

Team 3176 White Paper

Title: Safety Animation Sprites	Author(s): Robert Fluhr
Sub-team/Function: Graphics	Subject: Sprite creation
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Main Text

The main parts that came into the making of the Safety Animation were the background design, sprite design, and animation/ movement.

I was personally responsible for the creation of most of the sprites put into the safety animation. I learned that for a person solely skilled in manifestations in graphite and physical art, transferring a drawn character into a digital copy and make it look decent is a hard task. It took approximately 3 weeks to fully digitize the sprites and make them ready for animation.

I first looked for inspiration on the covers and sides of the machines in arcades from the 80s and then tried to emulate some of the common and similar pieces from the characters into my own characters on paper. I also looked into recent games that had the same type of arcade feel to them, and one that stood out to me was Cuphead. The unique and cartoon-like animation distinguished itself as a new age plug-and-play type of game to me. I drew inspiration from this game to design the lanyard and the power strip.

For the Donkey Kong imitation, I drew inspiration from Donkey Kong and an Orangutan. This single sprite was the most time consuming due to the shape of the face and body as well as the hair and added subtle wrinkles, shadows, and highlights. The whole process of basic forming took about 3 hour. Erasing overlapping lines and adding definition to the arms and legs took approximately 1.5 hours. Hair and color took about 2.5 hours. And wrinkles, shadows, and

highlights took about 3 hours. Along with the sprite itself, I designed a fuel barrel which was also used in the animation.

Photos / Diagrams

