



# FPT UNIVERSITY

## Capstone Project Document

### *A meal*

<b>Member name</b>	Le Hoang Mien   SE03890 Hoang Thai Son   SE03658
<b>Supervisor</b>	Tran Anh Khoa



06	Introduction
08	Part 1: Capstone Project Proposal
	1.1. Problem Definition
	1.1.1. Name of this Capstone Project
	1.1.2. Problem Abstraction
	1.2. Project Overview
	1.2.1. Ideas
	1.2.2. Tools of Development
12	Part 2: Design Proposal
	2.1. Script
	2.2. Storyboard
28	Part 3: Pre Design
	3.1. Characters Design
	3.1.1. Size Comparison Chart
	3.1.2. Design characters from different views
	3.1.3. Design facial expressions
	3.2. Enviroment design
42	Part 4: Design Finalization
	4.1. Poster design
46	Summary

# Introduction

We are two students at FPT University. We have learnt and practice graphic design for 4 years and now, this is the final project of us as students.

As others, we want to make the life to be better for everyone and for ourself. So we'd like to talk about some thing familiar with all of us. in a lightly way. The sharing. In a Vietnamese city and normal things like a meal.





# Part 1: Capstone Project Proposal

## 1.1. Problem Definition

Name of this Capstone Project: **A meal.**  
The name is clearly enlighten about the thread we are talking about. It keeps everything simple and doesn't make viewers think about the story too weird.

## 1.2. Project Overview

**Ideas**  
Our story is inspired by a short film has been screened at the Berlinale Talent Campus. It's a stunning and touching story about the hunger. Sadly, it's not rare. So we try to create a story in the Vietnamese scenes.

**Tools of Development**  
We use 3D animation for this project. We have learnt to use Maya for 4 months at the very basic level. So this time, we want to use it for this project to put us at our limit.

## Part 2: Design Proposal

### 2.1. Script

Our animation tells about a poor family which lives in the countryside of a modern city. Everyday, after working as a cyclo-transporter, the dad has to come to a fast food restaurant and gather throw-away-food for his family. He goes miles and miles for it, just to find more “good food” for kids. Somehow, they still smile while we’re not. Their smile makes everything look less sad than it be.

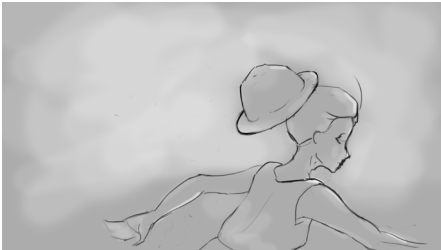
The storyboard has been finished before character design step so the character has a little bit different with the final animation. Also, some scenes and character has been changed and cut out to make the story be more conform to our hope.



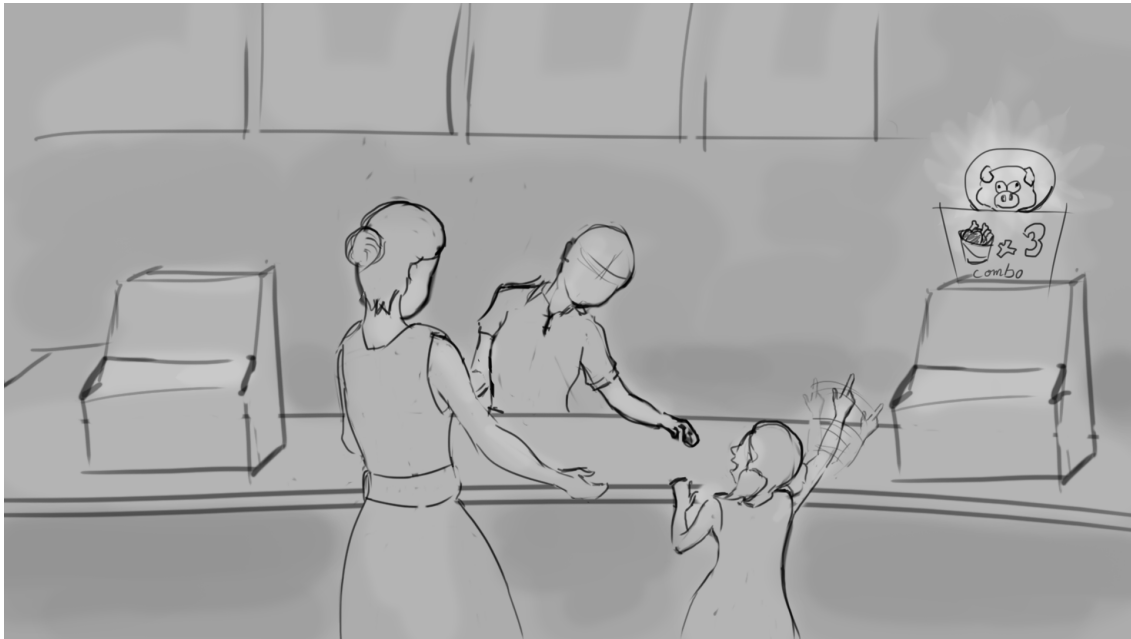
2.2. Storyboard

The story start in a summer afternoon at Viet Nam.

There is a girl who is walking with her mom through the street. They talks about everything the small girl can imagine from that street. A funny car, the bold old man,... Then, suddenly she sees a fast food restaurant. And as other girls as her age, she doesn't waste a second to ask her mom for a snack with these spice chicken nugget and crunchy french fries. And it's still too soon till the dinner to be a reason to deny her order.



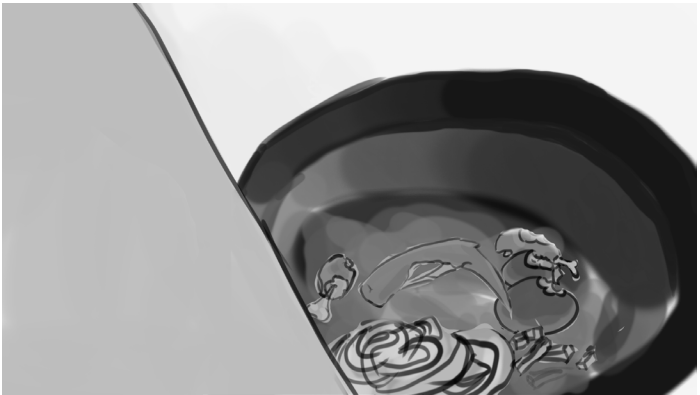
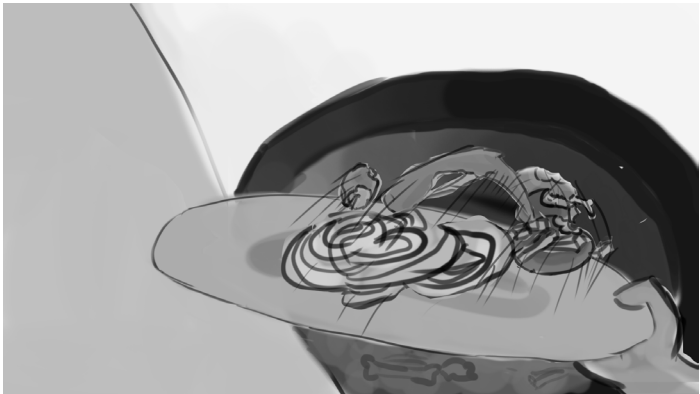
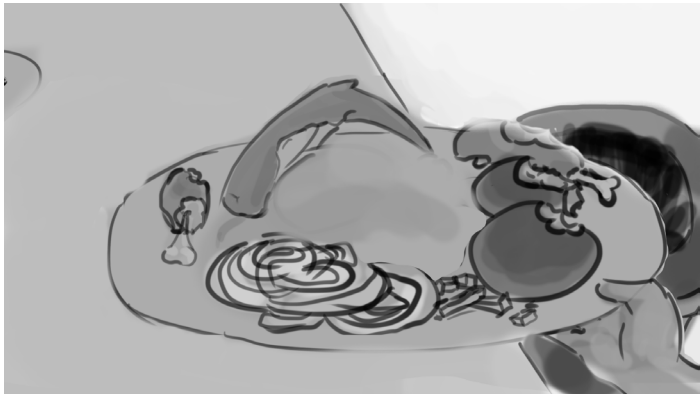
The staff shows them some normal order and a big combo which is including a special toy for children- a marketing strategy which is never failed. But it's less efficient to adults, especially the mom. She said: "No, you won't able to eat all of food. And you already have a lot of toy like this at home. No!"



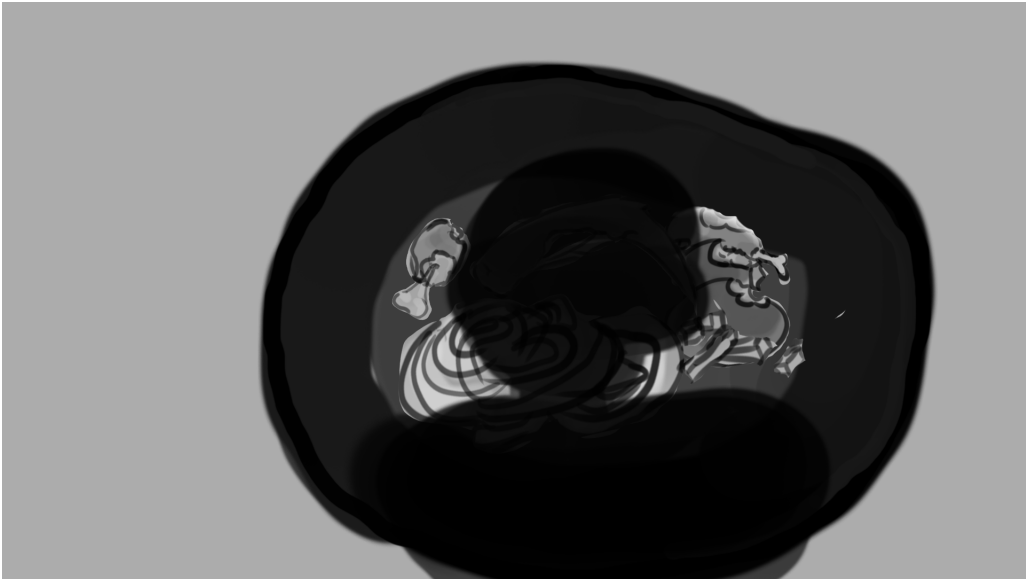
The small girl isn't happy with it. And a revenge starts immediately when they take the seats. She throws the foods instead of eat it like her think 5 minutes ago. Until her mom can't take it anymore and ask her to go home.



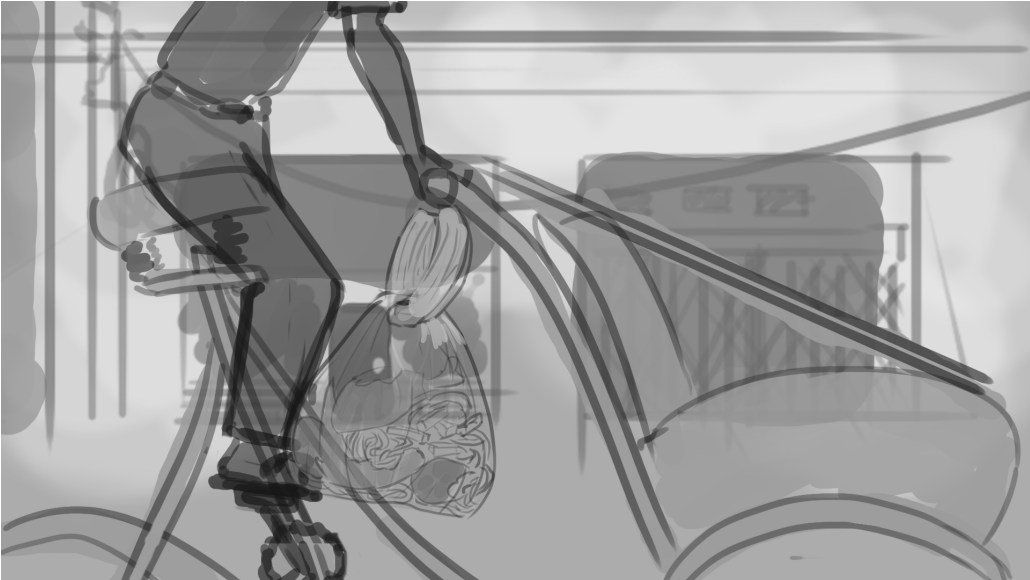
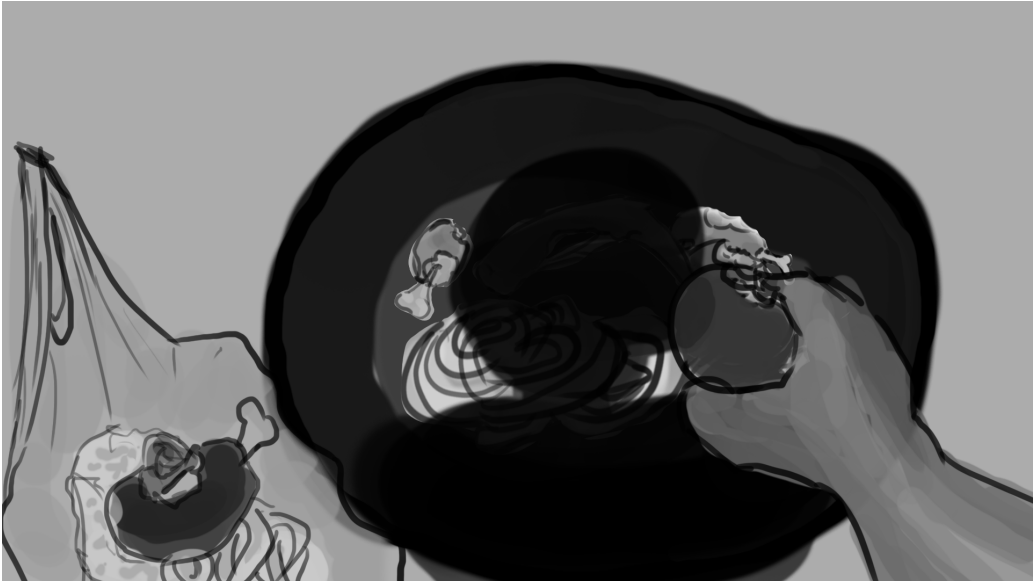
The waiter quickly cleans the table and throws the food to a trash can behind the restaurant. “What a such of waste! Kids are more and more rebellious”, she thinks.







The sun is trying to shine itself for its last moment of today. From a small alley near the restaurant, a man in the old shirt goes to the trash can with a bag in hand. Slowly, he opens the can and take all the food which is still eatable to his bag. Then, after carefully close the trash can, he backs to his cyclo. And he's on the road again. "It's my lucky day, they are just like no one have ever touched them.", talking with himself while speeding up the cyclo.

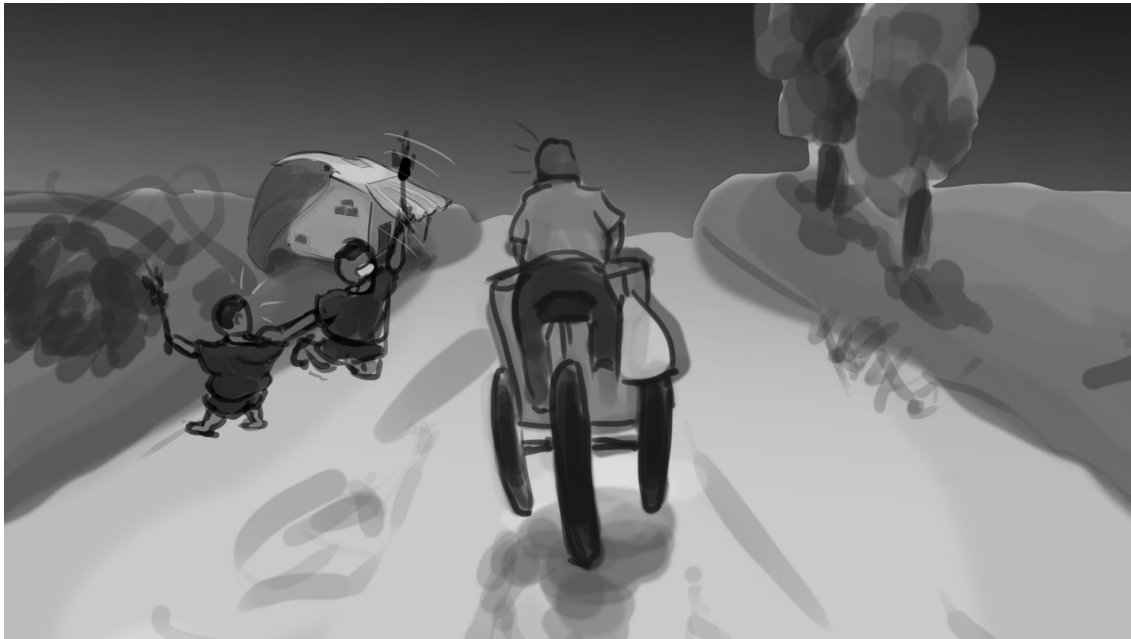




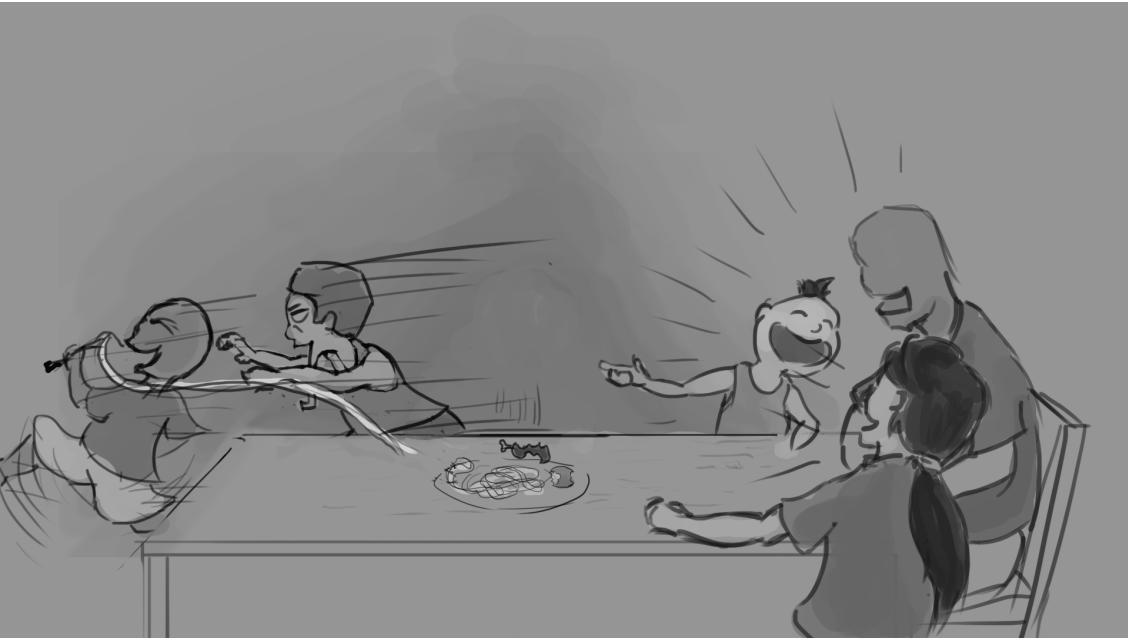


He passes lots of street, lots of people, lots of things as his other days. He has done it for a few years. But the long road still drains out most of his energy as the first time.

When the sky becomes darker, finally, he backs to home. And his energy is waiting him in front of the door. They shout lowly and quickly hug their dad. Two boys and their dad go to the house.



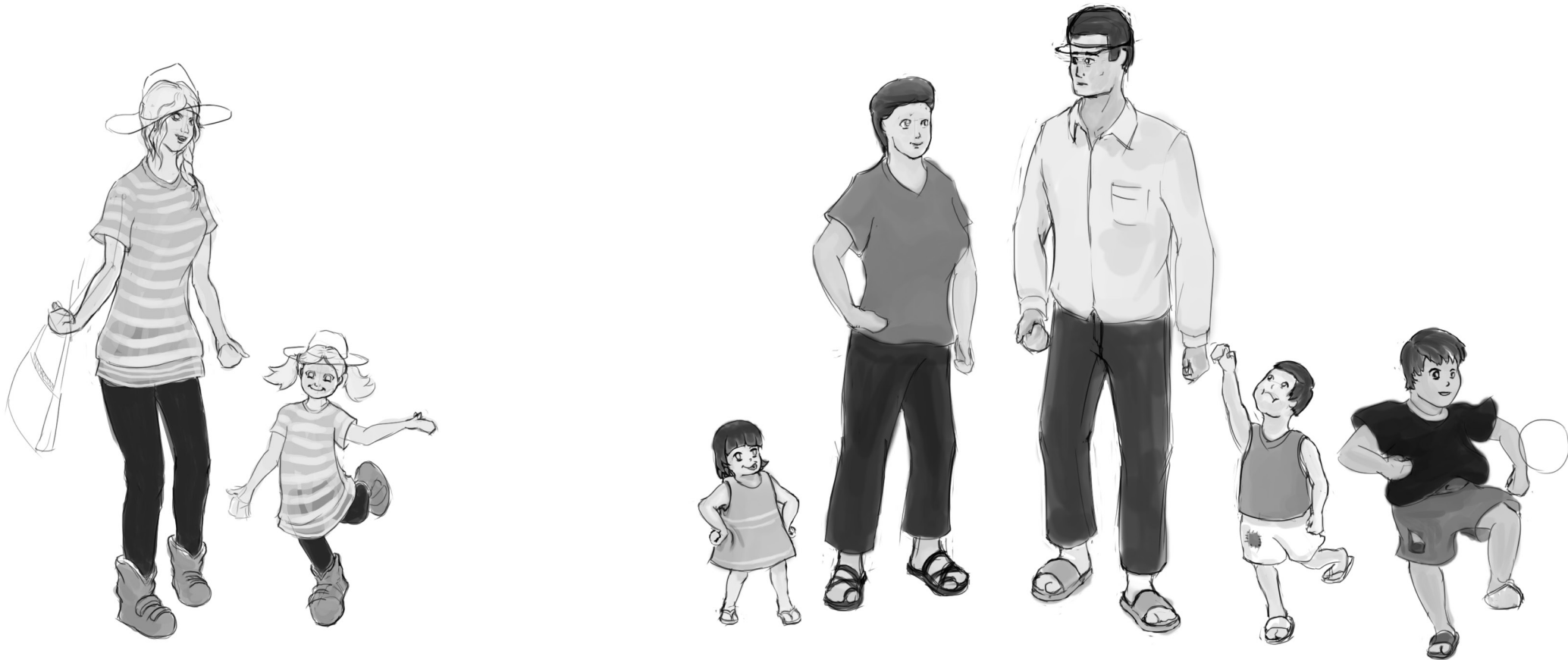
That night, they happily share these throw-away food to each other. A hamburger for the youngest. chicken for the middle child, noodle is the eldest favorite. The parent share the other. And on that old table, the truehappyness smiles in the air.



And tomorrow will come.  
But they still have tonight to enjoy.



Part 3: Pre Design



### 3.1 Character Design

At the start, we design 7 main characters which is including a small girl in the poor family. We'd like to make a clearly comparision between her and the rich girl. But we decide to change it because the thing we want to focus is not how the enviroment effect to children personality.

Then, with the 6 other characters, we pay more attention to their outfits to easily seperate them in 2 group: the rich and the poor. The first is about what kind of clothes they wear, then it's the level of detail of it. The poor don't have too many choices for outfit, especially children. So their clothes may be too old, too short or be from different pairs. The rich clothes is on the opposite, it may has more pattern, fashionable, luxury,... and it's made from variety material.

Size comparision chart

The rich mom, the rich girl, the poor dad, the poor mom, the youngest and the eldest (from left to right)



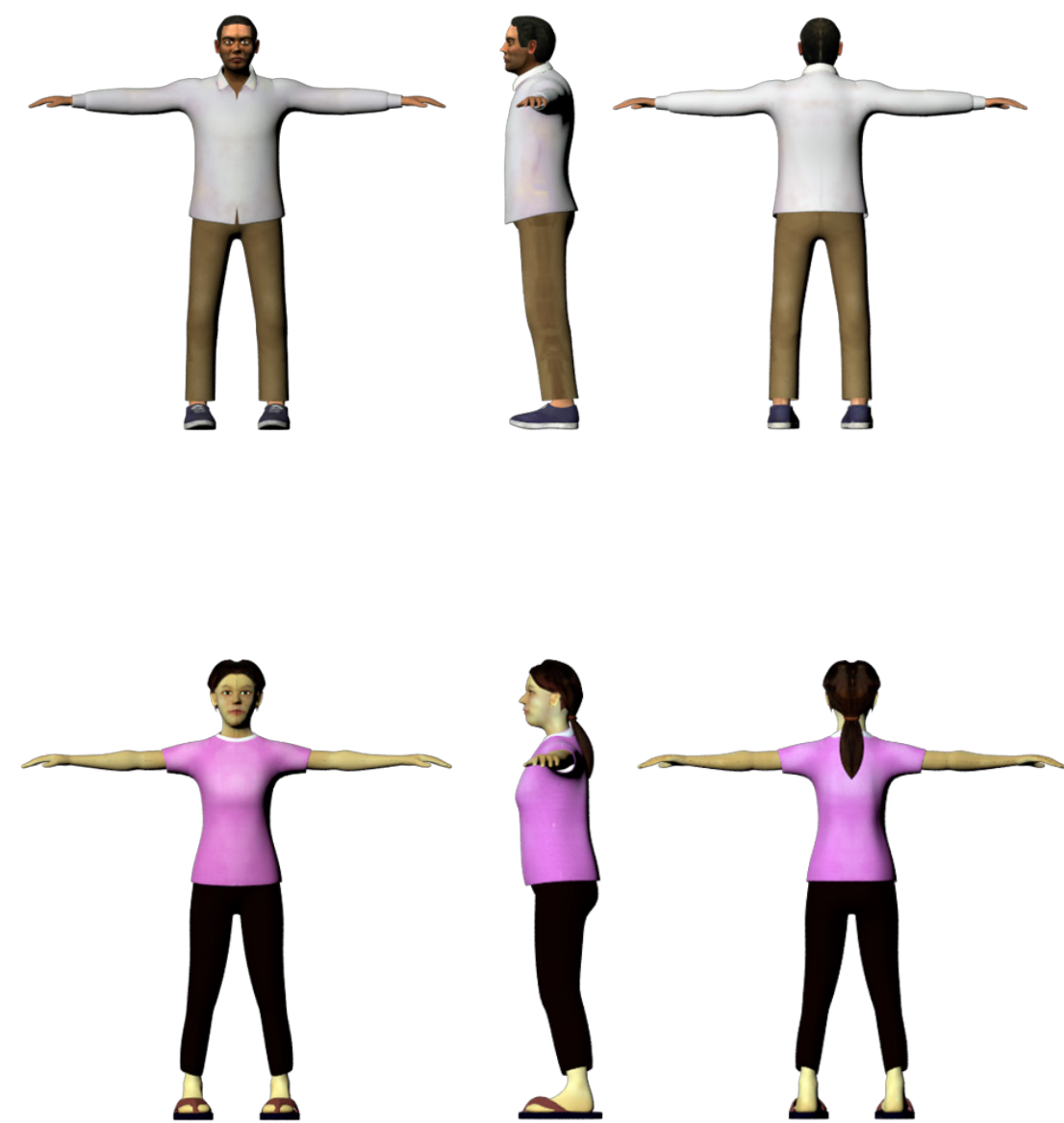


3.2. Design character from different views

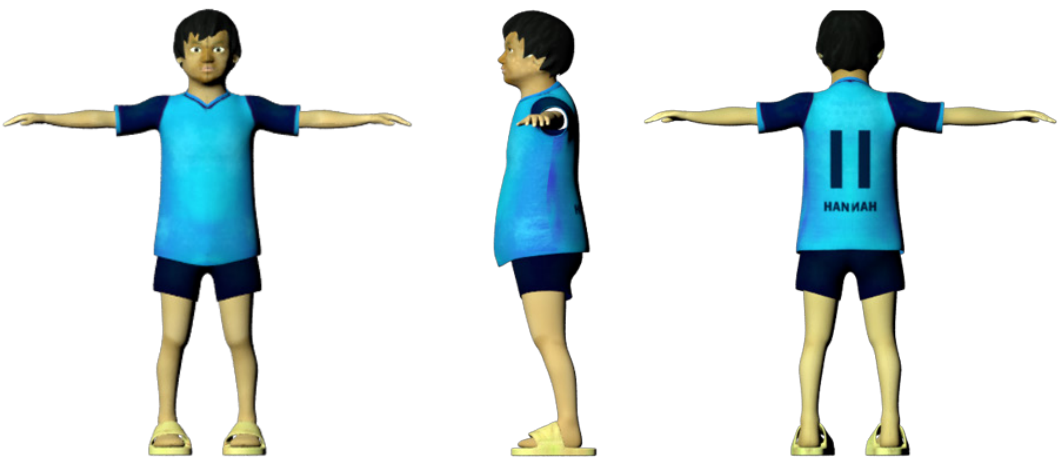
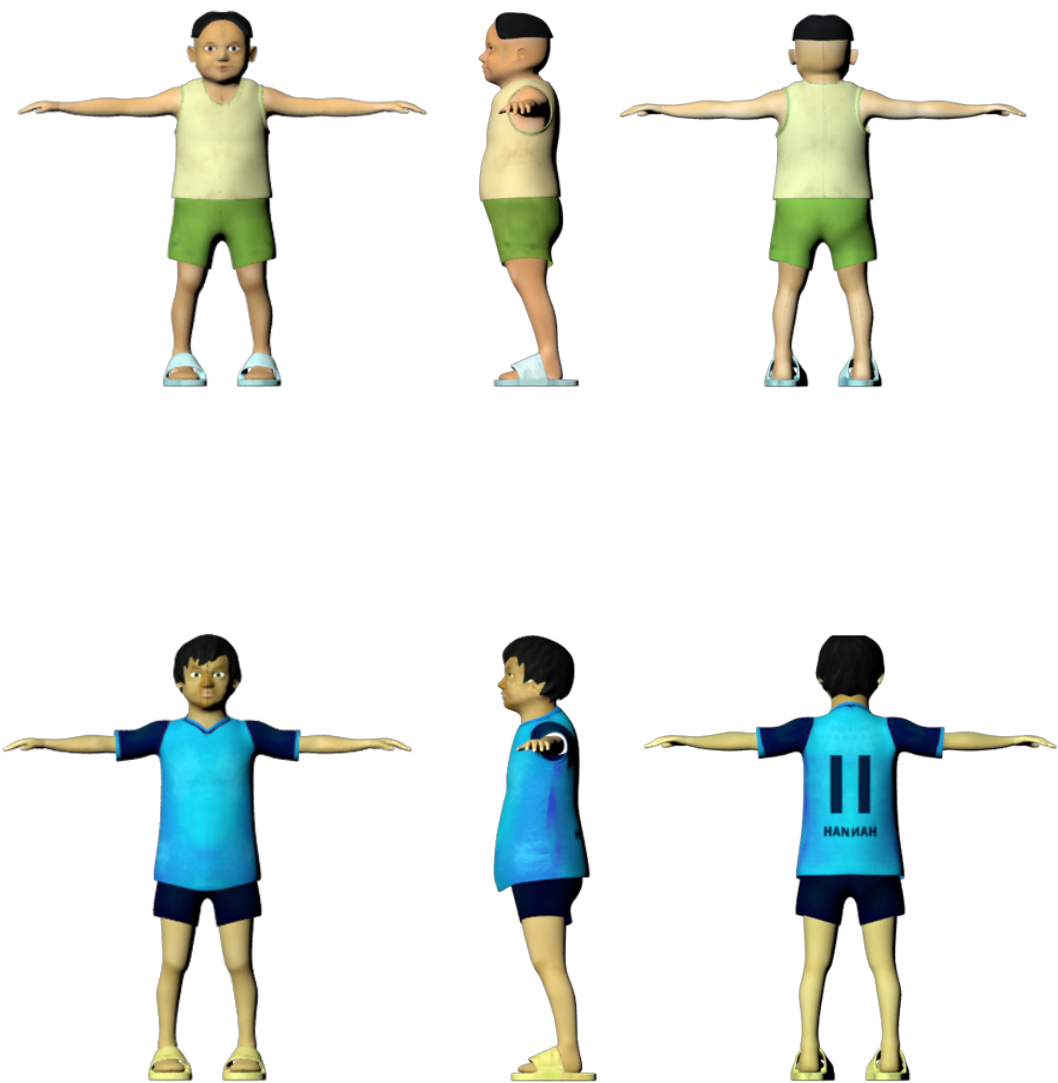




To finish texture faster, we choose to use the symmetry UV map. It saves half of time and covers the UV cut lines. Beside, some material is added directly from Photoshop so it helps the render engine can render faster.



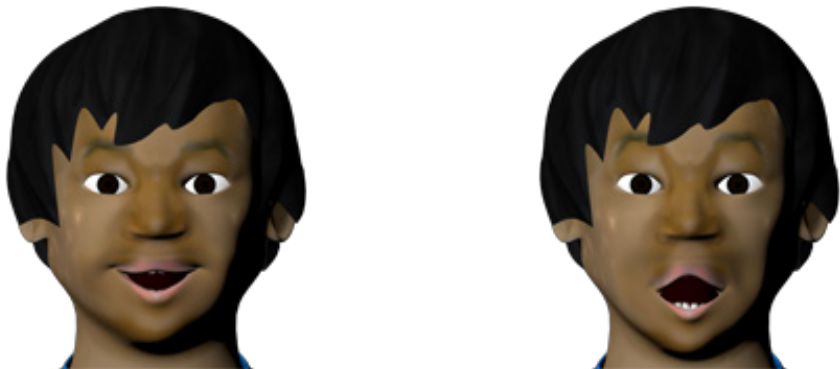
We use spotlight funtions of Zbrush to speed up texture phase. It's also make the character skin look more reality.



3.3. Design facial expression

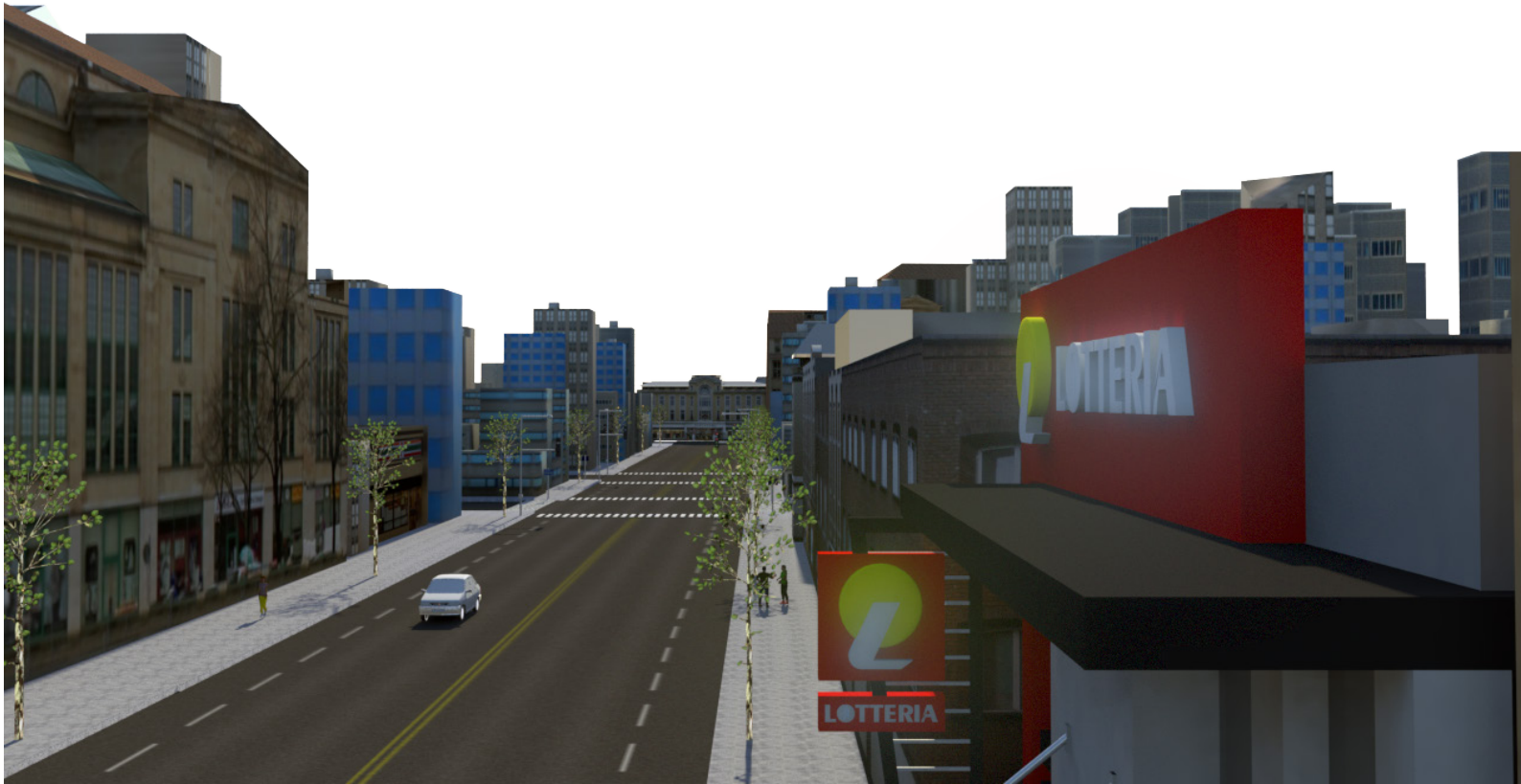
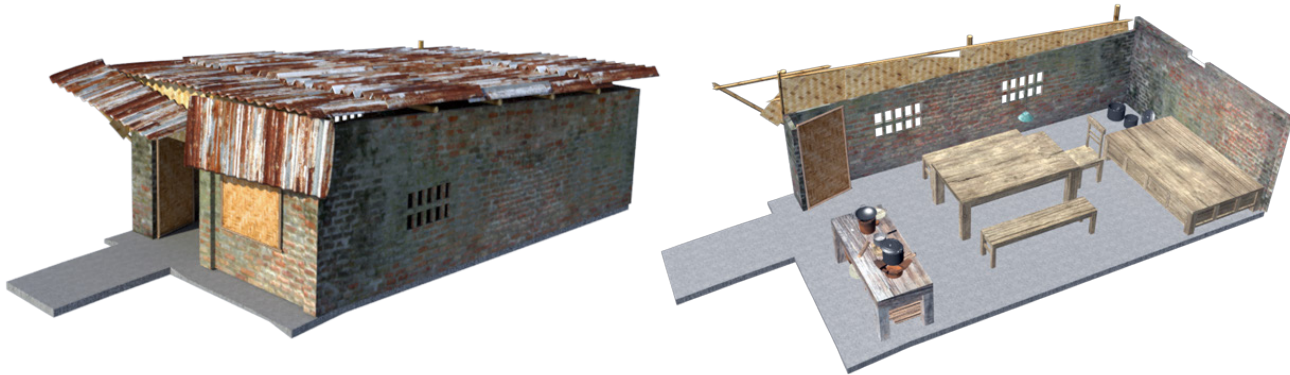
Depend on the storyboard, we can easily know which character need facial expression. So we needn't to do it with all of characters and it helps us save a lot of time.

Beside, we are not create facial expression directly like happy, fun, sad,... We try to create the control for the action of the face. Such as close/open eyes, breath, open mouth, blink, raising eyebrows,... So when we need an emotion, we will combine those funtion action to create it. With this menthod, it helps us can manage the level of intensity of emotion.



### 3.2 Enviroment Design

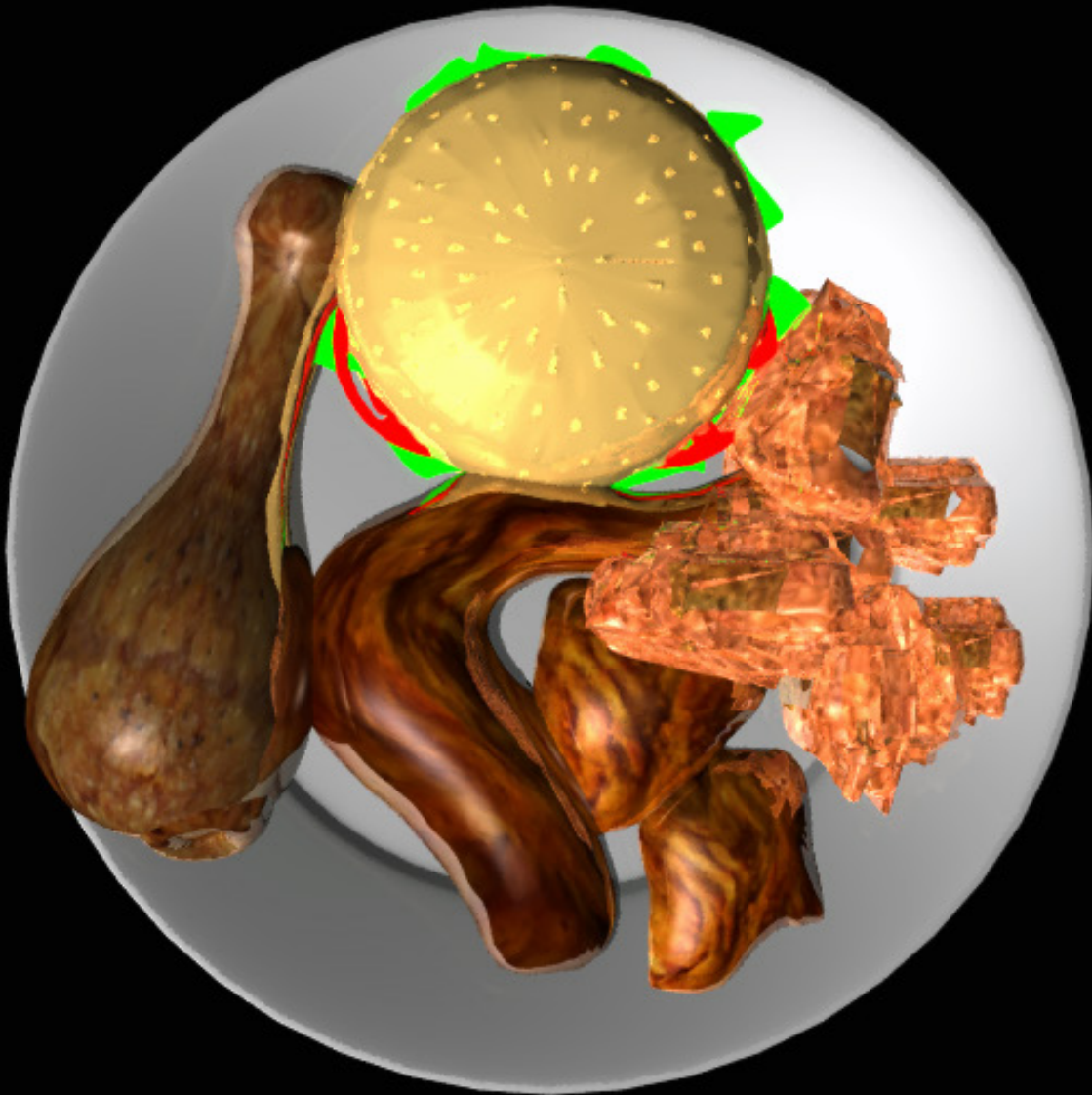
To make the animation be more “Vietnamese”, we try to build our enviroment based on real scene, real building. The data location is in Ha Noi and Ninh Binh. From the house, the restaurant, buldings to the vehicle, the cyclo, home stuff, ... The real images is used as material for objects.



**The house**  
We use a real house for our model. This is an uninhabited house so it nearly has nothing inside.



The restaurant  
A same method has been applied to other background  
objects. Even the food too.





# Part 4: Design Finalization

We don't use too much lighting effect for this project because the render computers isn't strong enough to finish it in time.

Most of sound is used in the final animation is recorded directly by ourselves. It will make the animation be familiar to Viet Nam daily sound. Such as street sound, shops, conversation, the frog, light bulb,... It takes a lot of time because it need a lot of editing to be used.

We'd like to use a Vietnamese song or symphony but we can't find a song which fits with the story. The background music is a piano version of "Mad World -Gary Jules". The meaning and melody of the song is very close to the message when want to sent. A sad song, but it's not harrowing. A sad reality, but it's no one fault. You have your choice. Keep watching until your turn or make a change.



The poster design



## Summary

*We hope you like it and don't think about it too deeply. Just take it lightly, we can help them (and we will do). It's not because they are good and they deserve it. Just because they really really need it. Actually, it's not like we help them have a better life. We are helping ourselves to figure out the happiness smile.*

*So that is it. It's our last 4 months as students (hopefully). The first, it's not perfect. We have to face tons of trouble and sometime, it's over us. We have done our best to finish our trip. There is still a lot of thing to learn, a lot of journey are waiting. And we are ready.*

*We'd like to sent our biggest thank to Mr. Tran Anh Khoa- our supervisor - and the FPT University's graphic design professors. And to all of our friends who always help us.*

*And the final, thank you for your time.*



