



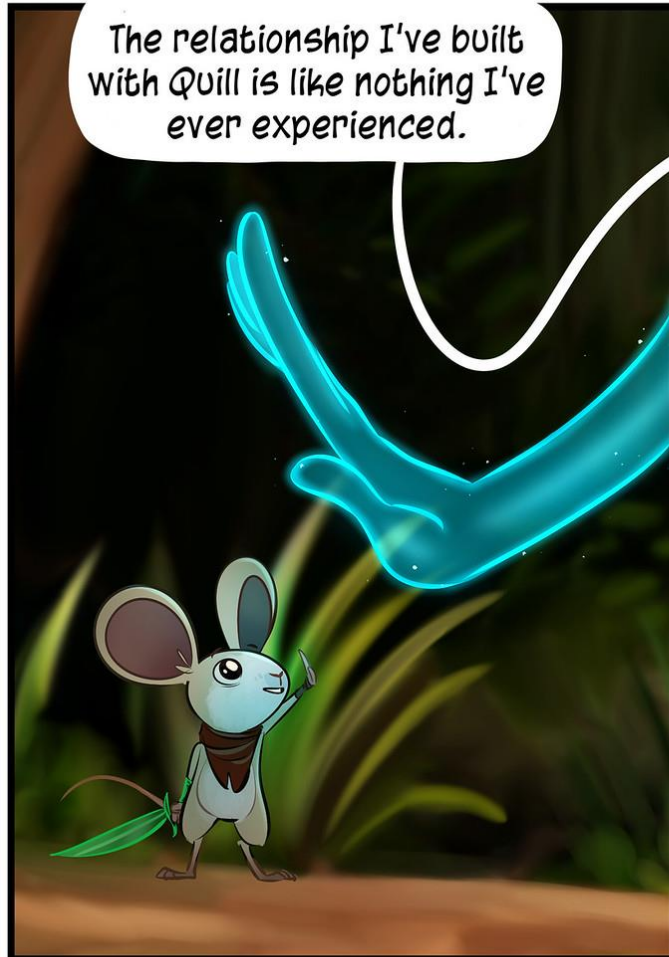
Animating Quill

Creating an Emotional Experience

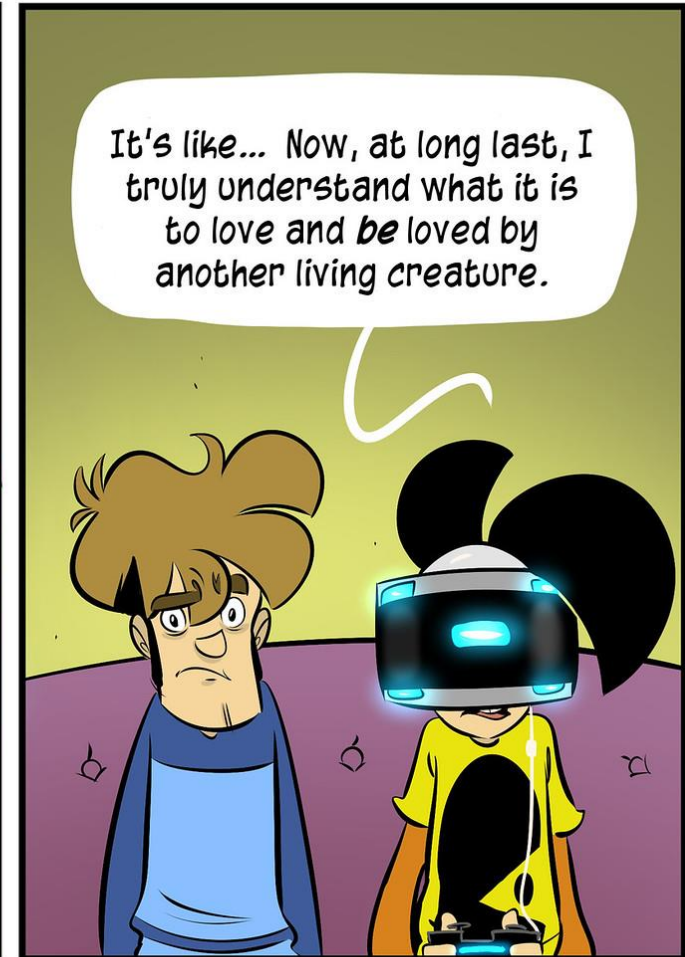
Richard Lico
Animation Director
POLYARC |



People seem to like Quill



www.Penny-Arcade.com



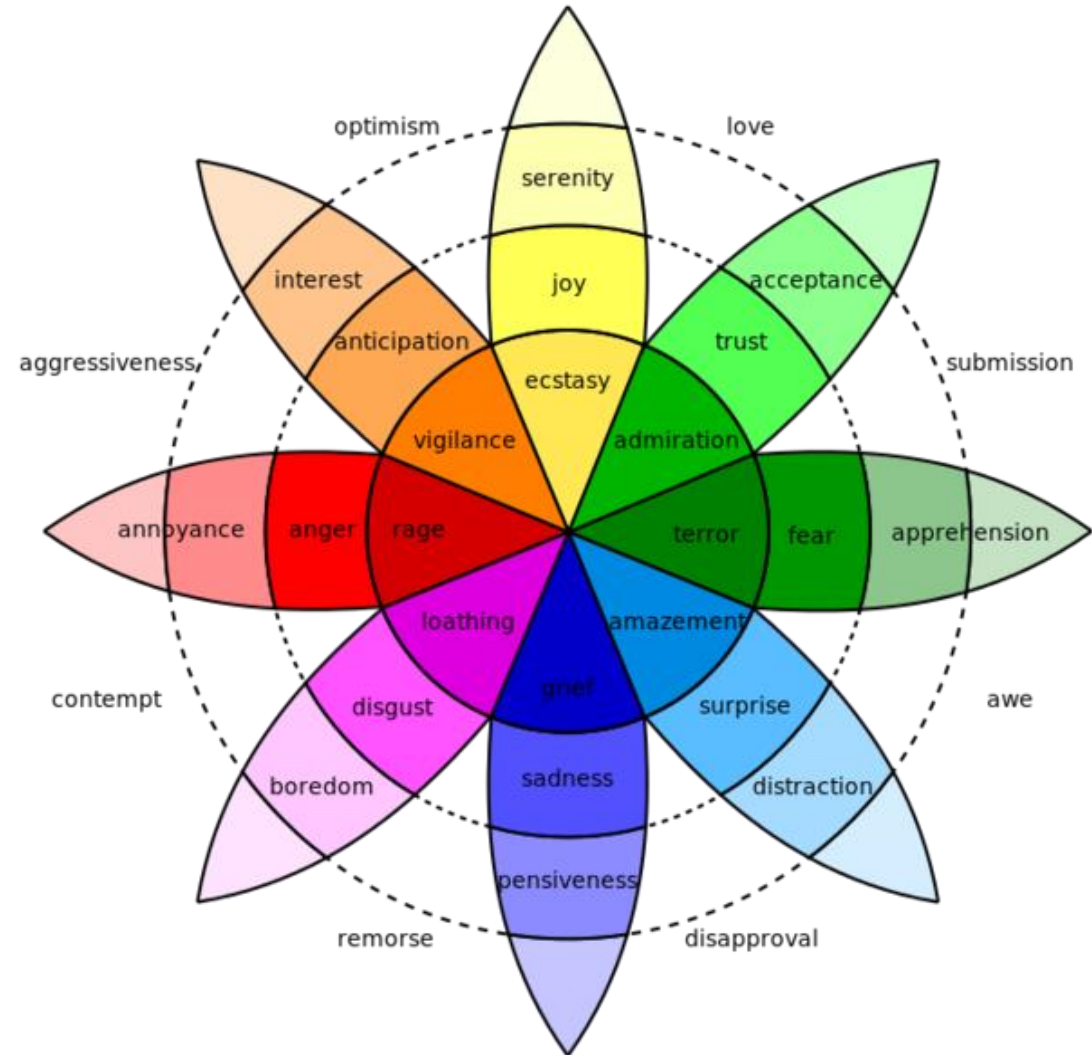
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Connecting with Quill

Driving an emotional response

Exploring the human condition



Wheel of Emotion by Robert Plutchik, 1958. (Image Source: Wikimedia Commons)

POLYARC



Compelling VR
Characters

Honest Performances

Animation Workflow

Outline

Moss



How can
Polyarc stand
out?

Welcome VR

Character based VR experience



Moss

Original Moss Demo

Confronting the past

Traditional gaming is a
learned experience

YOUR WORLD WILL NEVER BE THE SAME.



Genesis' 16-bit. The ultimate dimension in game play.

For the first time, the powerful technology used in arcade games has come home to let you play games that look, sound and play exactly like they do in the arcade.

Genesis brings games alive with vivid high-definition graphics. Voices, sounds and music so true they turn the game into a reality you can feel. Plug in a pair of headphones for stereo sound that surrounds you. And soon, with the TeleGenesis™ modem, you'll be able to play against friends in other cities. Or across town.

The incredible reality of Genesis could only be brought to you by Sega, the master of arcade entertainment. Creator of arcade blockbusters like Out Run, Altered Beast, Thunder Blade, Afterburner, Zaxxon and Shinobi.

The power has been unleashed. The adventure begins. And this is just the beginning of the Genesis era.



CIRCLE #101 ON READER SERVICE CARD



Wile E. Coyote

Defying physics to a whole new level

Accepting
compromise

Being mindful of
gameplay abstractions

Characters as gameplay avatars

Maintaining player
immersion

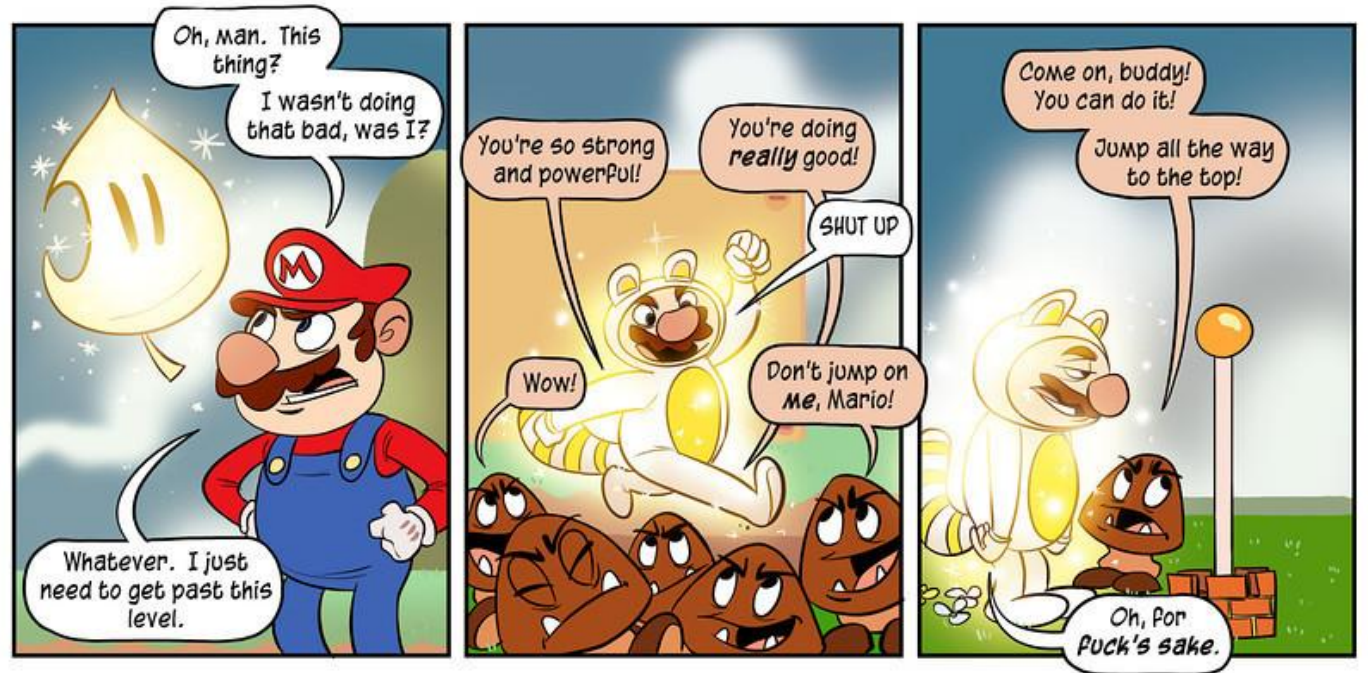


Image Credit: Penny Arcade





Moss



THE FOURTH WALL

Fuck it.

Image Credit: Marvel Comics

Bringing the
player into the
experience

Breaking the 4th wall

Quill Makes Eye Contact

Hi, Quill!

Petting Quill

High Five

Puzzle Hints



Speaking of the player

Player **IS** the camera

Stage plays

Very similar to VR
performances



George Tsafos via Getty Images



Moss





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Inventing Quill

The evolution of a character



Image Credit: Marvel



Image Credit: Telltale Games



Image Credit: SNK

No tropes

Some actions transcend the
character using them

No cheese!

This is not how we make
Quill unique





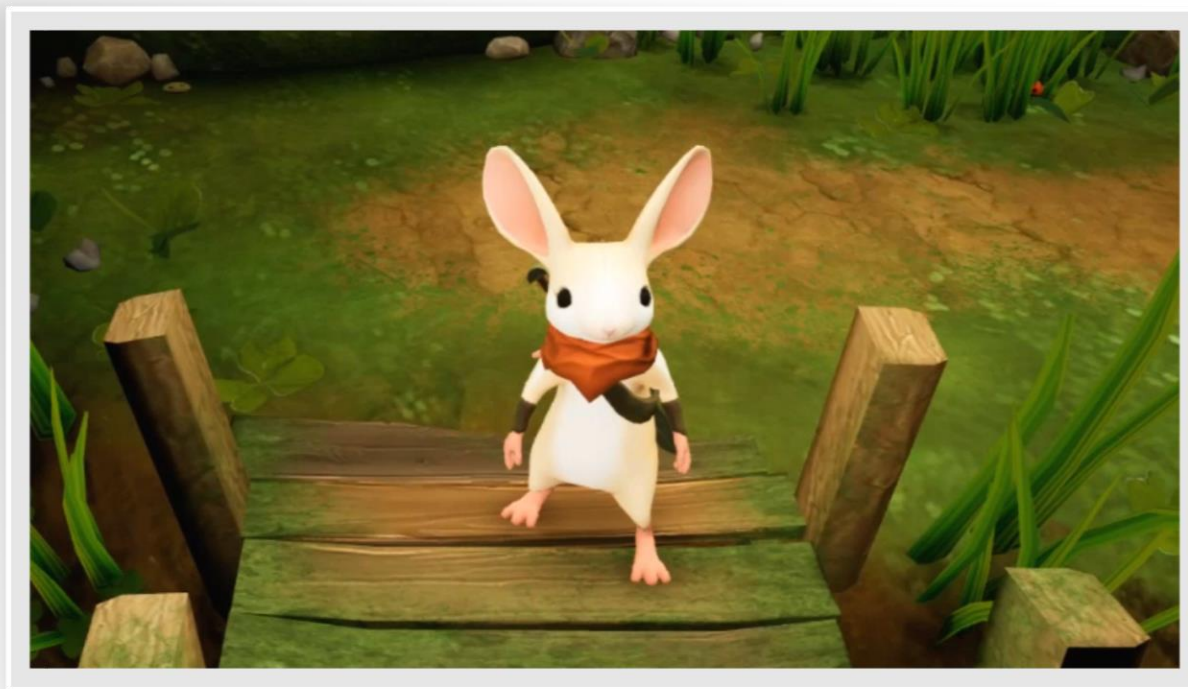
Honest
performances
only

Exploring character
depth

The animator's job

A focus on acting
and honest
characterization





Quill speak

Using sign language





Interrupting gameplay

Limited interruptions, utilizing
Quill's idle cycles



Gameplay animation inspiration

What do the best have in common?











Compelling VR
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Right...
And we start...
Where?

Identify where time is spent



Character pipeline

Keeping the pipeline simple, yet powerful



Iteration limits

Animation must never be a workflow blocker for design

Simply



Animating



Character setup vs...



Character setup vs. Animation control rig



Understanding a question
is half an answer.

Socrates

“ quote fancy



@tantfuriosa

Screenshot credit: Anna Fredriksson

Questioning existing process

Storing the rig is a
challenge

Leveraging the FBX file format



**UNREAL
ENGINE**

Those who have
come before us

Choosing our own path



A silhouette of a person with their arms outstretched horizontally, standing against a vibrant sunset sky. The person is wearing a dark garment and has metal cuffs on their wrists, with chains hanging down. A semi-transparent dark rectangle with a white border is centered over the image, containing the text. The background shows a horizon line with silhouettes of trees and a body of water reflecting the sunset colors.

FREEDOM

Supporting one archival format



Saving Maya animation data

Saving Maya animation files
remains an option.

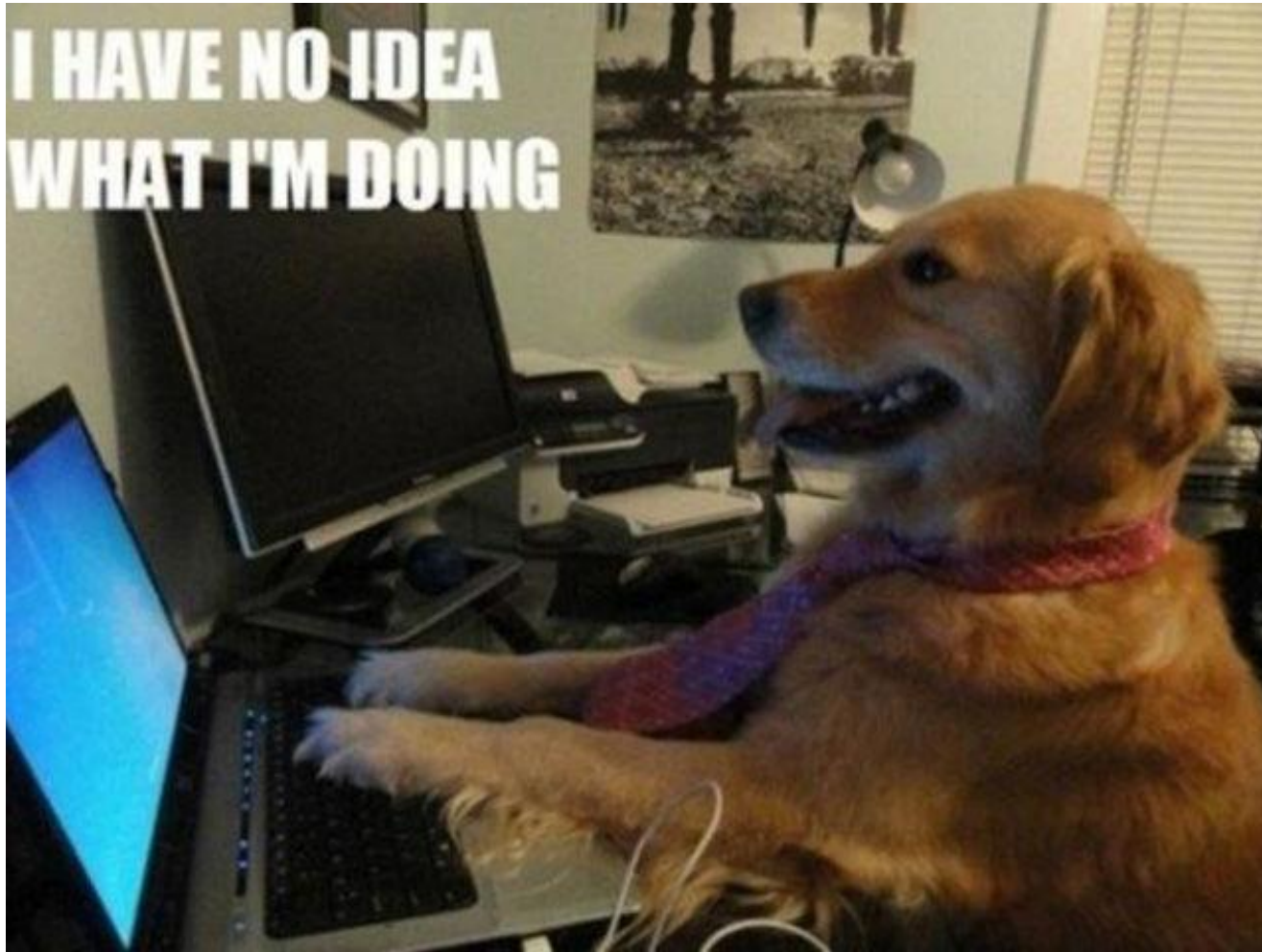




Knowledge based decision making

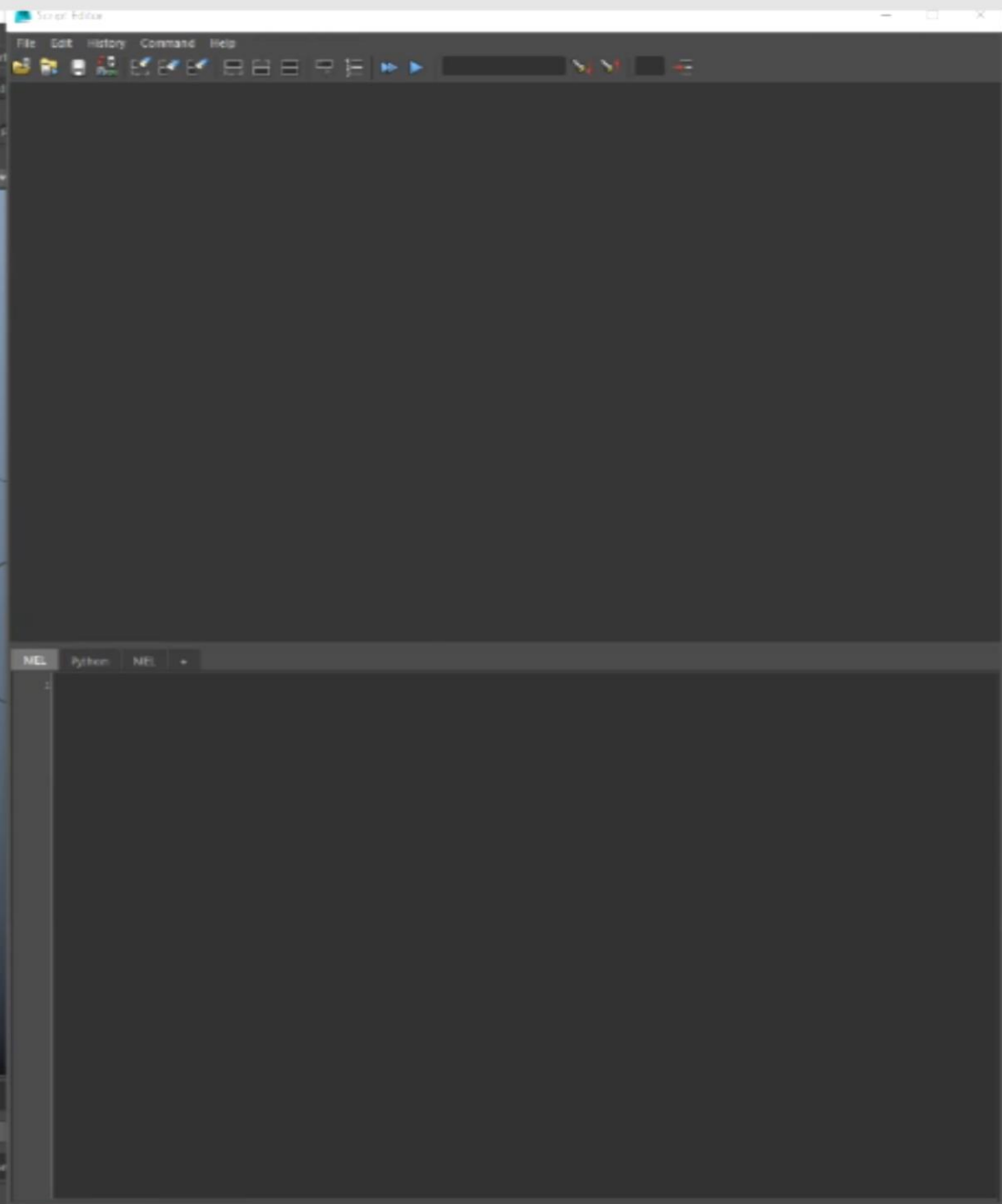
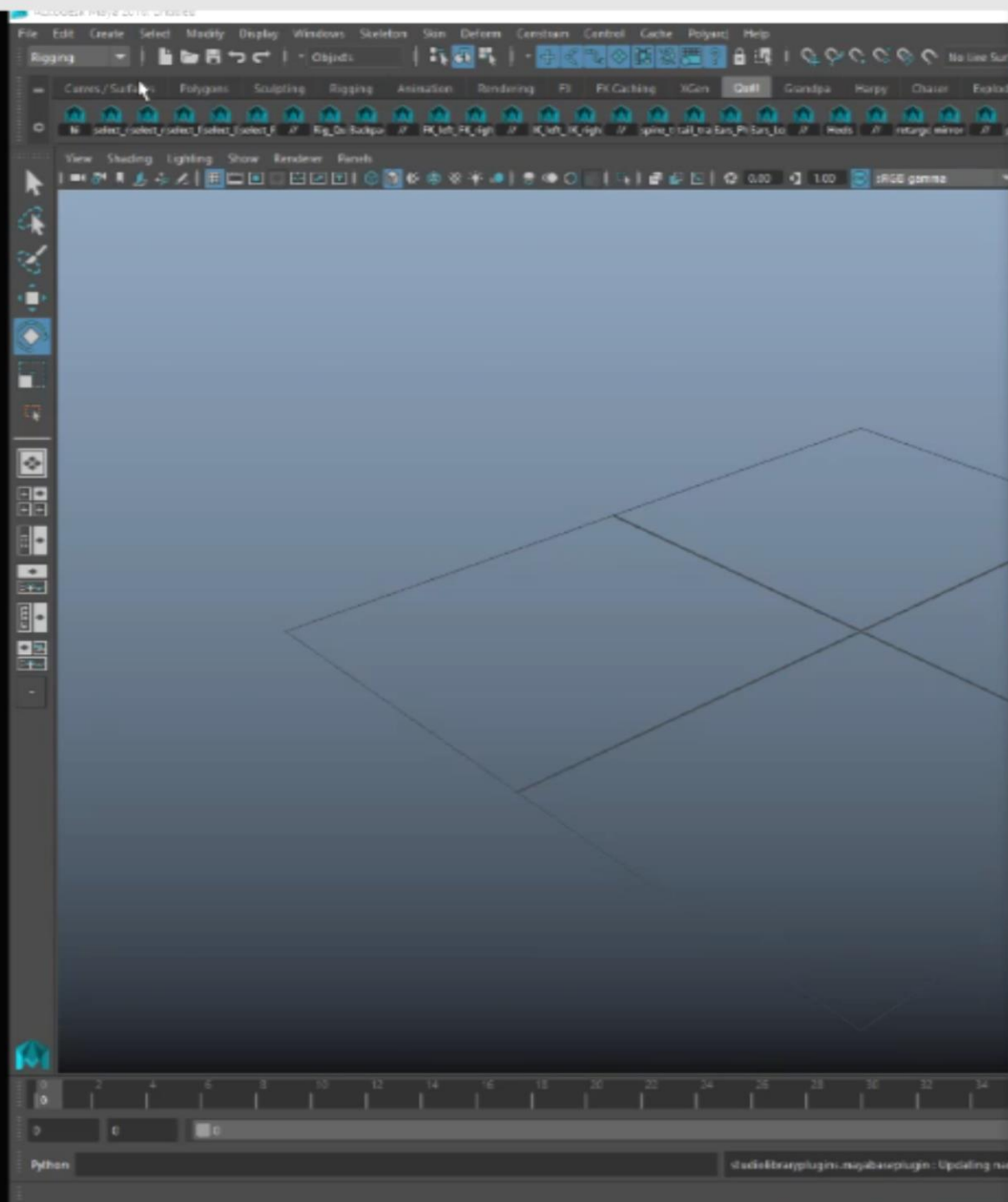
Moss™

**I HAVE NO IDEA
WHAT I'M DOING**



Rigging pipeline

Alternative learning
methods



Animate faster
without quality loss

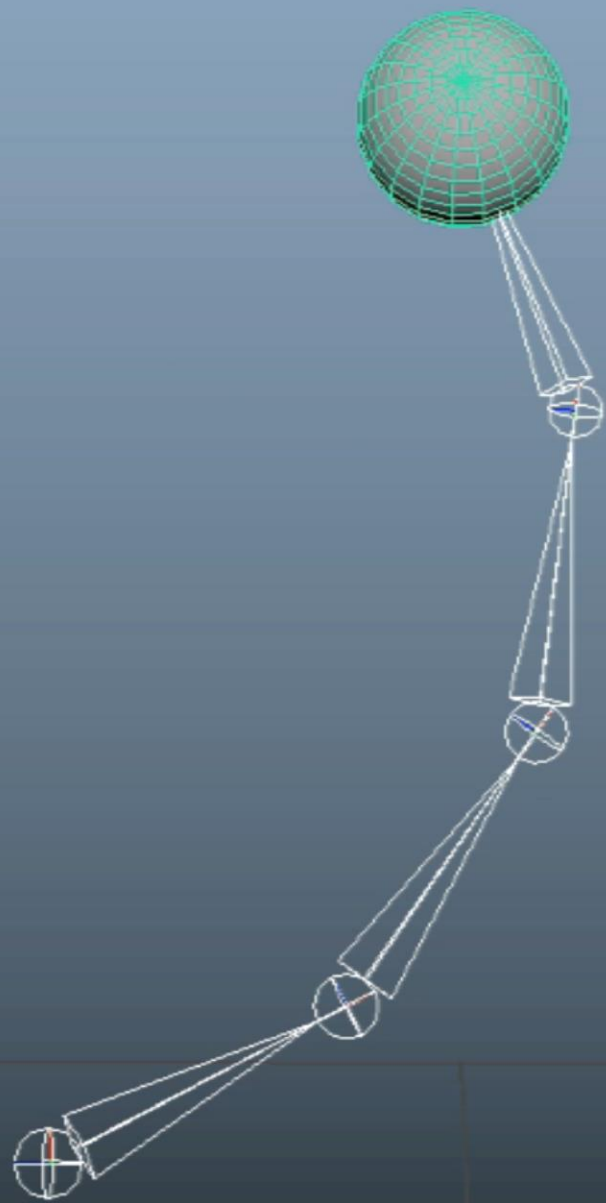
Streamline the process



Finding the optimal
rig setting in every
possible context

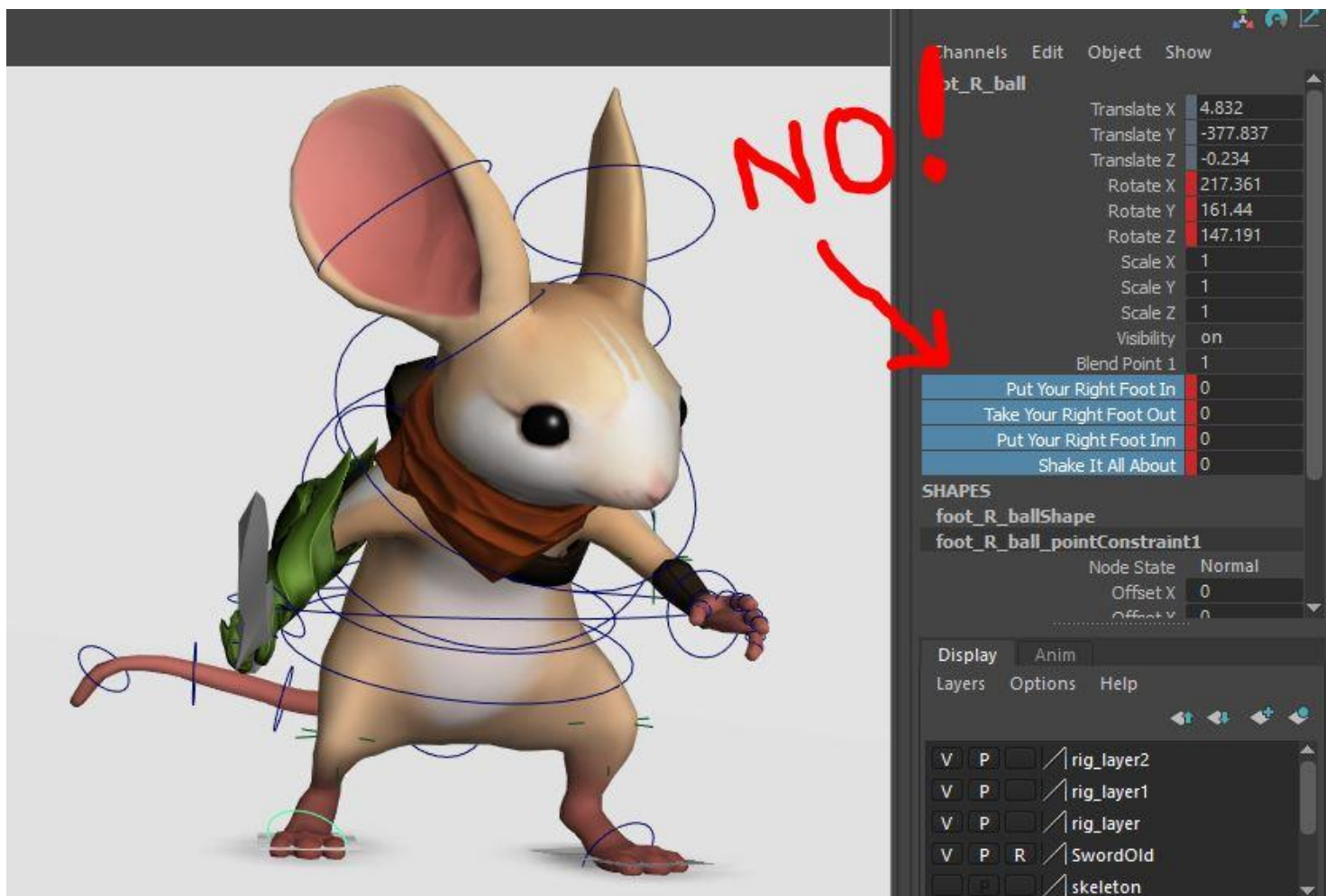
Unlocking the animation sandbox





“I need to alter
my rig in
meaningful ways,
as I work to be
most effective”





Simplify the
animation rig

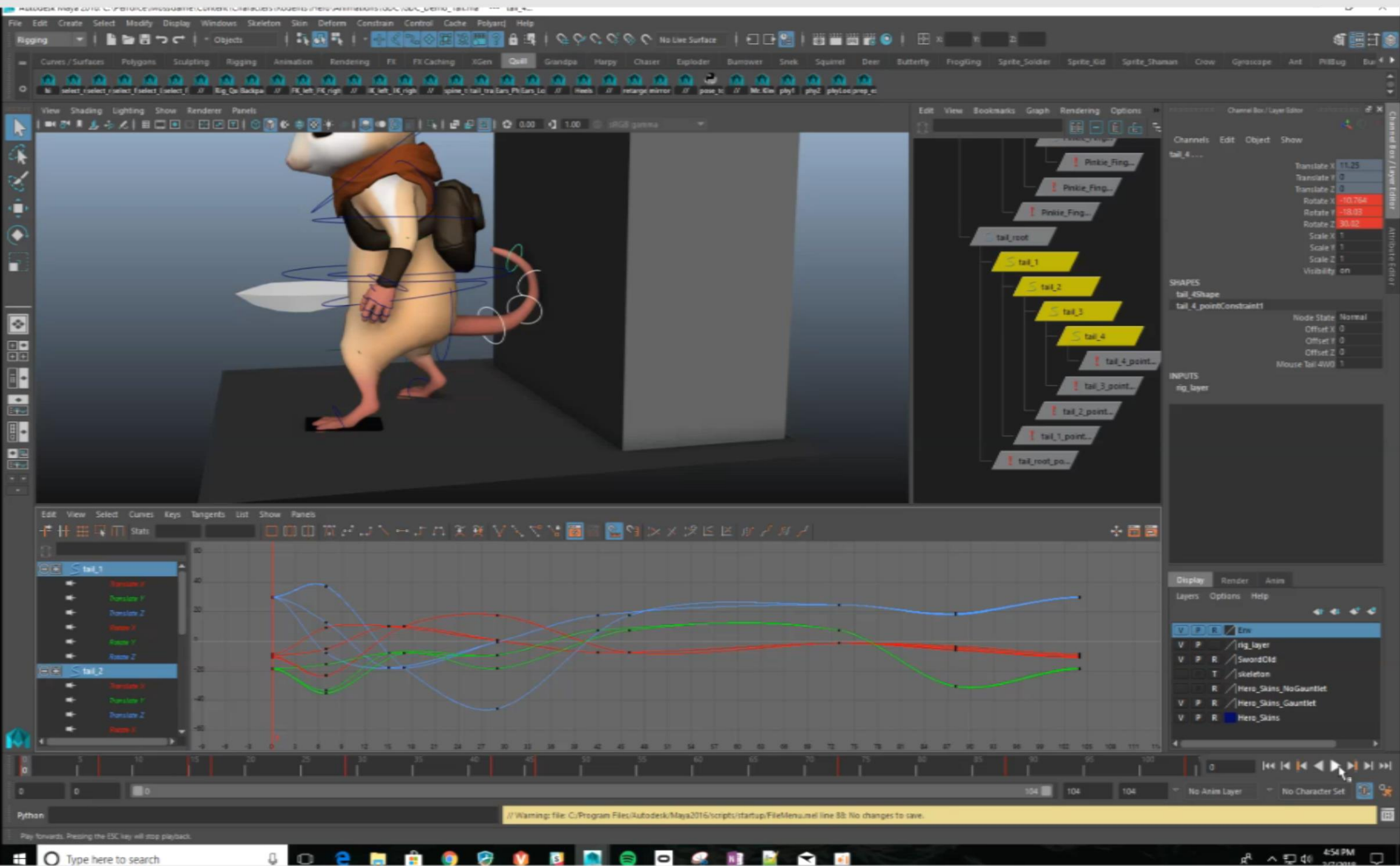
Allow for automation



Doubling-down on space switching

Limiting custom attributes to the
face rig

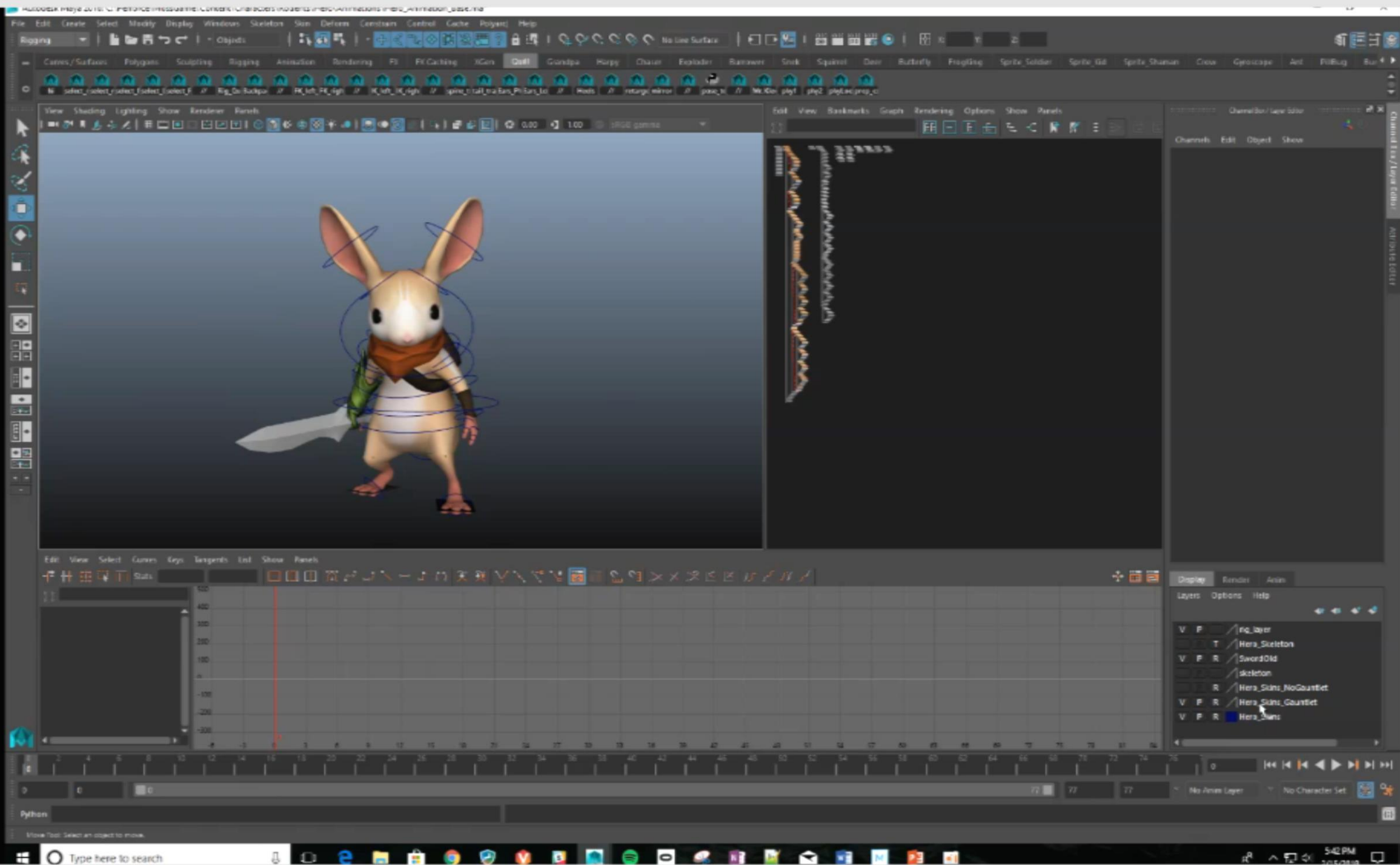






Physics can set you free

Using particle physics
to aid in overlapping
action





Conclusion

Outline





Animating Quill

Creating an emotional
experience





Check out Polyarc's
other session in the
GDC vault

How Quill defined Polyarc's VR character
design process



Questions?