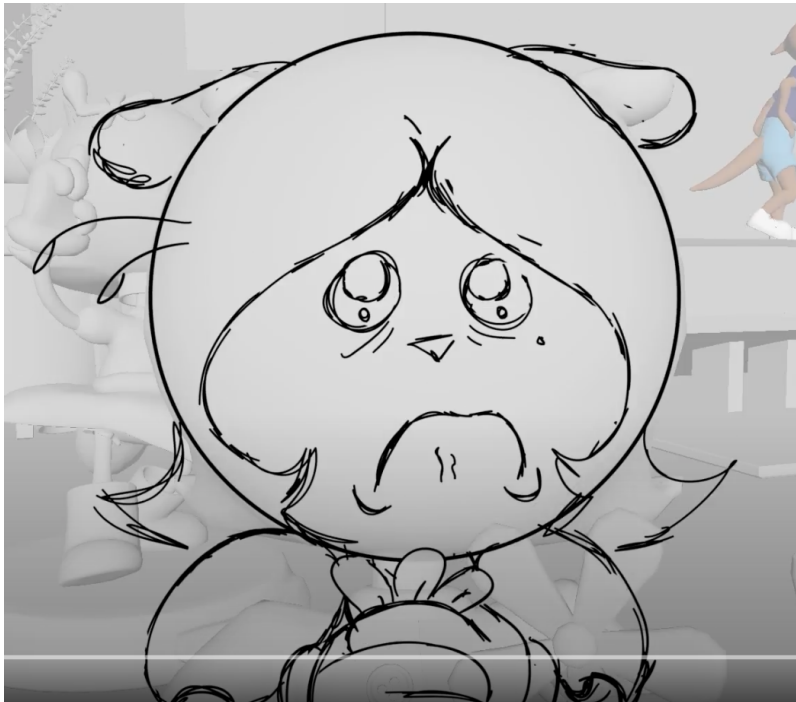


2D ANIMATION ROUGHS FEEDBACK

EM

SHOT 36-



My only note for this would be to be careful to not go off model with the ears when they droop down in this shot! (right now they seem very rounded and large)
Also the smile is a little bit off to the viewers right! Also make sure that her whiskers are coming off her face white, not her hair!

Director Note: Minimal movement (make sure her eye bags, mouth, and hands aren't twitching) because she is no longer the focus of that shot! If anything the movement should be MINIMAL in the ears

SHOT 51-

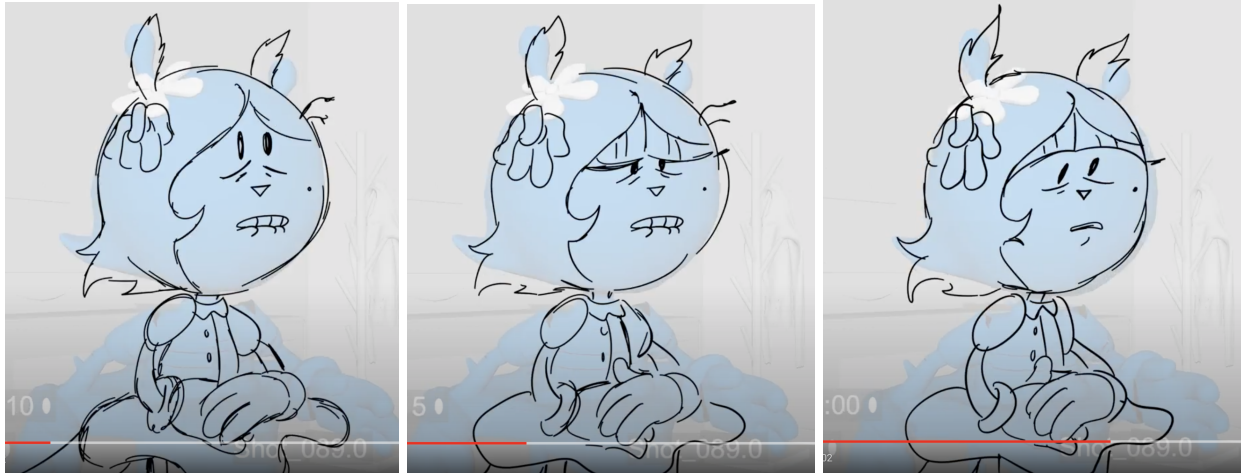
Director Note: Ollie is being smashed at a flat angle so you probably would not be able to see her limbs that much when she gets crushed if they were flat from where the camera is. Make sure they feel flat in the proper perspective.

Ollie also seems small for her size compared to the anvil and how far she is from Olivia, try making her a little bit bigger in this shot.

SHOT 59-

I'd say to watch the flower movement bc in a couple frames when she's looking at the keyboard- it's a little jumpy. (this can be adjusted in in-betweens this week)

SHOT 89-



When the eyes close they get lower than the first face's eyes so it seems like she's looking down! If that's the intention then exaggerate the eyes looking down more and hold it so that we can see she's looking down, if not then make sure they stay in the same height! Again, also make sure that her whiskers are coming off her face white and not her head.

SHOT 116-

Not on the drive

SHOT 20.1-

No notes! Looks good!

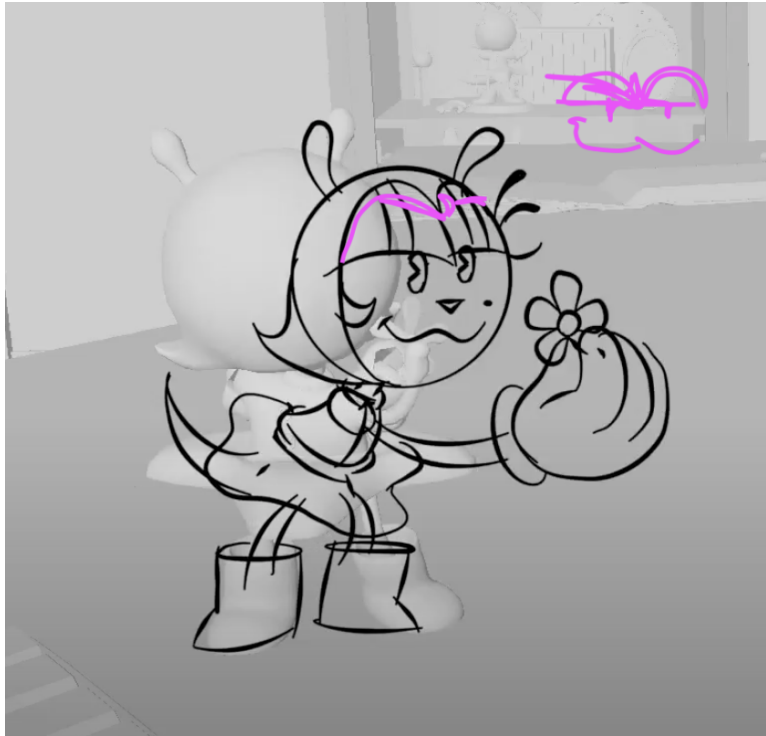
JESUS

SHOT 20-



Ollie's right arm (viewer's left) seems a little short in comparison to the other.

SHOT 26-



I would say to exaggerate the smug-ness of Ollie's facial expressions here (I think playing around with her eyebrow line can add that extra sass!)

It seems like she is missing her other arm for the majority of the shot, so it might help to draw it showing slightly behind her to avoid confusion. Her other shoulder should definitely be somewhat visible in this pose as well.

SHOT 38-



Acting is good for this shot! My only note would be to make sure the flower doesn't look like it's placed on top of her hands and more like she'd holding it! (I think that can be fixed by having the front hand over the bottom two petals!)

In terms of staying on model: Reference the storyboard for this shot for eye sizing and mouth!

SHOT 39-



Have Ollie look more mischievous before she “fake smiles” and gives the thumbs up to Olivia.

Director Note: Make the turn-back at the end much snappier so it doesn't lag. Should be thumbs up and then and immediate quick turn back to her pose. Should be almost immediate!

SHOT 40-



I'd say to add on to the mischievous emotion by playing with her eyebrows a bit more and having them be a lil more scrunched / furrowed together !

SHOT 42-

Good job!!! No notes!!

SHOT 43-

No notes- director approved!

SHOT 46-

Director Note: Make Ollie a little smaller! (reference the size of Ollie in the first frame of hannah's roughs for short 112)

SHOT 57-

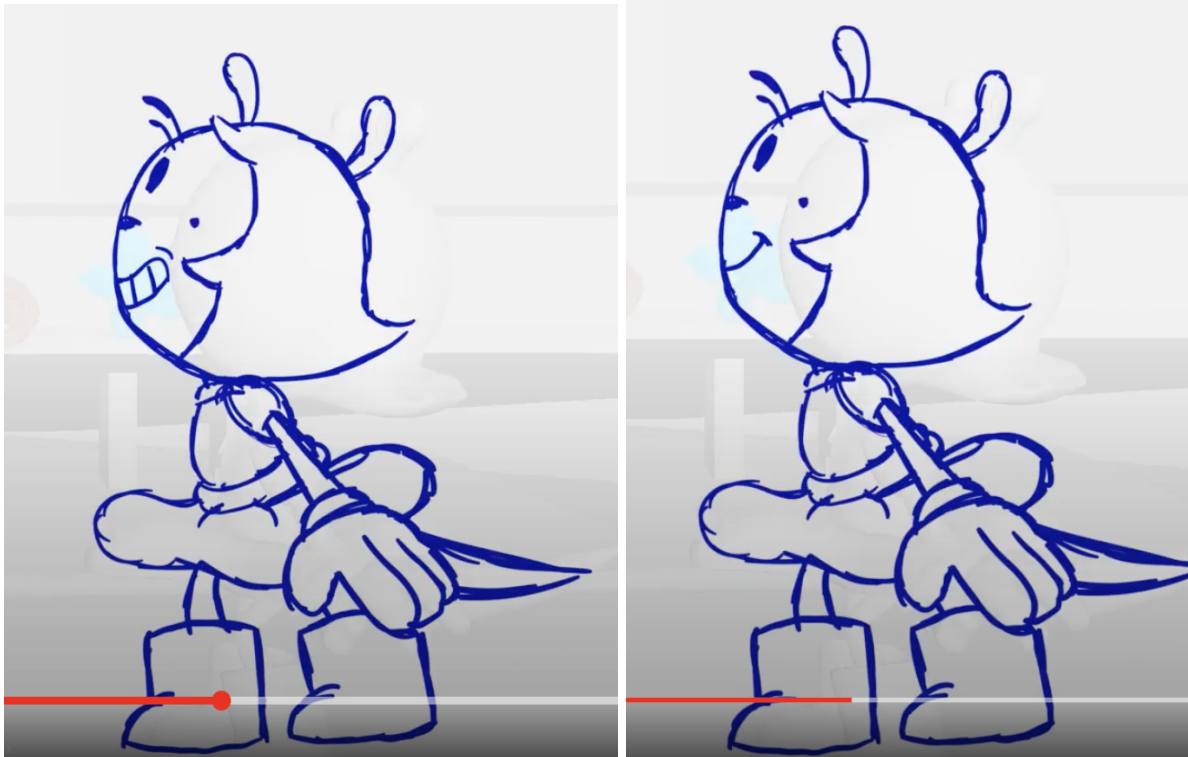
Director Note: Same note as above for Ollie's sizing!



Try having her jump straight up and in line with where she would land so it follows the laws of physics! Right now she jumps backward like this ^ and then lands forward which feels off. (reach out to me -Saige- if you have more questions about this I can pull you into a breakout to explain further if needed!)

HANNAH

SHOT 112-



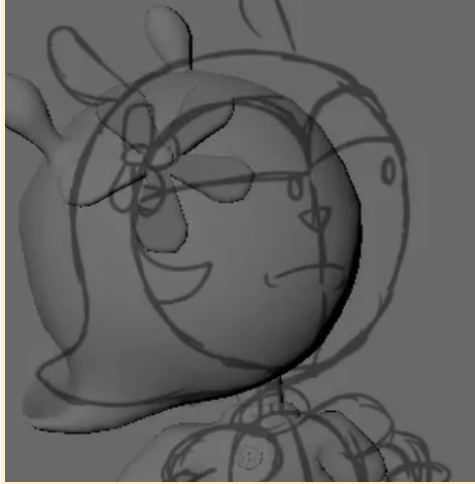
Everything looks great !!! My only note is that this smile that Ollie makes lasts for too little in the shot so I'd say for the timing to work I think you can choose whether to hold the open / teeth smile on her next poses to hold it a bit longer or just have her mouth be closed after the hug!

Director Note: It seems like Ollie looks much bigger than Olivia at the end of the shot than she does at the start. I think it may be in part to her size not shrinking as the camera zooms out for the hug. Be mindful of that camera move and try to keep her the size she is in the first frame the whole way through!

CAMILLE

SHOT 20.2-

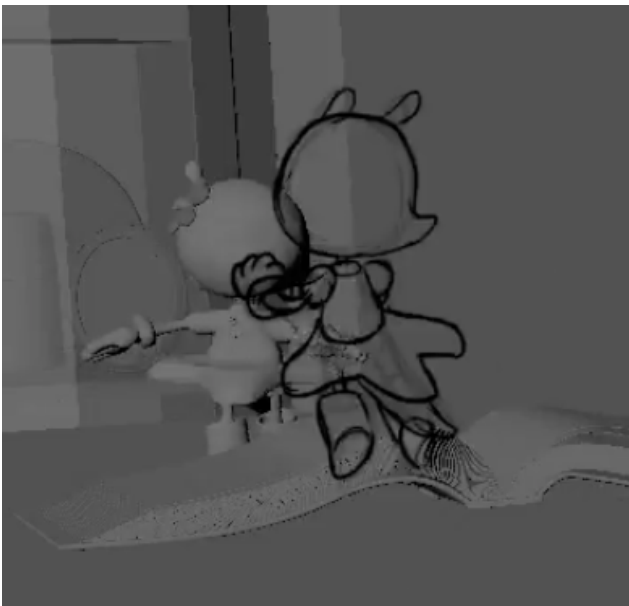
Make sure her face doesn't deviate in shape, it seems like it's looking more square-shaped especially toward the end (reference a perfect circle for her head at all times).



Make sure her neck doesn't grow and stays the same height.

Don't forget her whiskers and mole!

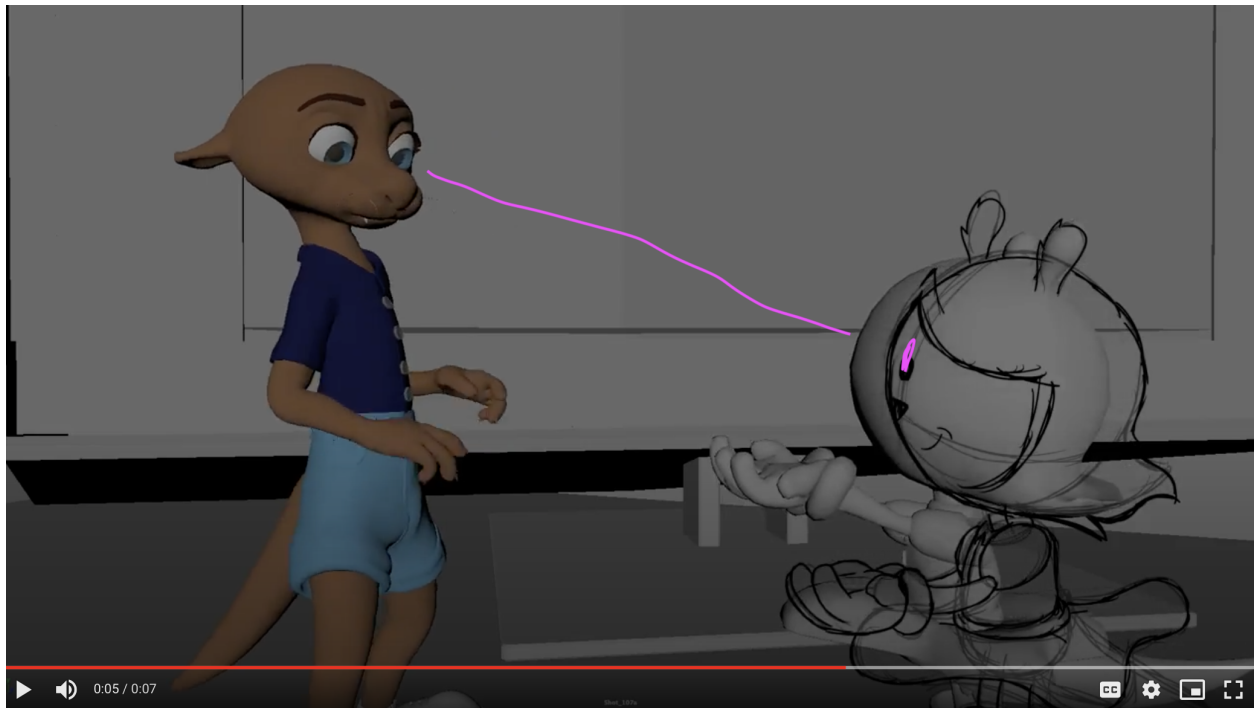
SHOT 114.1-



I'd say to add a bit more weight when she lands but other than that really great job with the dive!!!

Don't forget her whiskers or mole!

SHOT 109-



Really minor thing but I'd say to raise her eyes a little bit in these so it looks like she's making eye contact!

Don't forget her mole!!

Make Ollie smaller in this shot (reference the size that Hannah has her for the first frame of the hug Shot 112!)

SHOT 110.2-

Make sure her thumbs aren't too pointy! Round them out like little sausages.

Director Note: Adjust the timing so that Ollie's hands are already moving when the shot begins and she hands it over to Olivia more slowly. It feels very abrupt right now so drag that action out a little bit despite the timing of the 3D model underneath.

SABRINA

**Note- trying to get y'all all the shots roughs (with some inbetweens most likely) by wednesday! Heard!*