Guide to:

DEFINITELY A NORMAL THEME PARK

Created by Dayna Keaney

Get your tickets now!

DEFINITELY A NORMAL THEME PARK

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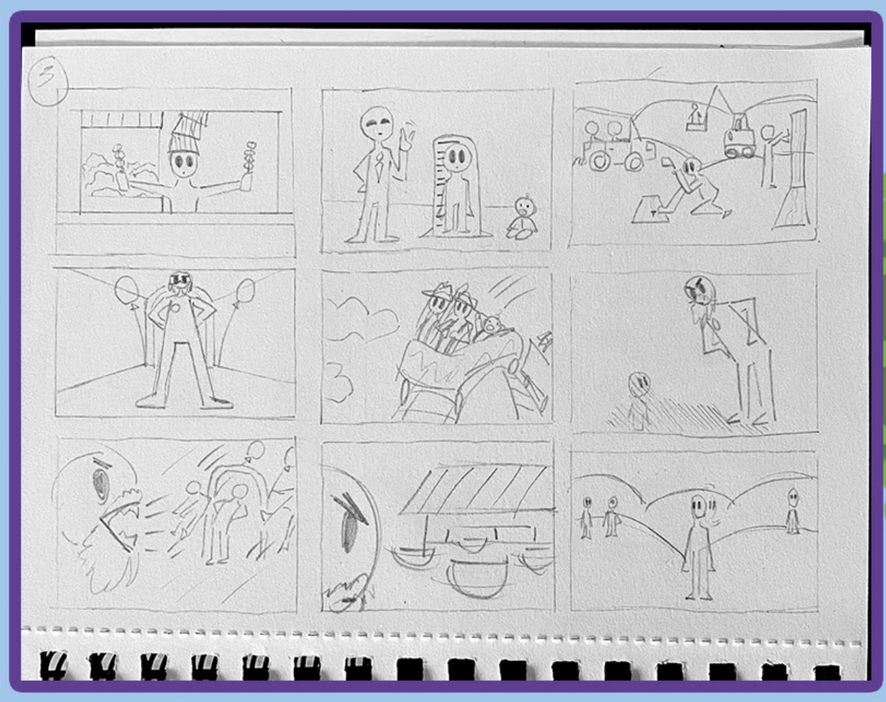
Welcome to the Normal Theme Park, we hope you enjoy your day!

We are just a pack of aliens who want to run a theme park and make humans happy! Not strange at all!!!
Hold on, is that...
THE INSPECTOR??? OH NO!
Will we be normal enough to pass the inspection that awaits us?

'Definitely a Normal Theme Park' is an animated comedy short film created by Dayna Keaney at Ulster University.

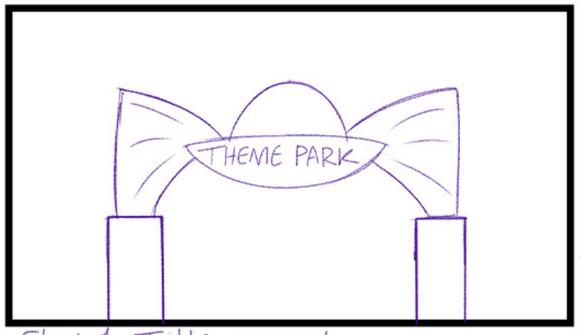
Concepts

I started my first concepts of ‘Definitely a Normal Theme Park’ back in summer 2023 as I was brainstorming project ideas. I drew out some visuals of characters and thumbnails to imagine how a story would play out if aliens were in charge of a human theme park. After a long period of story development, my storyboard reveals the final storyline, characters, setting and camera shots.

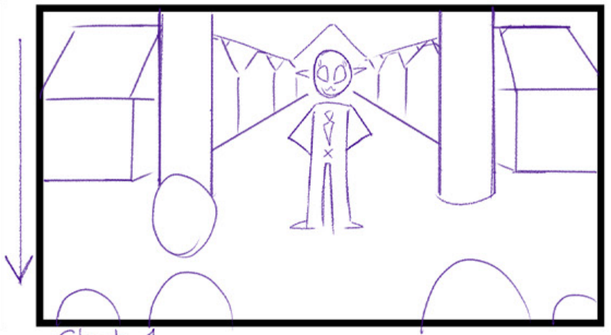


Storyboard

Title Definitely A Normal Theme Park Scene _____ Page 1



Shot 1 Title reveal
pan down to Alien boss



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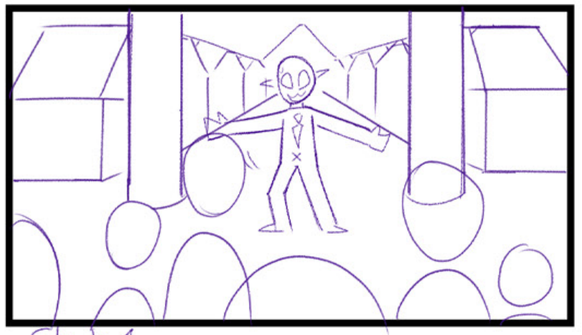

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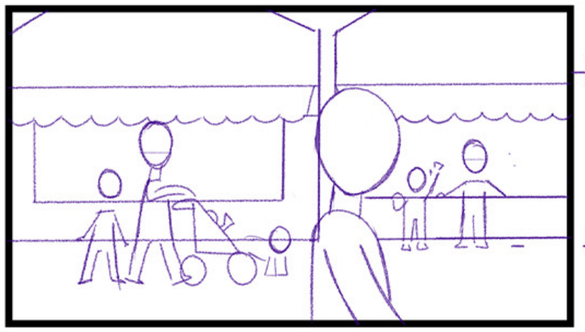
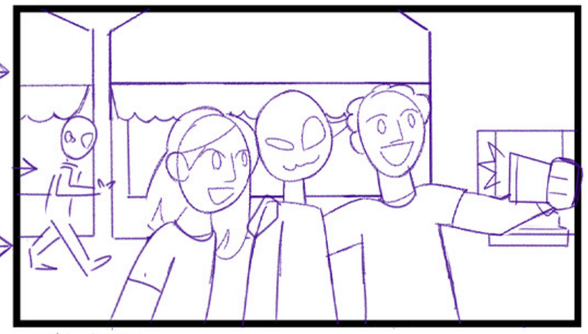
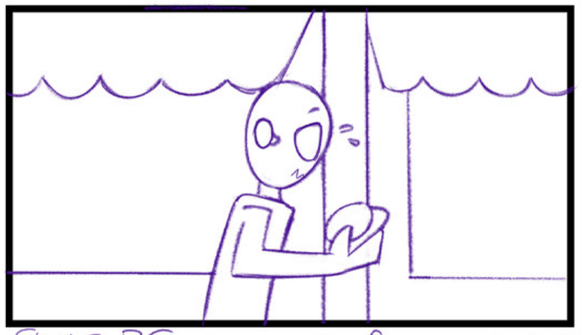


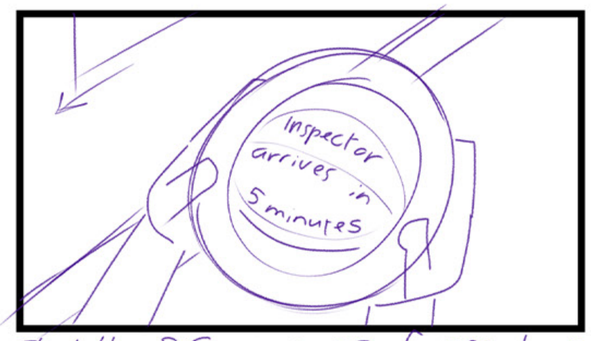
Shot 2 people moving left to right



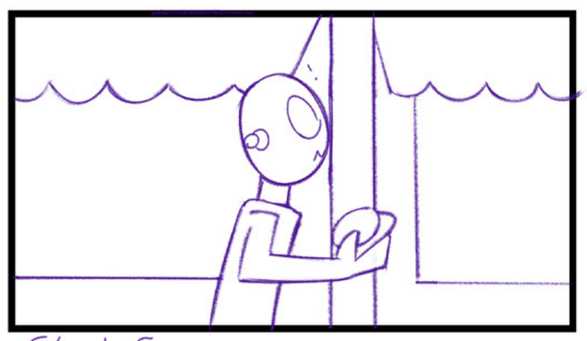
Shot 2



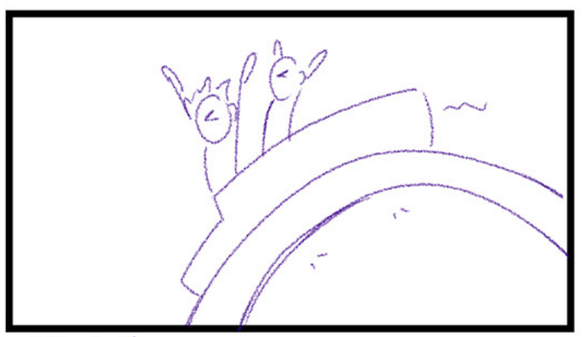
Shot 3 BG moves from right to left, walk in place



Shot 4 BG moves from top right to bottom left



Shot 5

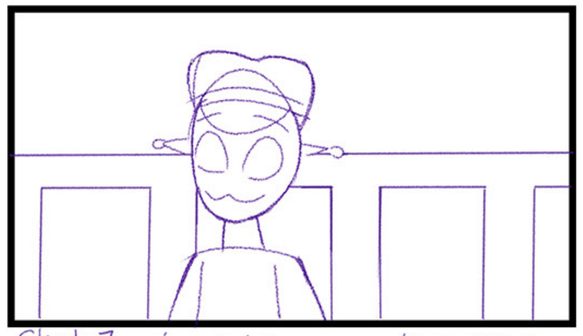


Shot 6

Storyboard

Title Definitely A Normal Theme Park Scene _____ Page 2

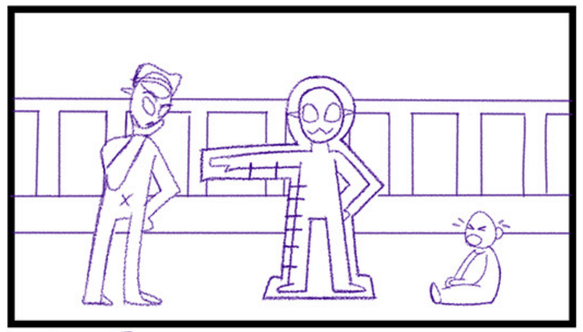
Shot 6 fast



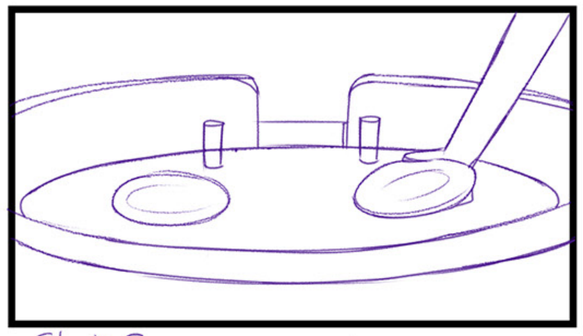
Shot 7 looking up at roller coaster big drop (left up)

Shot 7 then right down

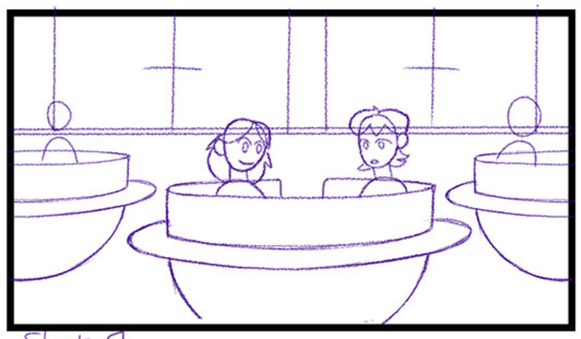
Shot 7



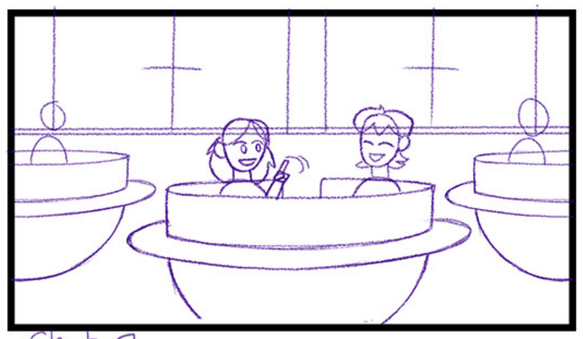
Shot 7 quick cut zoom out same shot



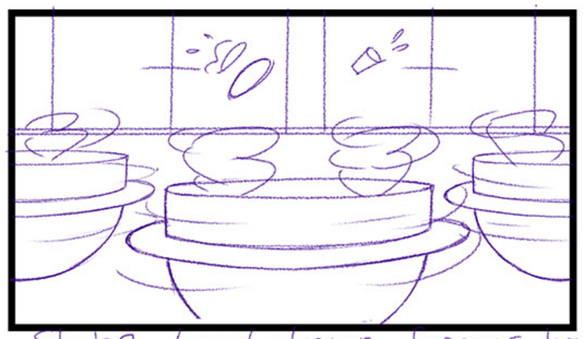
Shot 8



Shot 9



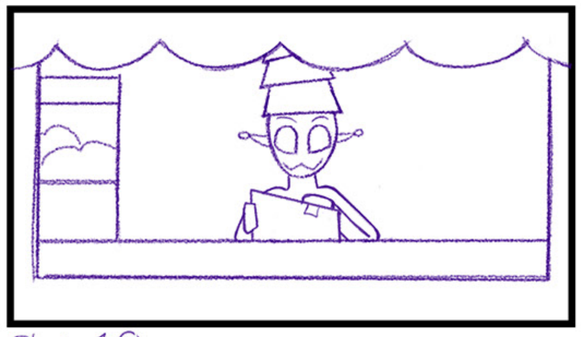
Shot 9



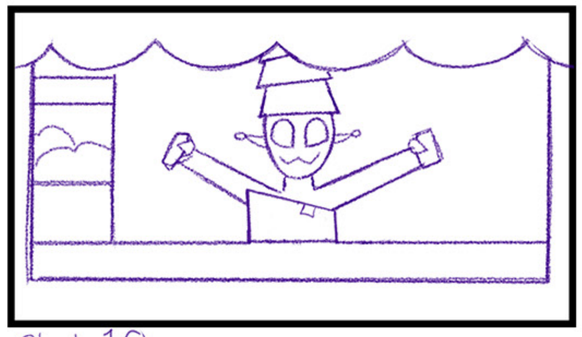
Shot 9 hand drawn frames to resemble spinning

Storyboard

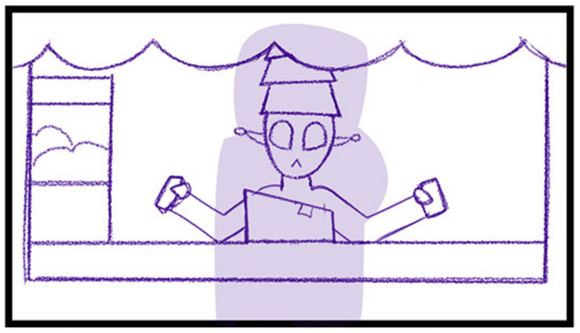
Title Definitely A Normal Theme Park Scene _____ Page 3



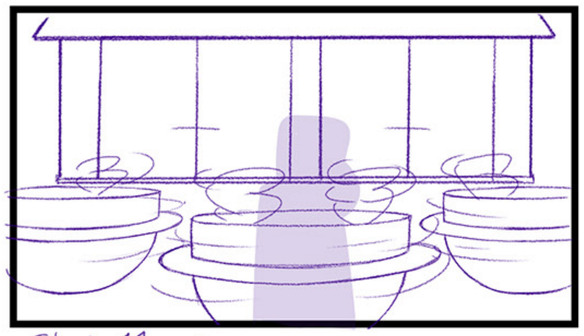
Shot 10



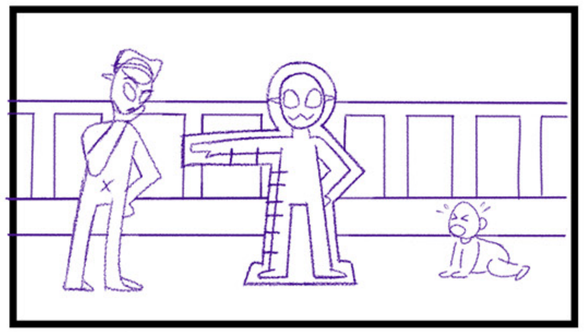
Shot 10



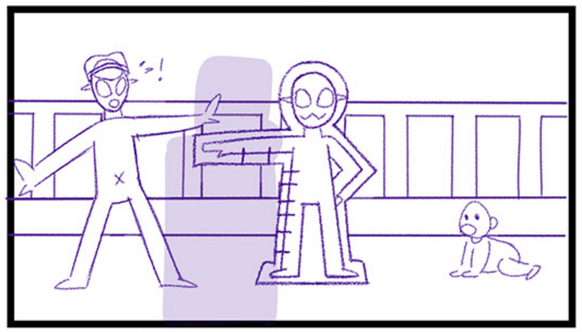
Shot 10 mane shadow at AE compositing stage △



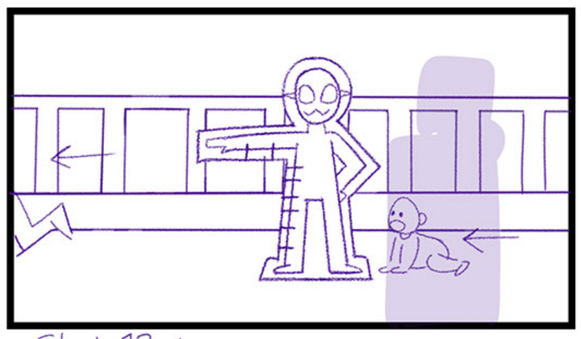
Shot 11 △▯



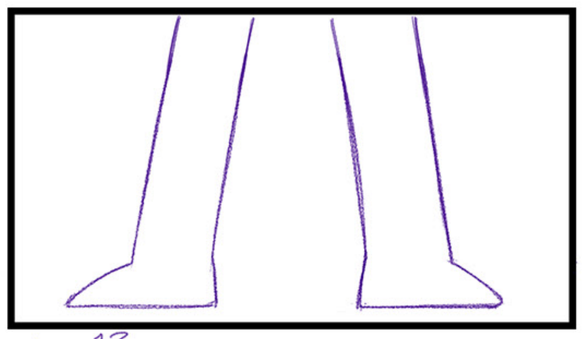
Shot 12



Shot 12 △



Shot 12 △



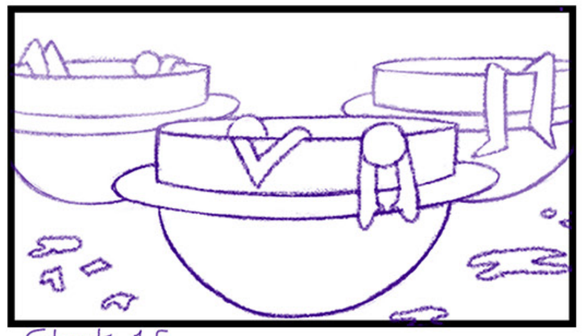
Shot 13 worm eye view

Shot 13 zoom out from feet

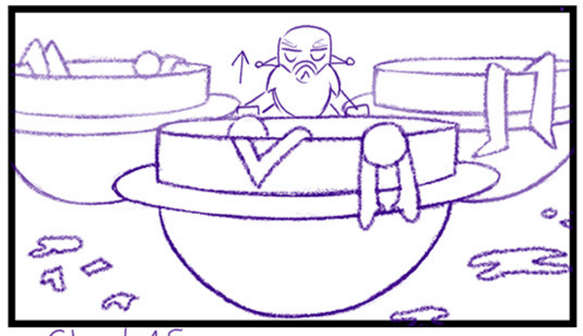
Storyboard

Title Definitely A Normal Theme Park Scene _____ Page 4

Shot 14 adjusts left then right



Shot 15



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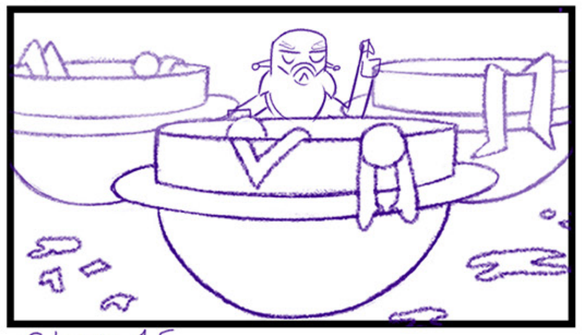

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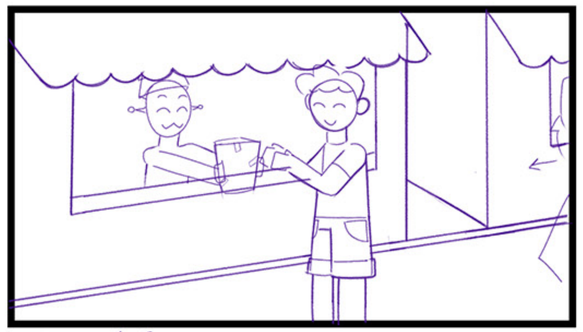
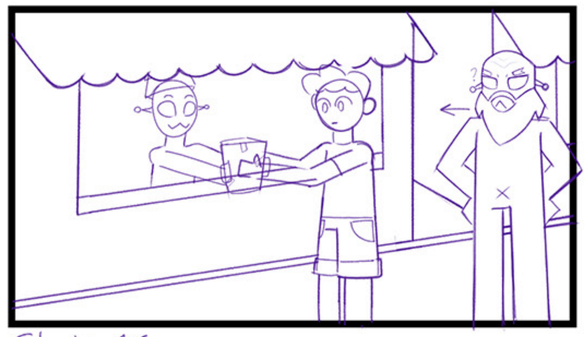
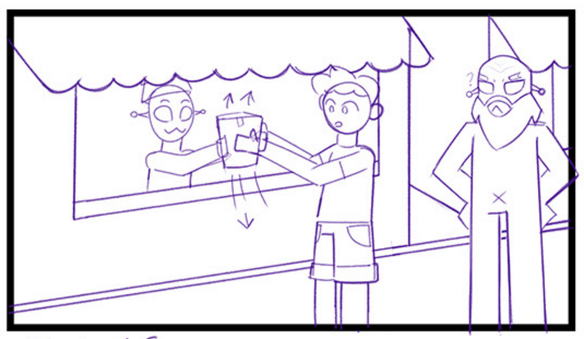


Shot 16 Inspector moves into shot from the right



Shot 16



Shot 16

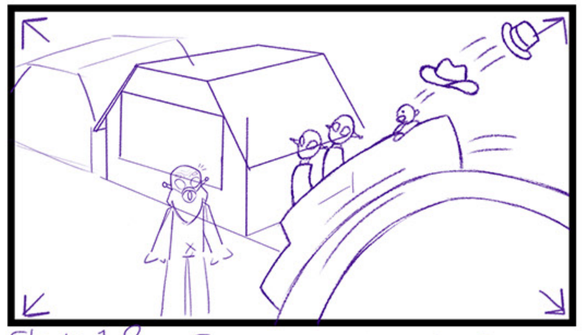
Shot 17 Shaking head

Shot 17

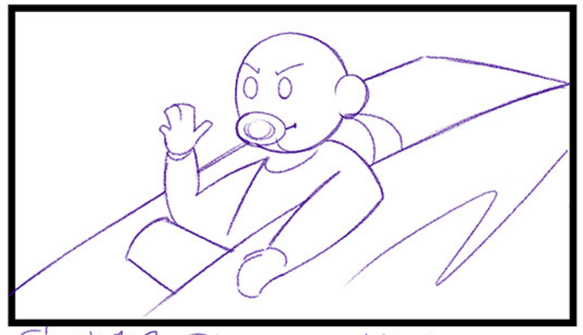
Storyboard

Title Definitely A Normal Theme Park Scene _____ Page 5

Shot 18 settle into pose◊

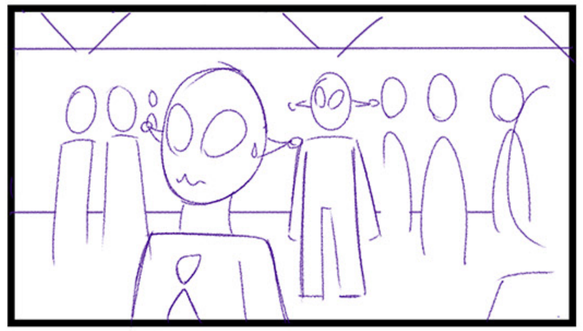


Shot 18 Camera zooms out

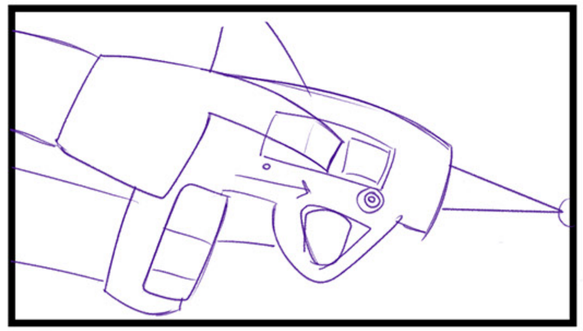


Shot 19 Slow motion

Shot 20



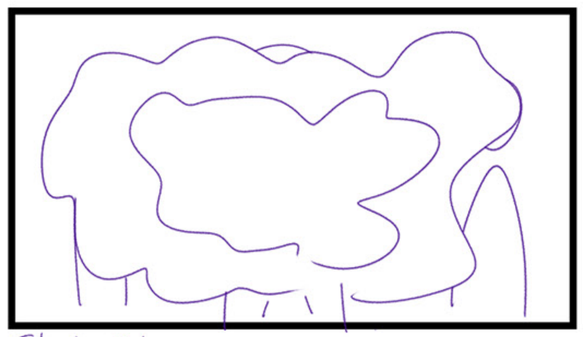
Shot 21



Shot 22

Shot 23

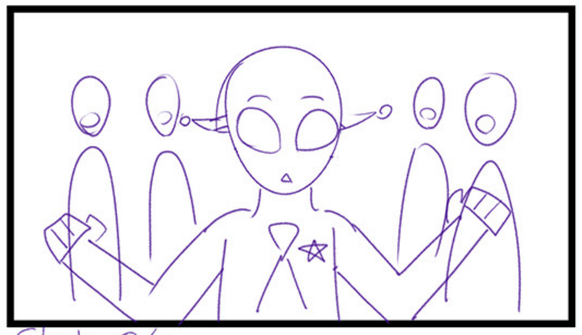
Shot 24



Shot 24

Storyboard

Title Definitely A Normal Theme Park Scene _____ Page 6

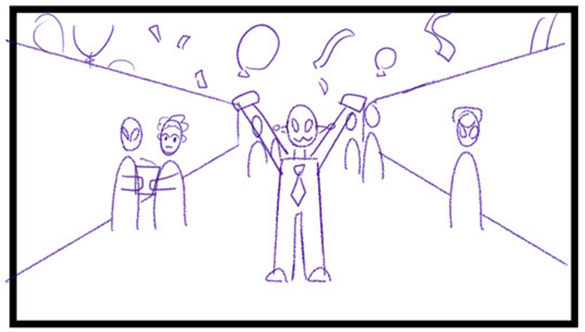


Shot 24

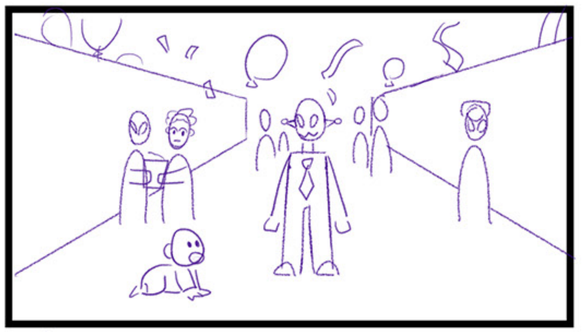
Shot 25

Shot 26

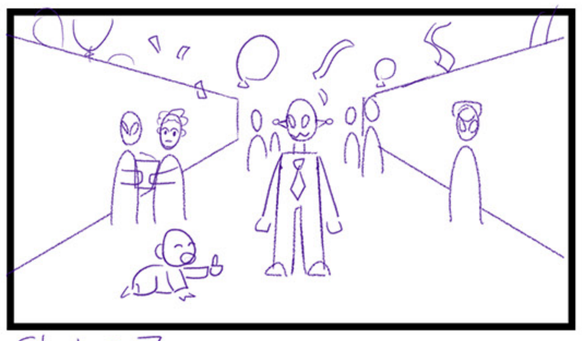
Shot 26



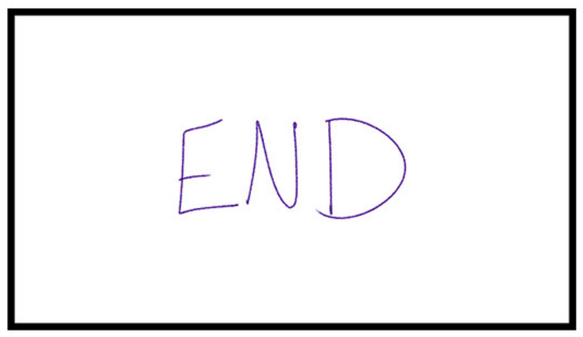
Shot 27



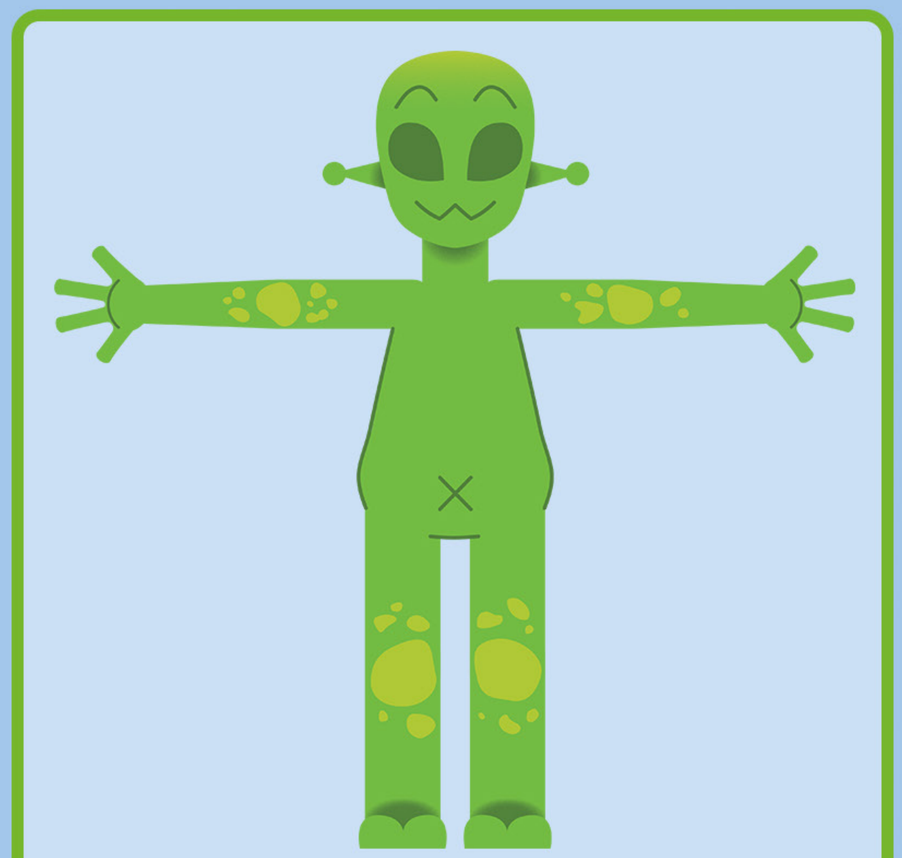
Shot 27

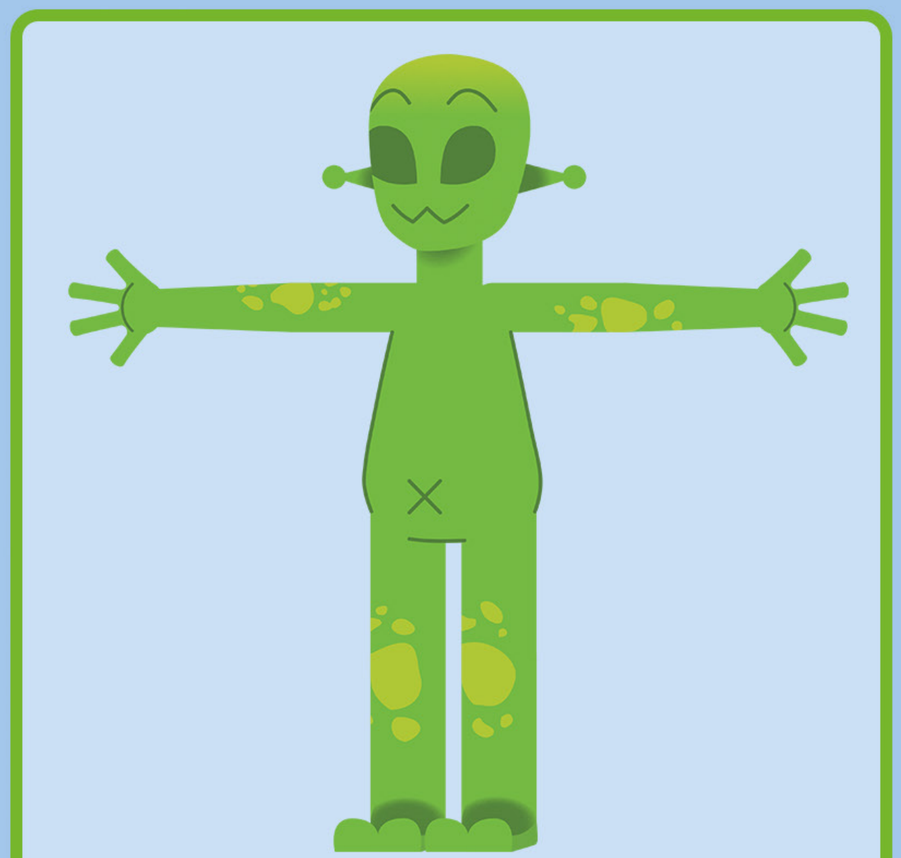


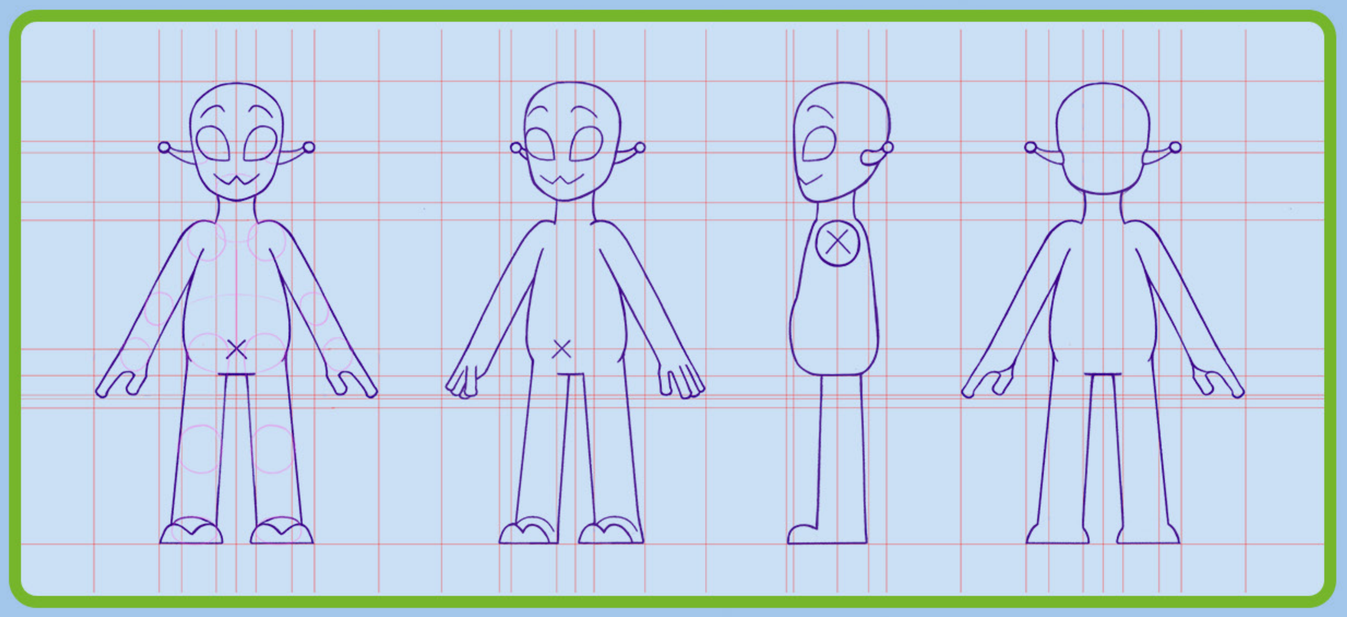
Shot 27

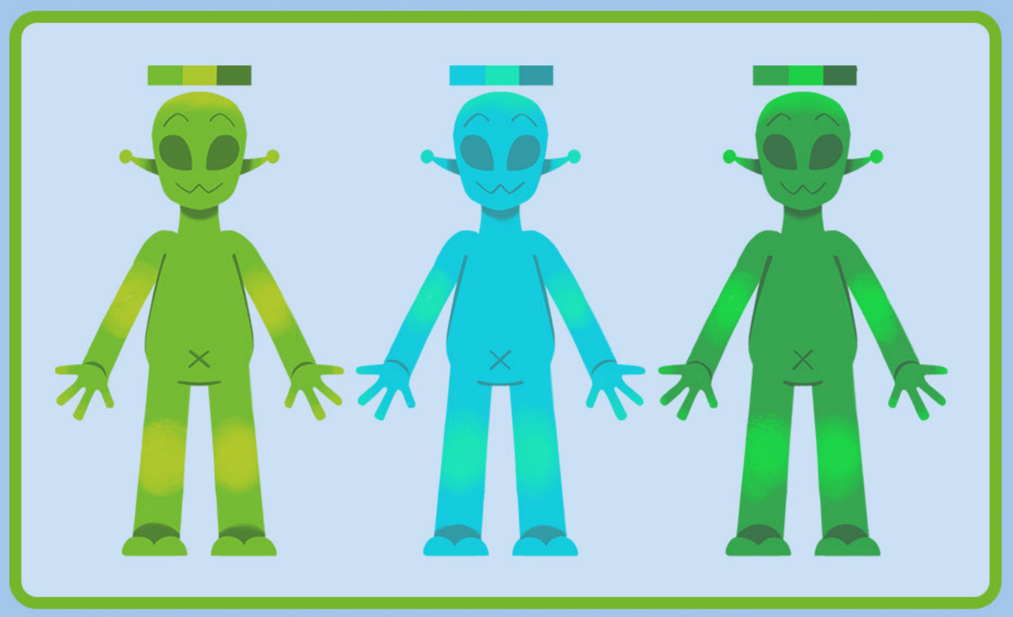


Character Design

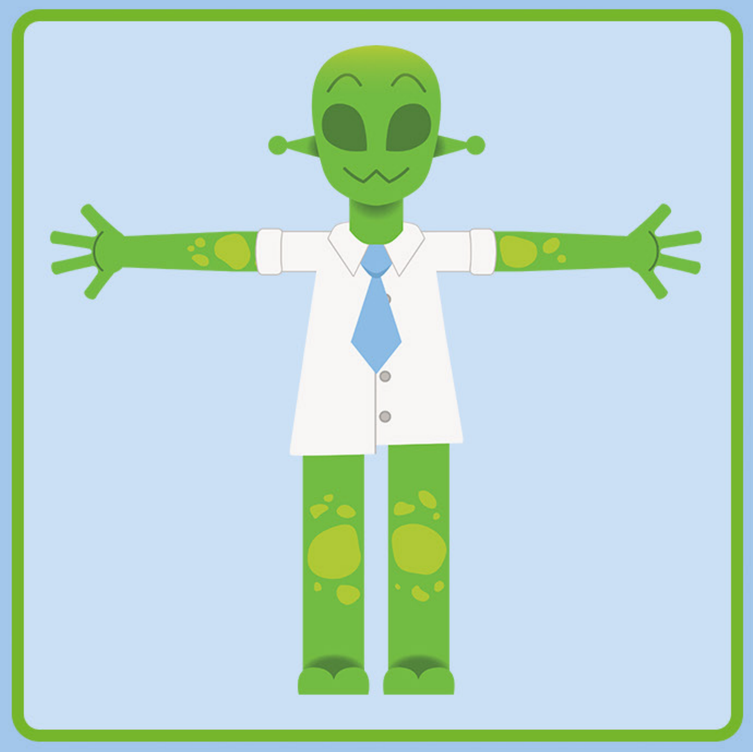


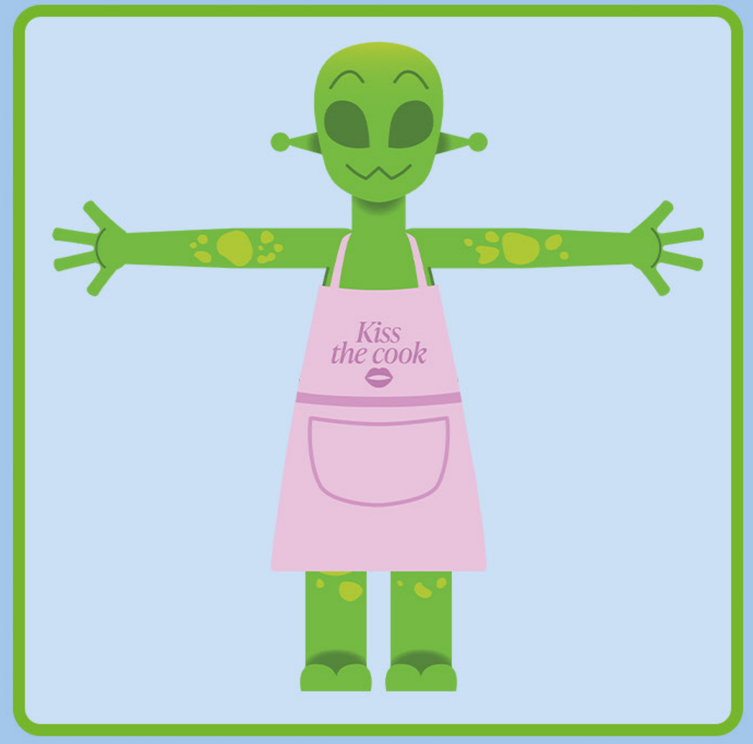






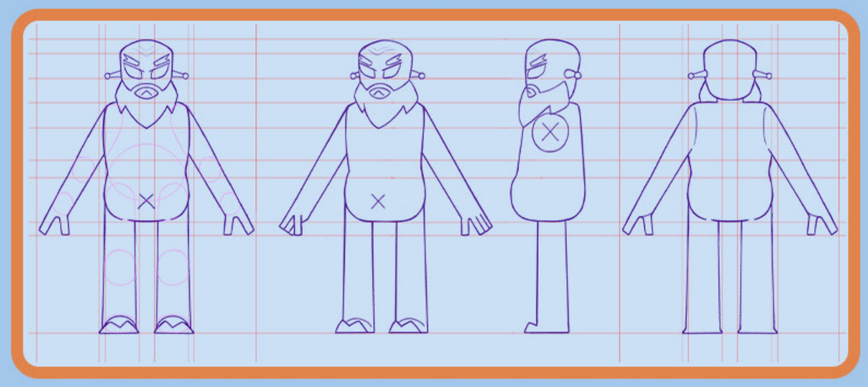
Character Design

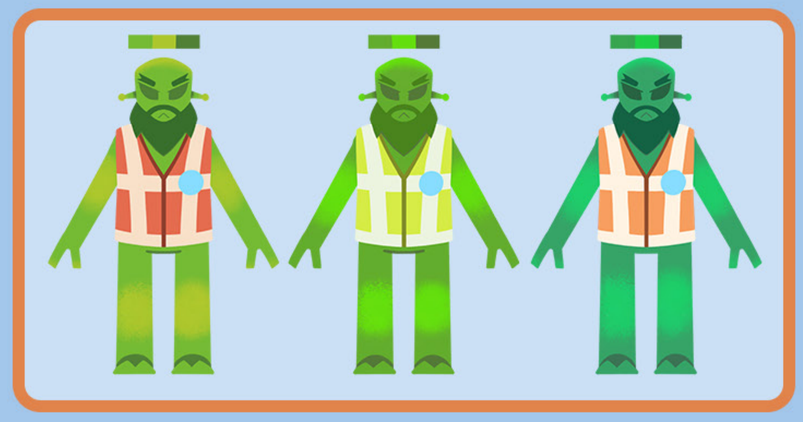


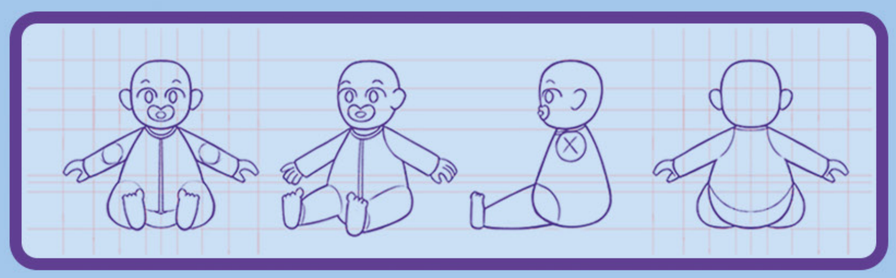


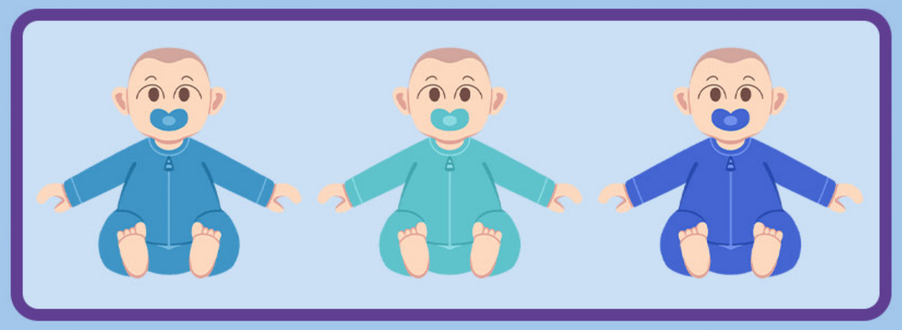
Boss, Operator and Cook

Character Design



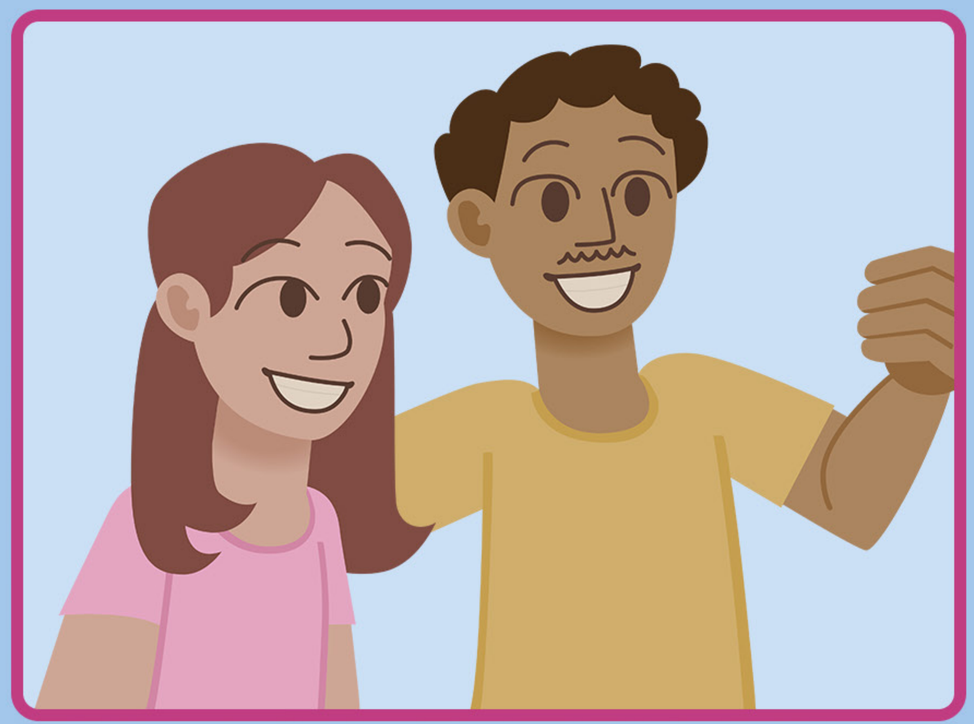


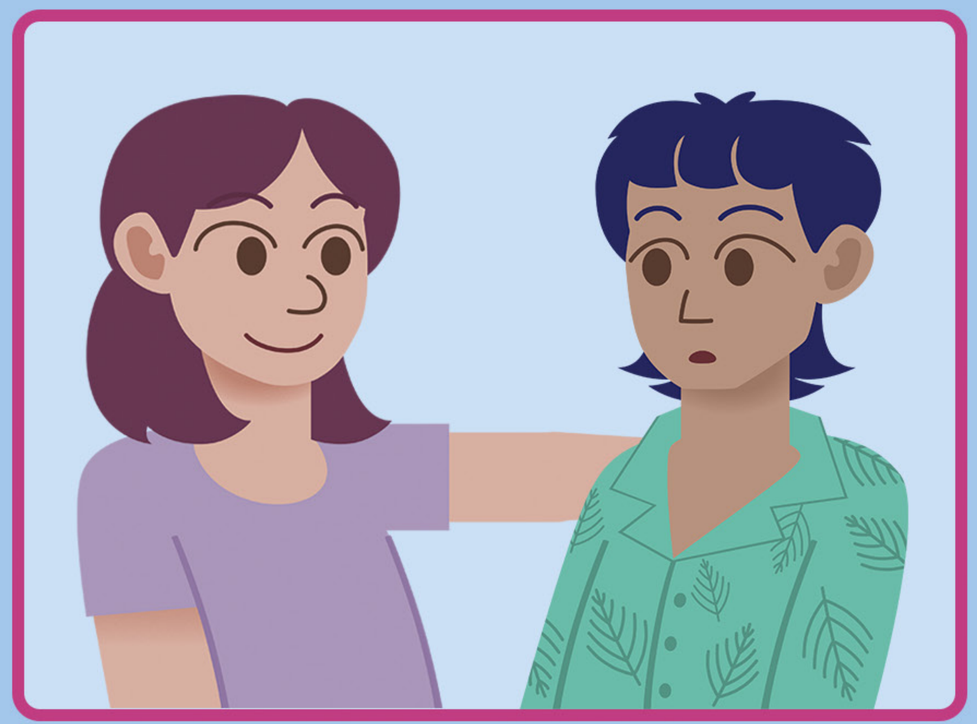


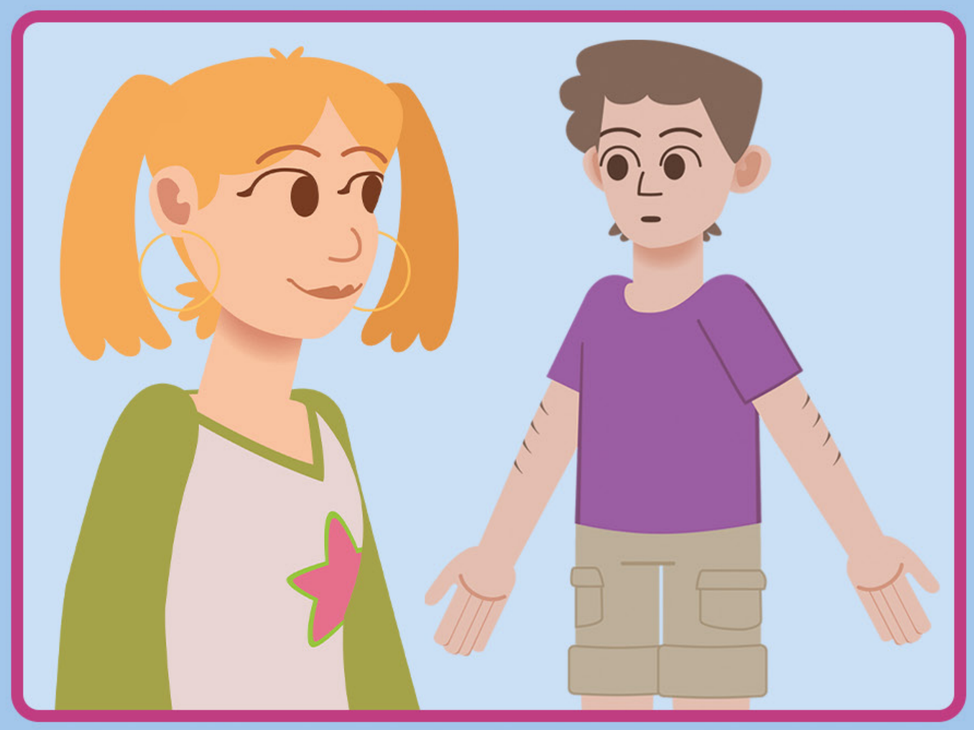


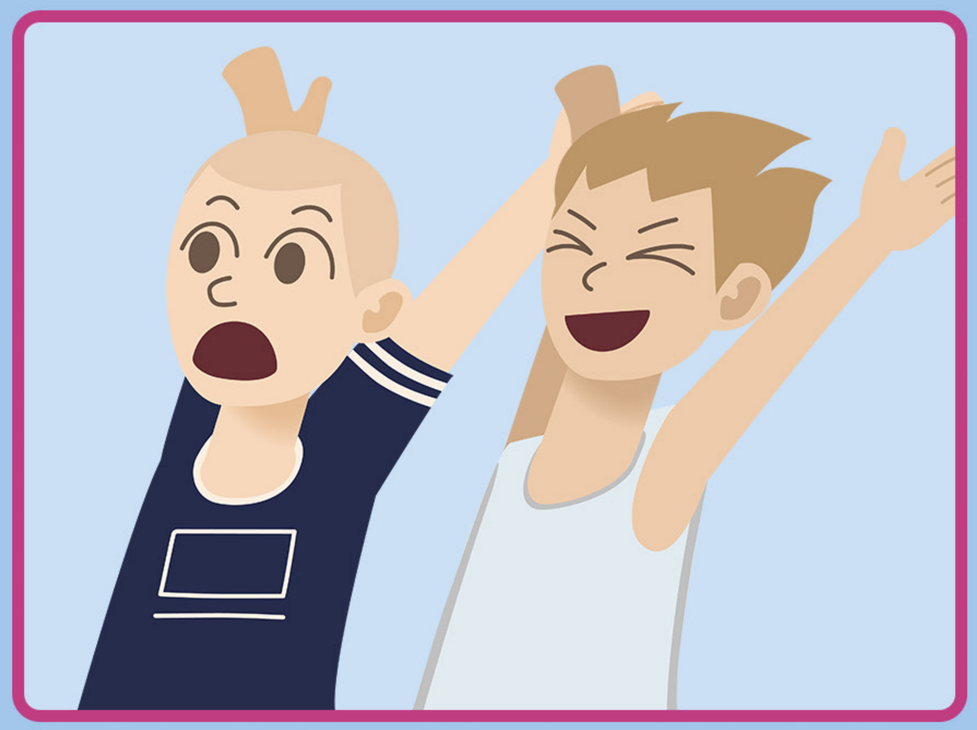
The Inspector and the Baby

Character Design



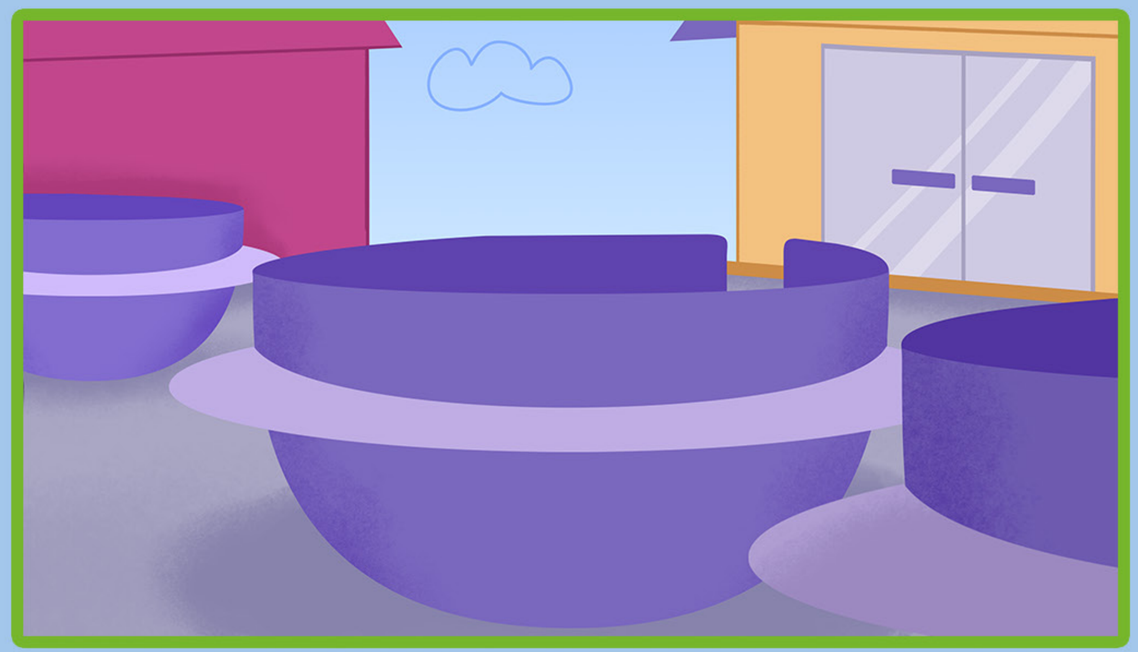


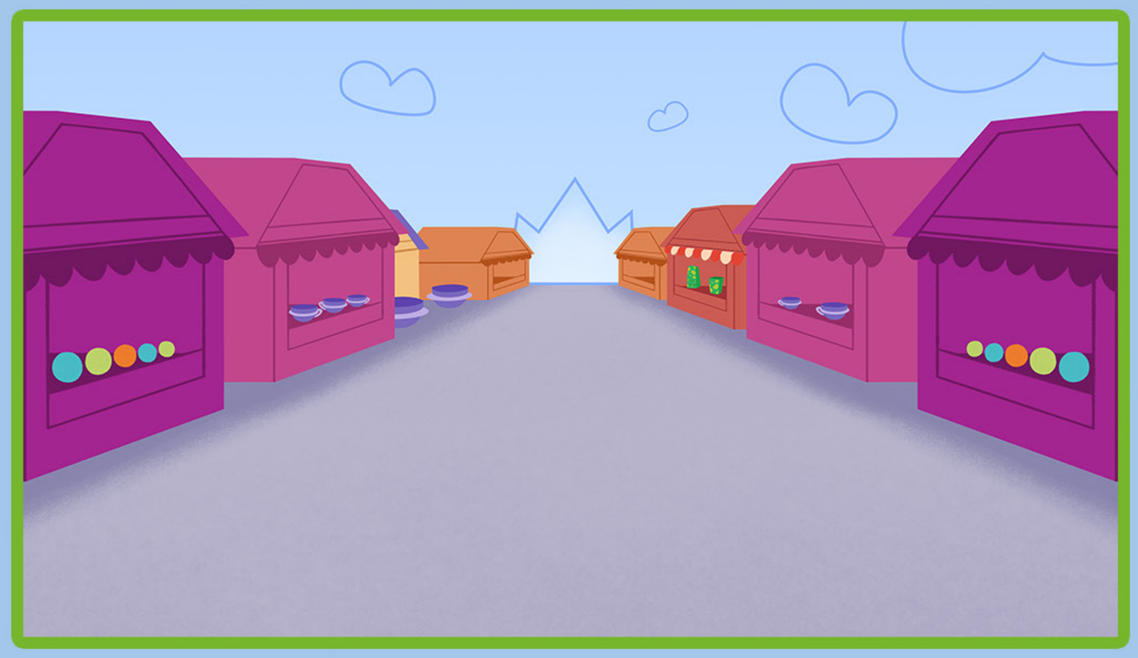




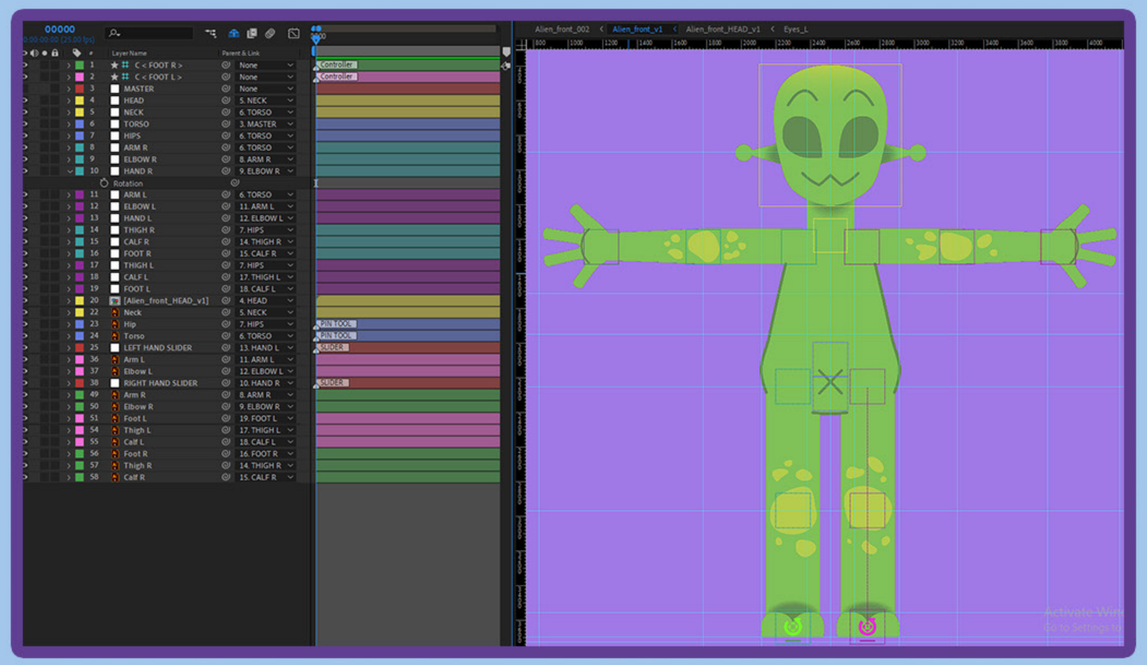
Human side characters

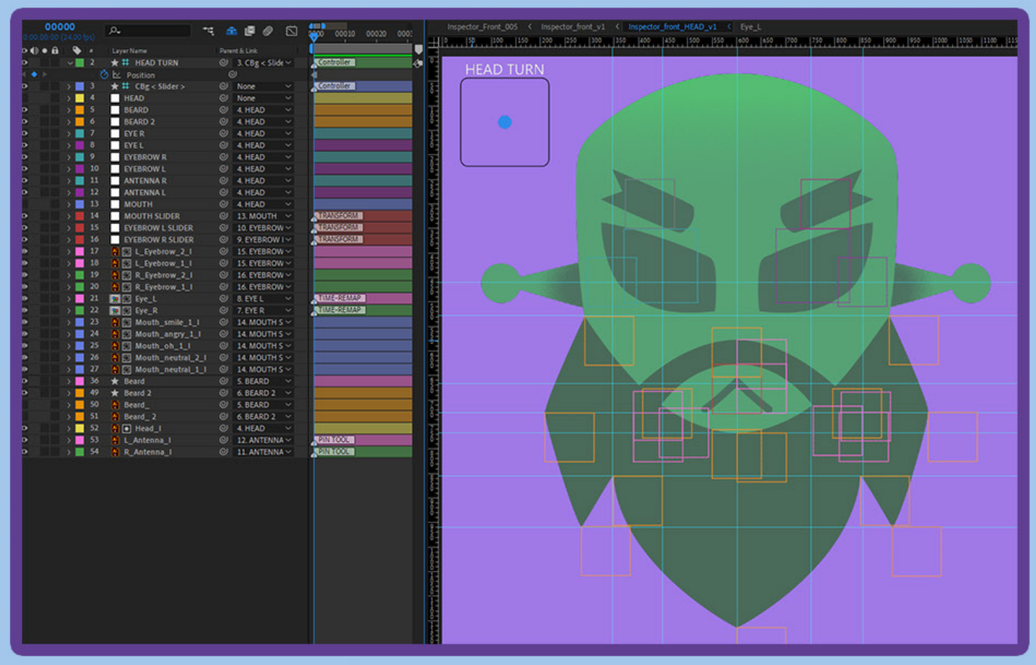
Background Design





Background Design



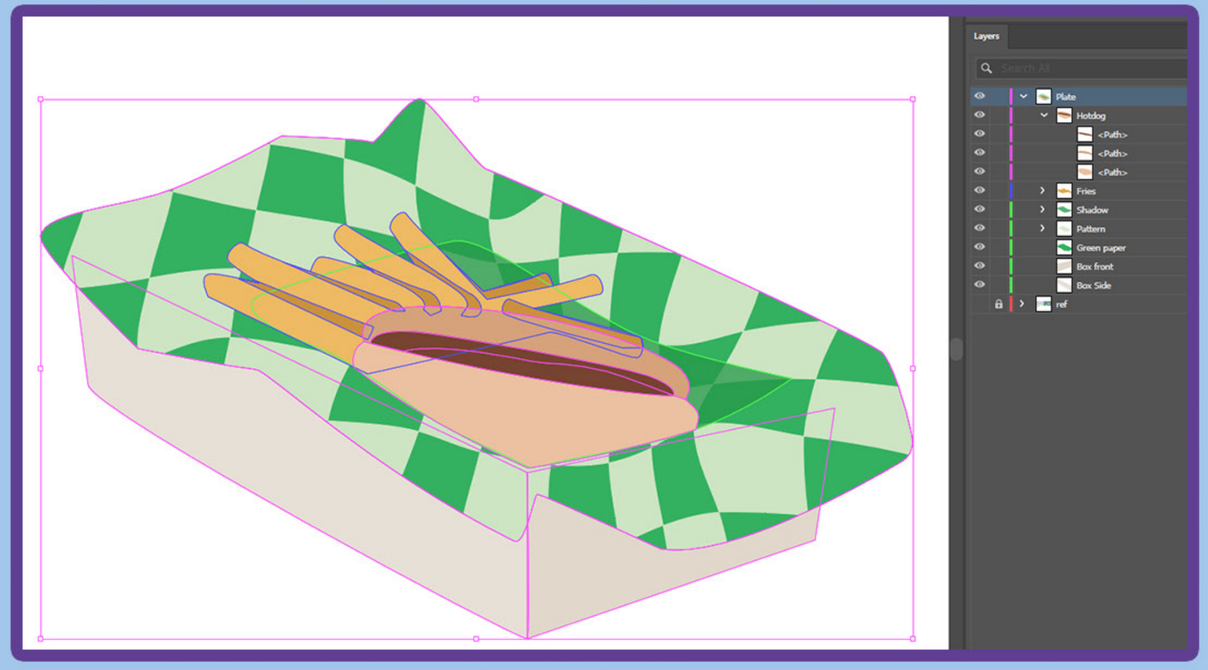


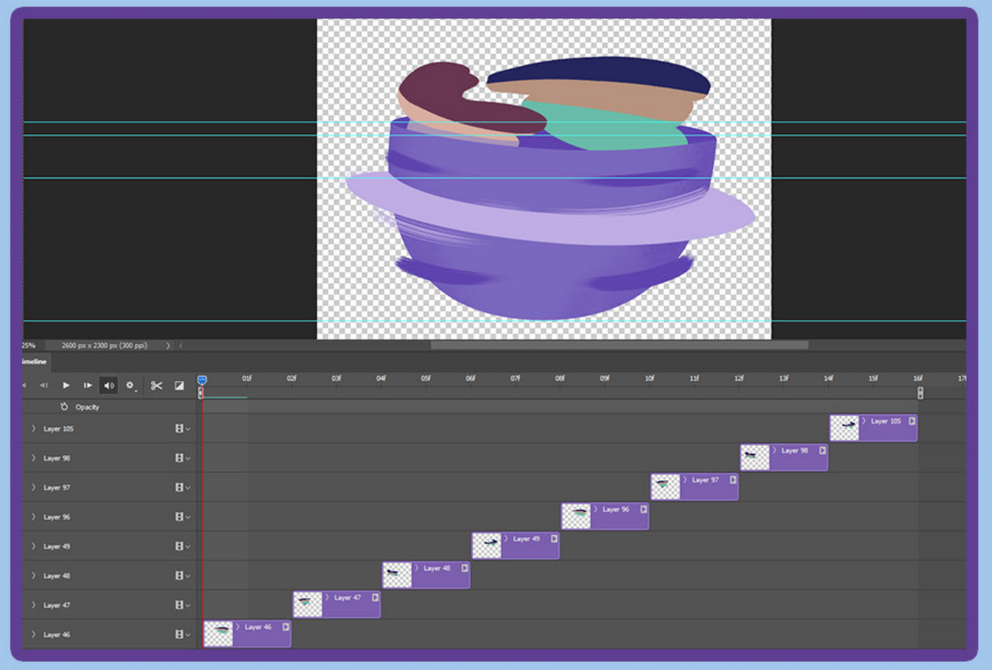
For the animation production, I used After Effects for rig building, animation and visual effects.
The rigging process for each character requires attaching nulls to anchor points of each layer, and parenting to hierarchy. I used the DUIK plugin to apply auto rigs to the legs and used the 2D controller to create head turns. I used After Effects tools such as slider control to switch from multiple of one asset etc. hand and mouth shapes.
I animated the rigs for each shot of the film in After Effects files. During the compositing stage, I continued using the program to produce visual effects; such as laser visuals, shadows and lighting.

Animation Process

Character and prop builds were designed on Illustrator. Using the pen tool, gradient effects and clipping masks, I built each asset following the concepts style.

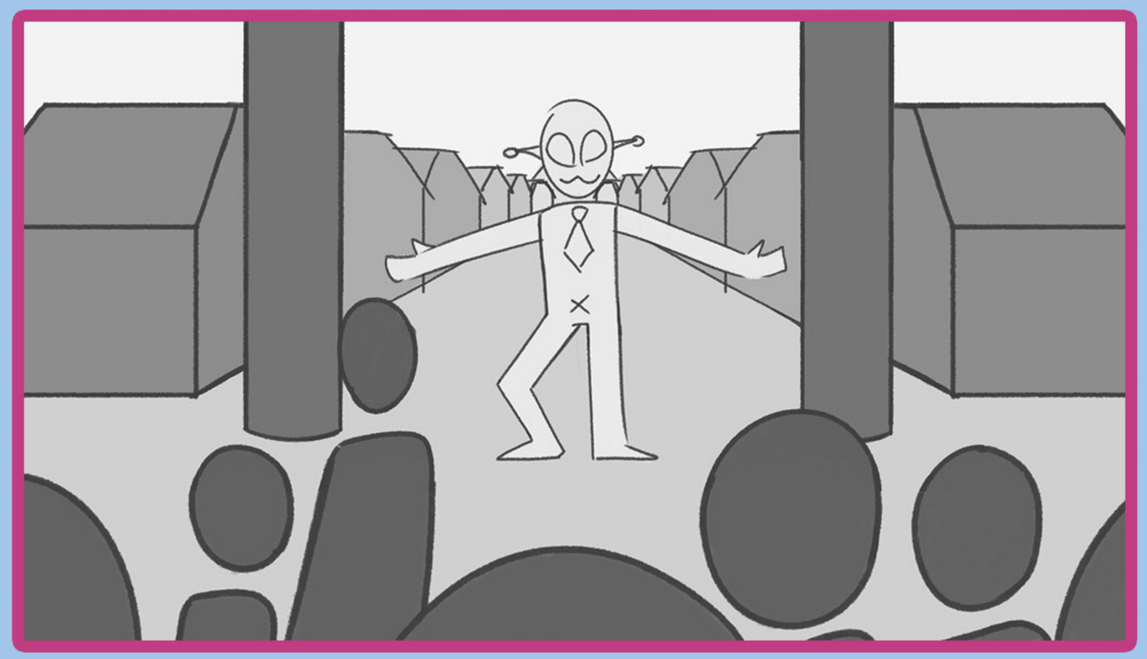
Background designs and additional animations were created on Photoshop. Backgrounds were painted to scale of 1920 x 1080, with each element in separated layers. Additional animation was drawn frame-by-frame using the Photoshop timeline.

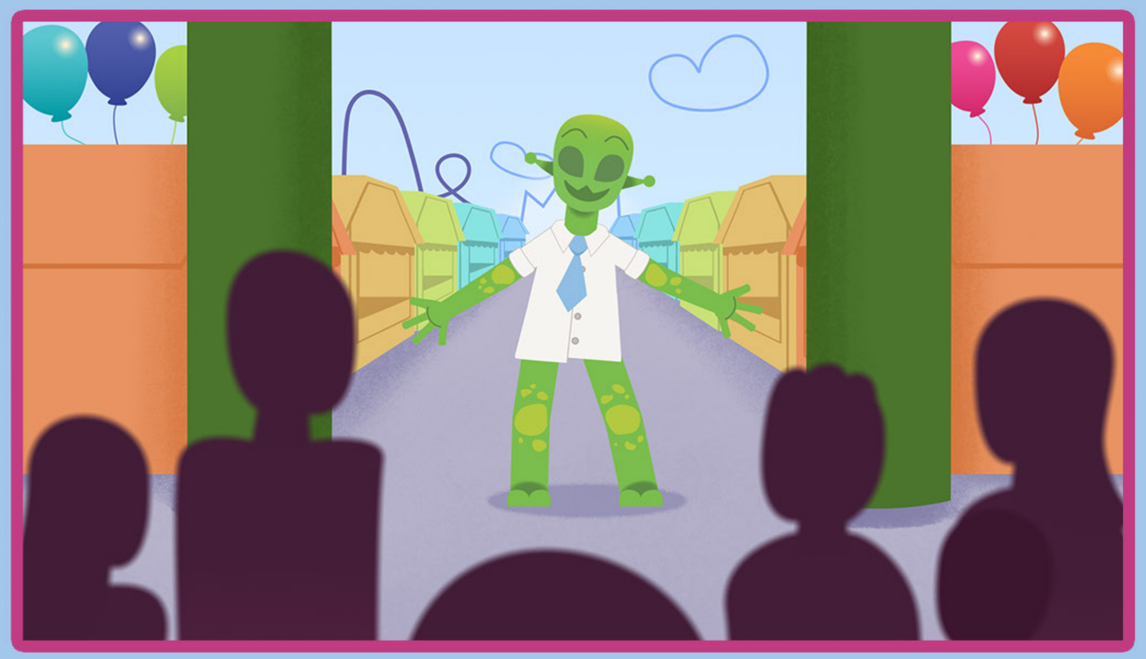


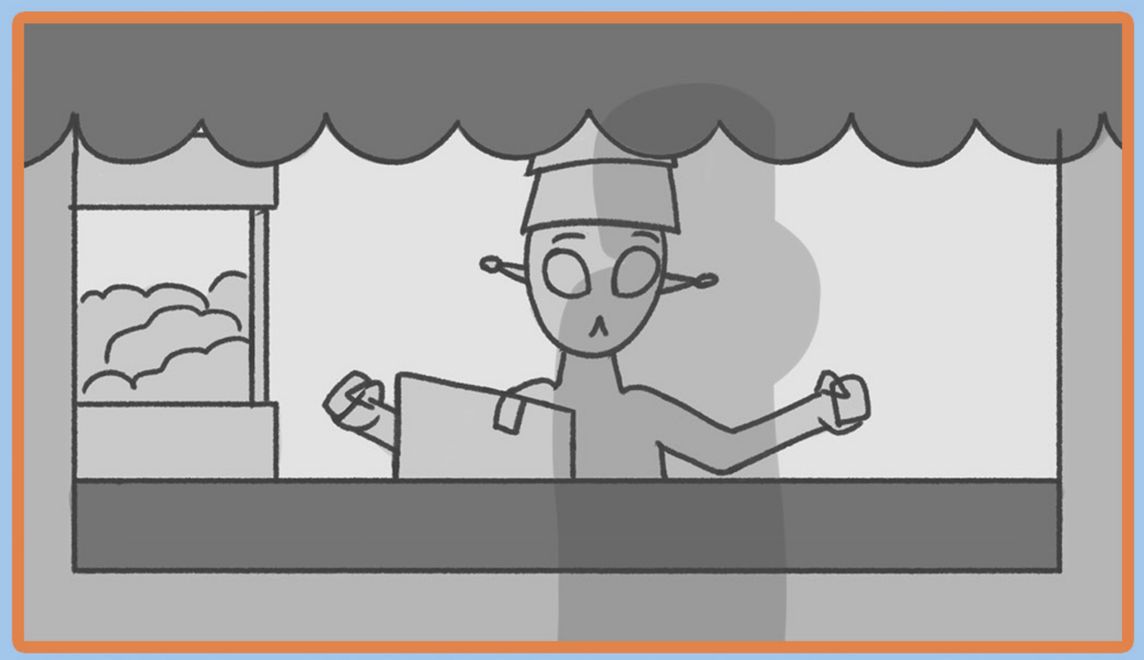


Animation Process

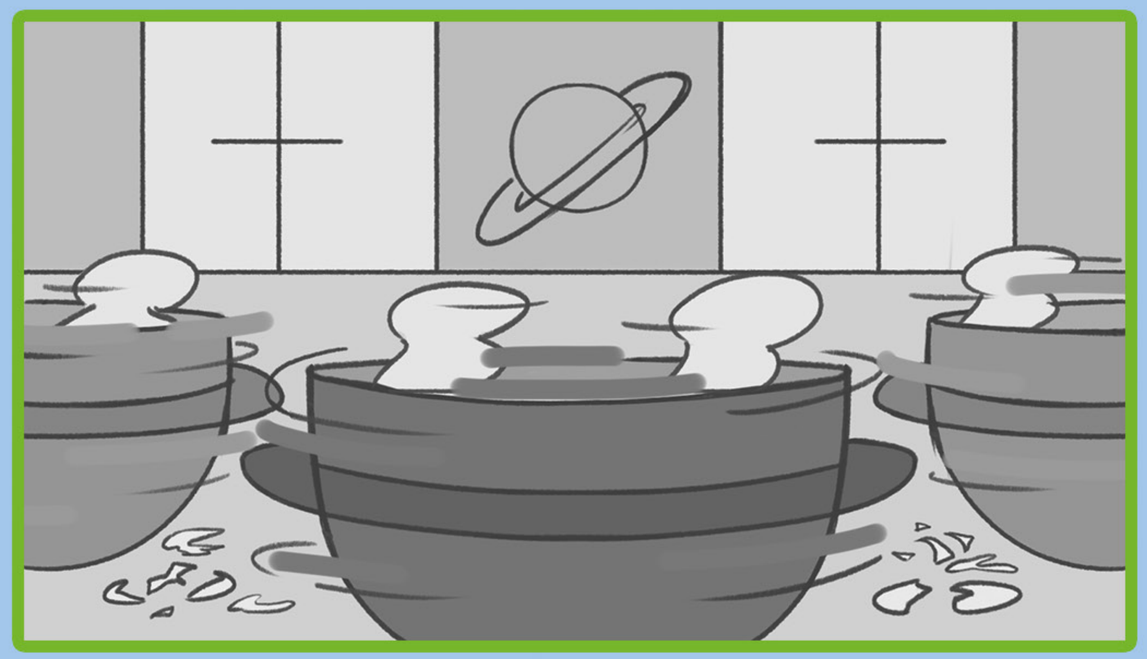
Animatic to Final render

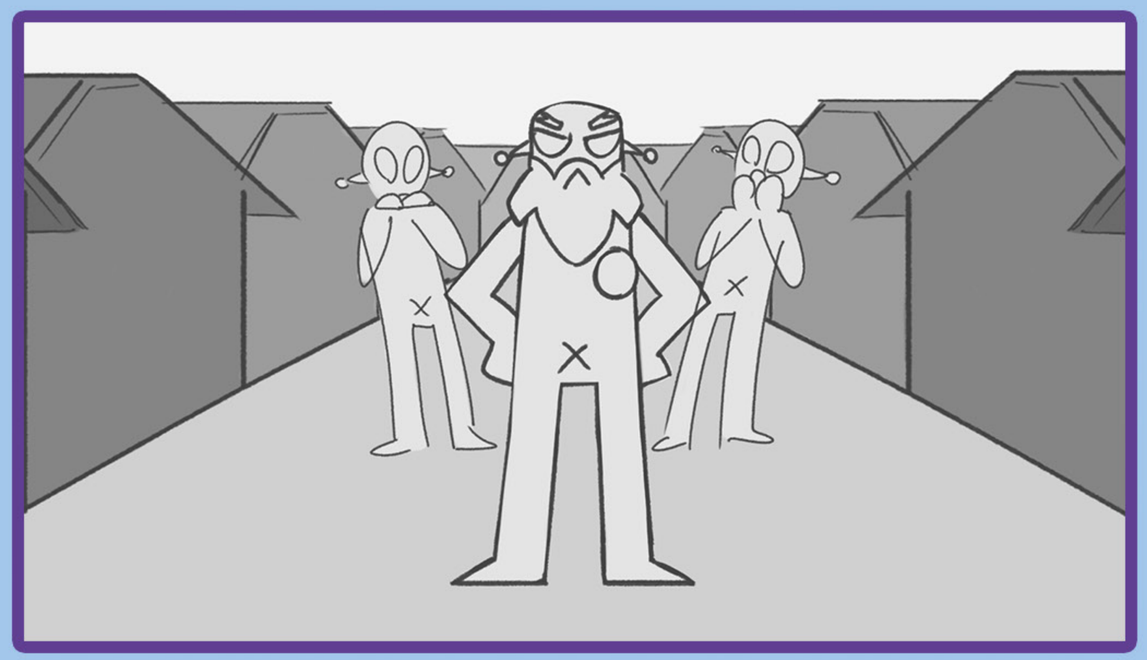


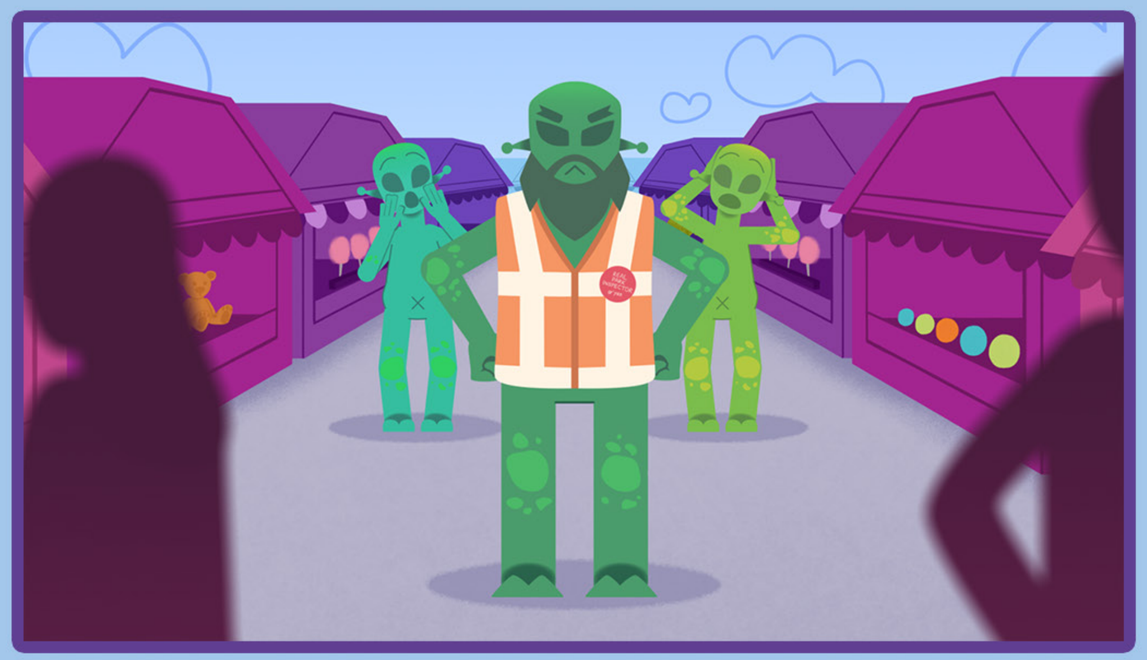




Animatic to Final render







About Dayna

Dayna is a 2D Animator with interest and experience in rig building, animation, motion graphics, compositing and production coordinating.
Dayna has individually produced her final major project, taking on roles as an animator, rigger, designer, and editor. She is aiming to pursue a career in the animation industry as a 2D Animator and hopes to continue expanding her toolkit.

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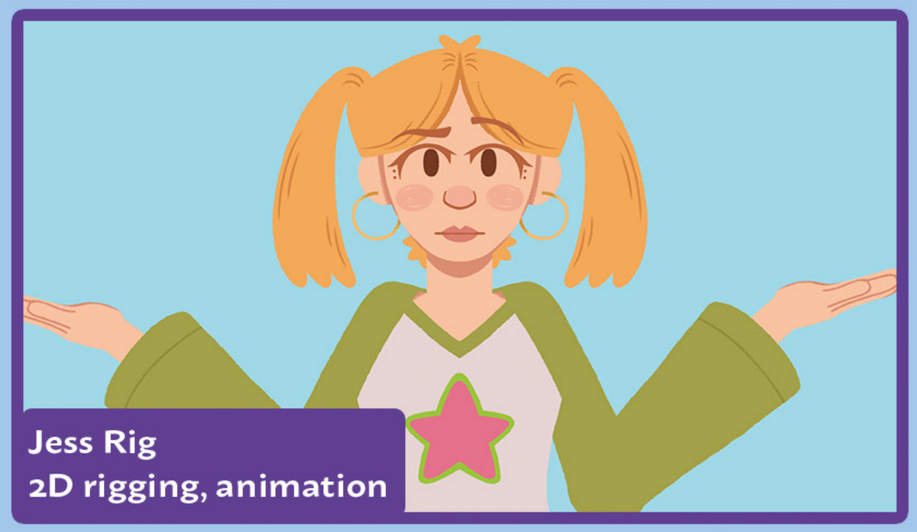
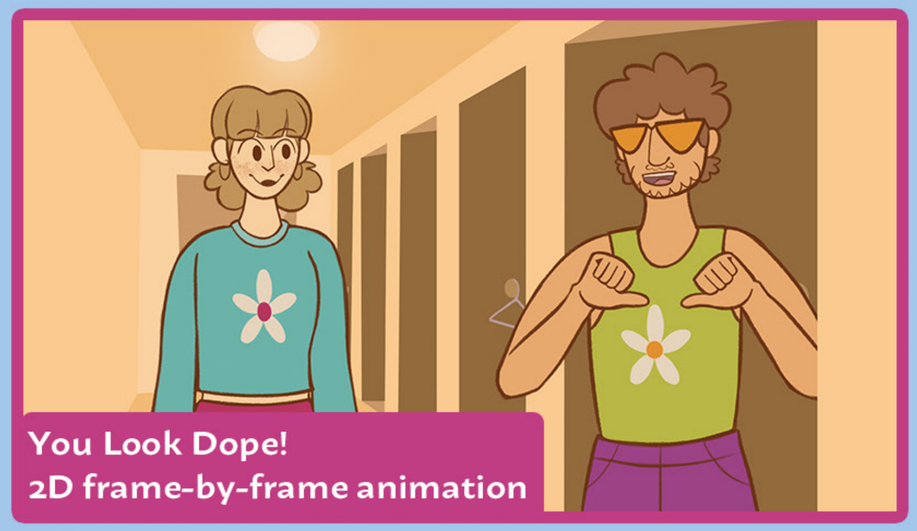
daynakeaneyart@gmail.com

Linktree:

Sullivan Sails - ALT Animation
2D rig animation



Jess Rig
2D rigging, animation



You Look Dope!
2D frame-by-frame animation