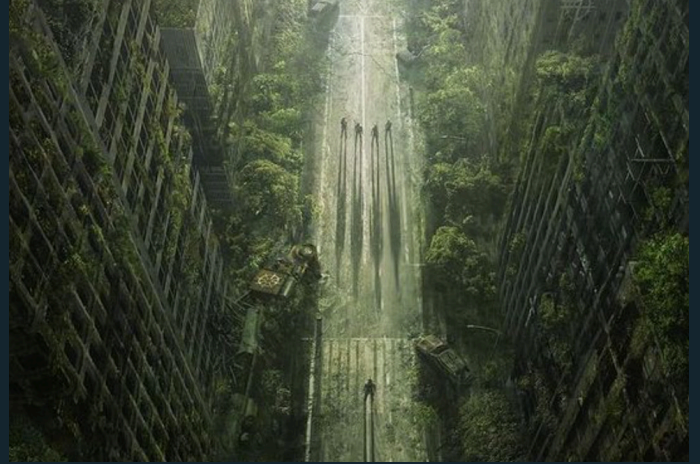Wide total shot of city which is overgrown by vegetation

Shadow gives a hint on what happend to the city

	February	March	April	May	June	July
Pre-Production		- 13. March				
Story	- 14. Feb.					
Concept		- 13. March				
Storyboard	- 28. Feb.					
Assetlist		- 13. March				
Production	15. Feb. -			- 15. May		
Modeling		- 30. March				
Texturing		- 30. March				
Rigging			- 7. April			
Animating			- 28. April			
Build of Scene			- 15. April			
Lightning				- 1. May		
Rendering				- 15. May		
Post-Productin			30. April -			
Compositing					- 7. June	
VFX					- 7. June	
ColorCorrection					- 24. June	
Sound					- 24. June	
Assigning						1. July

	Konstantin	Nico	David
Story	✓	✓	✓
Concept Art	✓	✓	
Storyboard	✓	✓	✓
Assetlist	✓	✓	✓
Modeling	✓	✓	✓
Texturing	✓	✓	✓
Rigging	✓	✓	✓
Animating	✓	✓	✓
Build of Scene	✓	✓	✓
Lightning	✓	✓	✓
Rendering			✓
Compositing	✓	✓	✓
VFX	✓	✓	✓
ColorCorrection	✓	✓	✓
Sound		✓	✓

Aspect ratio:	21 : 9
Resolution:	2560 : 1080
Framerate:	25 fps
Length:	1 - 2 minutes
Renderer:	Eevee
Encoding:	h264 in mp4