



CrowdToons

Instructions for creating your submission

Crowdtoons is an experimental project that aims to produce collaboratively created animated videos woven together from user submitted work.

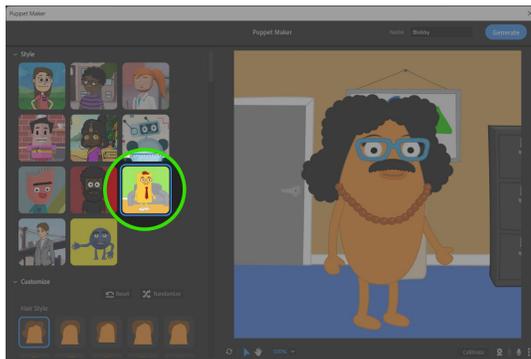
Your Job is to create a “talking-head” interview style video of a character you create and animate using Adobe Character Animator’s Puppet Maker feature.

This series is a mockumentary style workplace comedy, so your character will be talking about themselves in context of their job by answering the questions provided below.

Creating your Character

For this video please use a puppet generated from the “Bobby” style in Puppet maker.

1. Select File > Open Puppet Maker...
2. Choose the “Bobby” Style



3. Design your character by choosing the customizer options you want (The “Bobby” style has background customization options. Since this series is about a workplace, try to create a background that feels like a setting you might find in a place of business.)

Setup

- Make sure your scene is set to 1920x1080 and 24fps
- Your character’s full body should be visible (don’t enlarge the character or use Scene Cameras to “zoom in”. We’ll do that in post where we need to.
- Try to get the best audio quality you can (quiet room, good mic, etc.). We’ll do our best to clean things up in post, but the better it is on your end, the better it will be on ours.

Animate!

We’ll assume you know how to animate in Character Animator. If not, use this as a learning opportunity!

Basic Guidelines

- Nothing gross or violent. We'll use our own judgment when considering submissions and just leave out anything we think is inappropriate.
- Try to conversationally include the question in your answers. This will help us a lot when we edit.
- Feel free to group answers together if you feel like it flows better
- Don't mention the company name in the video. Use ambiguous phrases like "here" or "this company".
- Being funny is good, but building an interesting character is more important.
- Please answer all of the questions, and feel free to add your own questions and answer them

Questions

1. What is your name?
2. What is your job title and department?
(Choose one of the following departments: Accounting, Finance, Sales, Research and Development, IT, Customer Service, Customer Support, Technical Support, Marketing, Logistics, Operations, Human Resources, Purchasing, Quality Assurance, Engineering, Shipping, Public Relations)
3. How old are you?
4. How long have you been working here?
5. Do you like working here?
6. What do you like most about working here?
7. What do you not like the most about working here?
8. What does your position entail?
9. When you were a kid, what did you think you'd be when you grew up?
10. Is this what you imagined/hoped you'd be doing 5 years ago?
11. What do you want to /think you will be doing in 5 years?
12. Are you good at your job?
13. What is something you've done that you think you'd get fired for if the wrong person found out?
14. What is your boss like?
15. Do you have anybody working under you? If so, what is it like to manage them?
16. Tell me about your coworkers.
17. Who is your office nemesis? What are they like? (don't name names. Use department or job title to describe them)
18. What is your opinion of Jeff? (there's no background here, so do whatever you want with that)

Export

- Export your animated interview at 1920x1080 resolution, in MP4 format using the h.264 codec. The maximum upload size on the form is 100 MB, so play with the export settings if you need to to get it to the right size.
- Export your puppet
 - Select your puppet in the Project Panel, then...
 - File > Export > Puppet...

Submit

When you're done, use this form to upload your work:

<https://forms.gle/DuBbzJ23JfoRF97x6>