A HUNDRED WAYS TO SAY HELLO:
A 2D ANIMATED SHORT FILM

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Abstract

In modern times, 2D short films are used by people to enjoy and to entertain. "A Hundred Ways to Say Hello" is a short film produced by the proponents that is aimed to raise an awareness of two neurological conditions, namely, Friedreich Ataxia and Anterograde Amnesia.

The proponents thoroughly discussed the symptoms, effects and constructed a unique way to present it through an animation. The animation is a love story of Arthur and Lena and their struggle that they encountered in having an Anterograde Amnesia and Friedreich. To gather the effects of the two conditions, proponents conducted an interview to the specialized doctors that used to know the 2 illnesses. Also, the proponents used different software to create the animation.

The short film was shown to 100 members of the community to determine its effectiveness as a film watched for enjoyment and as a film used to explain medical information of the two illnesses. It gathered an overall positive response.

Keywords: Anterograde Amnesia, Friedreich Ataxia, Solace, Cardiomyopathy.

The proponents conducted an interview with a neurologist that served as basis before starting the film. She confirmed that the conditions they have presented in their thesis were real and very rare.

The proponents came up with the idea of "A Hundred Ways to Say Hello" through some films and animated series that were used as inspiration; "Your Lie in April", "50 First Dates", and "Finding Dory".

The film "50 First Dates" stimulated the proponents' minds with the lesser known type of Amnesia called Anterograde Amnesia, which was portrayed by the female protagonist. The said concept was applied by the proponents to the film they had come up with, where the person affected by Amnesia is Lena – also the female protagonist. Moreover, the film "Finding Dory" was also somewhat related to "50 First Dates" because the main character, Dory, also suffered from some kind of Amnesia. In the film, Dory, a wide-eyed, blue-fanged fish suffered memory loss every ten seconds or so, which made it similar to Lena. Meanwhile, the anime series "Your Lie in April", in some ways, also inspired the animators of the thesis because a character in the said anime experienced the same fate with that of the characters of the two films mentioned. Kosei Arima, the main character of "Your Lie in April, suffered a mental breakdown which made him unable to hear the sound of his piano although his hearing was perfectly fine.

Humans expressed themselves through art even during the ancient times. Art appeared in many forms with the passage of time, from wooden sculptures to oil paintings. Moreover, in today's world of technology and advancement, it is inevitable for art to change and adapt to the current times.

Today's youth – the millennial generation – has given art a whole new meaning through usage of traditional techniques and gadgets. Gone were the days when art was done merely in a workshop with paints, wood, or marble.

Nowadays, anyone with great passion for art could become an artist, with enough patience and perseverance. All they need is the motivation to make art, whereas all the tools they need are simply made accessible by the internet.

Moreover, the purpose of art is to leave a message and spread ideas. In today's modern world, media plays a good venue for art to find its audience. Moviegoers see films for the stories and events that unfold on the big screen. However, the medium of entertainment and visual presentation of stories that this study dealt with was animation.

Today's animation trends focuses on 3D Animation films and motion graphics which make them more exciting to watch compared to conventional animation. Even though 3D and motion graphics are the trends of animation today, the researchers focused on 2D Animation because the production of a 3D Animation was more time consuming and costly compared to 2D. Low financial cost and time restraint makes 2D Animation a viable choice for animators who are just starting out.

Live-action movies feature veteran actors and actresses while animation features meticulously designed characters. Every aspect of the animation was designed for the audience to relate emotionally to the story. In order to animate a convincing character, the animator considered the personality, affections, desires, and goals of the character. With this information, he then created a distinct way of emoting for the character through facial features, postures, body language, and motions. The overall aesthetic of the characters should draw the audience in. This is accomplished by the animator using various photo-editing and animation software.

The world of animation has grown significantly from being considered an enterprise solely for children. It is now a sought-after medium to tell stories. There are different genres in animation. The proponents focused on darker

themes, such as depression and hopelessness. Consequently, they made stylistic choices to better illustrate the genre. The animation had a darker color palette and harsh lines.

Eventually, in the story, the proponents attempted to mix the sorrow of hopelessness with the innocence of youth. The proponents thought it best to mix two different styles of animation to showcase these emotions. They chose an animation style that mixed cartoon and anime throughout the composition.

Indeed, the story was a coming of age tragedy, which featured two teens who were suffering from advanced neurological conditions – a disease and impairment. Arthur, the male protagonist of the story, lived in the future, and was constantly thinking about being unable to move completely, and his impending early death. On the other hand, Lena, the female protagonist, lived in the past, as she could not process new information due to her kind of amnesia.

Arthur had Friedreich Ataxia, a rare hereditary disease which occurs in 1 out of 50,000 people. His ability to control his muscles gradually deteriorated as time passed. As of today, there is no cure for Friedreich Ataxia.

Meanwhile, Lena had Anterograde Amnesia, which was caused by the damage of the hippocampus section of the brain. Lena's condition was the result of a car crash which caused severe head and psychological trauma. Like Friedreich Ataxia, there is still no absolute cure for Anterograde Amnesia. It is often a permanent condition.

These two teenagers represented the idea of hopelessness in a younger generation. When the two of them met, they became friends. Their friendship was tested because of the fact that Arthur had to reintroduce himself to Lena every single day. However, through Lena's help, Arthur discovered the meaning of the word "solace" – comfort in moments of distress.

People with Anterograde Amnesia have exactly the same day, over and over. They could not store new memories. Thus, Lena's usual routine was always broken every time they met. She found herself drawn to Arthur, in spite of having her memories wiped every morning. Hence, her day to day happiness was meeting Arthur and spending time with him.

The proponents made a stylistic choice of having nonblack outlines to illustrate better the negative emotions felt by the two characters. There was literally no hope for the two of them throughout their relationship, yet they persisted in getting to know each other every single day. The color which the group used represented this bittersweet aspect of the two characters in the story.

"A Hundred Ways to Say Hello" explored the use of montage sequences to set the pacing of Arthur and Lena's relationship. Every time the two characters met, a number of transitions occurred. The number indicated the times the protagonists have met, and the number of times Arthur has had to introduce himself to Lena.

The story revolved around the animation of the two neurological conditions, its symptoms, and effects, and how it affected a newfound friendship, and possibly, relationship. "A Hundred Ways to Say Hello" was an animation that sought to display emotions through creative imaging,

Significance of the Study

Patients with Amnesia and Friedreich Ataxia. Those with amnesia who were not able to recall their memories whether new or old, along with people who fought back against Friedreich Ataxia were indeed very brave. A Hundred Ways to Say Hello would shed light on their pain, their struggles, and their way of coping and healing.

Students. Students of Baliuag University were part of the youth who could relate to Arthur and Lena's struggles growing up teenagers. Additionally, Anterograde Amnesia and Friedreich Ataxia were rare neurological conditions. The animated short film would teach students the symptoms and effects of these two lesser known conditions.

Developers. The group would further develop their skills in drawing, and in various software used in animation, namely: Adobe Flash, Adobe Photoshop, and Adobe After Effects. Additionally, they would gain practice in working in a project and team-based environment, which could have been proven beneficial professionally.

Community. This animation would be of great help to the community because it would not only give them knowledge about the said diseases but they would also know the symptoms so they could prevent it to happen to them as early as possible.

Researchers. This animation would also be of great help to other future researchers because they would learn some tips in animating a short film and they would also learn new information on Friedreich Ataxia and Anterograde Amnesia.

Related Study

Kasper et al. (2015) stated that "As with many degenerative diseases of the nervous system, there was currently no cure or effective treatment for Friedreich ataxia. However, many of the symptoms and accompanying complications could be treated to help individuals maintain optimal functioning as long as possible. A multi-specialty team approach was essential to the treatment of the individual with Friedreich ataxia. Doctors could prescribe treatments for diabetes, if presented; some of the heart problems could be treated with medication as well. Orthopedic problems such as foot deformities and scoliosis

could be corrected with braces or surgery. Physical therapy might prolong use of the arms and legs. Swallowing and speech issues should be followed closely. Hearing impairment could be helped with hearing aids."

On the other hand, the female protagonist, Lena, had a memory impairment called Anterograde amnesia. These were "Patients with amnestic states who could not remember what they ate a few hours ago or the details of an important event they might have experienced in the recent past." This study focused on the latter – Anterograde amnesia. "The second and most important component of the amnestic state was the Anterograde amnesia, which indicated an inability to store, retain, and recall new knowledge. This damage could be caused by an accident, as a result of surgery, alcohol, and even an acute deficiency of thiamine known as "Korsakoff's syndrome. Studies have also shown that patients who have been prescribed benzodiazepines, familiarly known as tranquilizers such as Valium or Xanax, could suffer from Anterograde amnesia." (Kasper et al. 2015).

"Hopelessness was correlated more highly with suicidal ideation than was the level of depression", stated Chochinov, Wilson, Enns, and Lander (1998). This statement was according to their study of hopelessness in a group of 196 patients with advanced terminal cancer.

According to a study in 2018 conducted by Yuen, Ah-Choo, and Woods, "Digital animation (DA) was a field of art and design which required certain level of design and computer skills with creativity and storytelling. Overall thematic analysis revealed that the students' perspective of independent learning corroborated with most student-centered learning concepts."

As such, younger audiences would find serious medical conditions an easier concept to grasp using animation.

Objectives of the Study

The objectives of this project are the following:

1. To know if 2D Animation was implemented properly throughout the film.
2. To know how the animated film may be evaluated in terms of A. Pre-Production (Script, Storyboard), B. Production (Coloring, Background, Voice Acting, Character Animation, Rendering, Sound Effects), C. Post-Production (Transitions, Audio, Pace, Appropriateness and Originality, Required Components, Title and Credits, Soundtrack, Techniques).
3. To know if the film had visually represented Friedreich Ataxia, Anterograde Amnesia, and its symptoms.

Methodology

The proponents illustrated the animation production process that was divided into three phases;

First, the Pre – Production process, this phase included the storyboarding and script writing for the whole story of the animation. Second, the major and the most challenging part of the animation process was the Production. This phase included the coloring, background editing, voice acting, character animation, rendering and sound effects.

Storyboarding - It was the most important part before creating or planning in order to create a film, the viewers or the audience should understand what the film would look like just looking into the storyboard. The Storyboard should include everything that would be portrayed in the film.

Coloring - A film could either be Black and White or Colored, but the proponents have chosen a colored type animation since it was important to put colors to the film which made it lively and give emphasis to the parts of the animation.

Background - editing - The background would make the audience interested to watch the film and removed the boring part so every scene should have an appropriate background.

Voice Acting - The Film would be more interesting to watch if the voice actors had a unique and understandable voice. Hence it should be lively and appropriate to the scene.
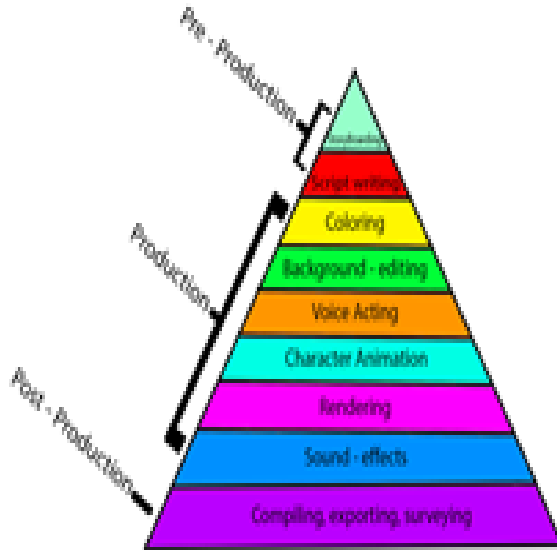
Character Animation - It was the main part of the film, the Characters. A film could not be made without a character or any special characters. The proponents had meticulous minds in creating a character because it would make a unique story.

Rendering - After everything was finished, the proponents rendered every detail to make the whole animation process. Now it could be checked if there were inappropriate part in the scene.

Sound - effects - The sound effects were very important because it would give the audience excitement in watching the film. Every sound effect should also be appropriate to make the viewing experience comfortable and intriguing.

Compiling, Exporting and Surveying - It was the last part of the animation process, after finishing the film, everything should be compiled and exported and then the survey should be answered by the audience so the proponents could analyze the effect or impact of the film.

Workflow Process

Pre - Production

Production

Post - Production

Script writing
Coloring
Background - editing
Voice Acting
Character Animation
Rendering
Sound - effects
Compiling, exporting, surveying

Subject of the Study

Different people were used as intended viewers to evaluate the animated film. It was fulfilled after watching the animated film. They reflected and rated the animated film that was shown.

Research Instrument

Books, newspapers and websites were the different references materials used in getting information for this research. The animators created evaluation forms with questions to help conduct the result of their subject.

Pre-Production Phase

At this phase of further developing ideas and planning prior to the process of production, the proponents started conceptualizing the story, creating the storyboard and constructing the script. The proponents also identified the target viewers of their research. This task is important for the target viewers that will decide what kind of film will they prefer.

Storyboard

The storyboard helps to have a script to be written before the animators start to sketch. The creation of a list of action and scenes points in the story. Major action points are parts of the story that stand out as turning points that affect the storyline, or major camera movement that needs to be planned out in detail ahead of time.

Production Phase

In this phase, the animation produced into different software, After Effects, Adobe Flash, Adobe Photoshop, Krita and iMovie. The proponents focused mainly on 2D animation story and refrained creating a 3D animation due to some reasons, first is the cost of the 3D animation, second is the time that is needed in order to create an animation, third is the resources that is needed. The proponents used Wacom Intuos in drawing the animated film because it helped them to be at ease in producing the 2D animated film using Krita and Photoshop application. The first production process is where the modeling takes place, it was generated in Adobe Flash application software and then the next production process is where the movements in the character model takes place in After Effects application software.

The development of the 2D animated film uses software and technology that was needed in developing character and storyboards. This process usually is the longest and most complicated process in developing the animation. The proponents have mixed their artistic minds and suggestions in order to finalize what film could be developed.

Line Art

Line art is the process of line smoothening of the scanned sketches through the use of a digital art software. In this case, the animators used Krita to achieve this. After the sketches are scanned, it is then given to the line art division in which they would use to smoothen out the lines and remaster the entire drawing/frame in general.

Coloring and Shading

This phase is described as the application of color, with the appropriate specifications of a correct hue, and saturation. After receiving the line art from the line art division, base colorists placed the needed base colors and then submit it to the shader for further quality inspection. The proponents used Krita for this procedure.

Post Production Phase

After the proper rendering of the 2D animated film, it is then placed into After Effects for post-production editing, which includes video animation and editing. Each scene has been thoroughly made and enhanced to keep it flowing naturally with the script and the storyboard. In this phase, effects are laid out which fits to each mood of the scene, as well as the background music. This is the phase where the group gather around to review their work, evaluate and make adjustments to whatever necessary to call the animated film complete.

Animation

The animation is the step where the sequence of drawings figures that will create the illusion of moving images. The character models and the background were designed as 2D. The animation presented in the animated film is not only limited to one form or style of animation or art. As the story progresses, other genres and styles of art or animation will also be shown. Once a set of frames is done, it will be handed over to the animators, who will further enhance in the After Effects.

Video Editing

Video editing is the process of manipulating and rearranging shots to create a smooth final product. This is stage where unwanted footages of the scenes are removed, and it is when After Effects is being used. Video editing is a crucial procedure to make sure that the video flows smoothly and that will lead to the success of the research. This phase includes the process of further correction and editing of the film such as titling, camera angling, color enhancement, lip syncing and others.

Results and Discussion

Based on the first category, the story flow of animated film got 4.2 overall mean which means that most of the respondents agreed that the animated film shows clarity about the FA and AA and its causes, it successfully delivered the message of the animated film.

On the second category, the concept of the story got 4.13 overall mean, which meant that most of the respondents agreed that the concept of the animated film was authentic, the story was clearly expressed, easy to comprehend, and it successfully delivered the thoughts FA and AA.

On the third category, the quality of the film got 4.2 overall mean, which meant that most of the respondents agreed that the quality of the animated film shows FA and AA was appealing to the eyes, the work of the animators displayed an artistic talent and was clearly expressed in 2D animation.

The proponents computed the overall mean of the three categories and got 4.22. This meant that the respondents agreed in three all categories and it shows that the animated film is accurate to the animated film's concept, story flow of the film, and the quality of the film.

Indicators	SA 5	A 4	N 3	D 2	SD 1	Mean	Interpretation
1. The animated film promoted awareness about FA and AA.	2.60	1.44	0.33			4.37	Agree
2. The animated film illustrated the signs of FA and AA.	2.20	1.80	0.3			4.3.0	Agree
3. The animated film thoroughly explained the FA and AA.	2.15	1.20	0.75			4.10	Agree
4. The animated film helped the viewers to understand the FA and AA.	1.85	1.78	0.64			4.27	Agree
5. The animated film clearly showed the causes of FA and AA.	1.79	1.68	0.75			4.22	Agree
Total						4.30	Agree

Indicators	SA 5	A 4	N 3	D 2	SD 1	Mean	Interpretation
6. The animated film is purely original.	2.45	1.18	0.72			4.35	Agree
7. The animated film precisely expresses the story.	1.97	1.88	0.34			4.19	Agree
8. The characters exhibited the concept of FA and AA.	1.93	1.76	0.42			4.11	Agree
9. The methods of the animated film were used to clearly expresses the story.	2.26	1.48	0.56			4.30	Agree
10. The animated film provided awareness about FA and AA.	1.47	1.98	0.64			4.09	Agree
11. The story of the animated film is easy to understand.	1.65	1.58	0.92			4.35	Agree
Total						4.23	Agree

Indicators	SA 5	A 4	N 3	D 2	SD 1	Mean	Interpretation
12. The art style of the animated film is appealing to the viewers.	2.45	1.08	0.61			4.14	Agree
13. The story of the animated film affected you.	2.56	0.98	0.72			4.26	Agree

Indicators	SA 5	A 4	N 3	D 2	SD 1	Mean	Interpretation
14. The overall quality of the animated film meets your satisfaction.	1.95	1.68	0.53			4.16	Agree
15. The story of the animated film was clearly expresses in 2D.	1.45	1.88	0.72			4.05	Agree
Total						4.23	Agree

Indicators	SA 5	A 4	N 3	D 2	SD 1	Mean	Interpretation
1. Animated Film's concept.						4.30	Agree
2. Story flow of the film.						4.23	Agree
3. Quality of the film.						4.15	Agree
Total						4.23	Agree

Recommendation

The proponents have recommended to those future researchers that might want to also do the same kind of study to first consult medical professionals, preferably Neurologists to confirm the ideas and to make the study truly accurate. Maintaining time management is a must, time is very important at all times. Sketches should be creative so that when it is being transformed to the 2d film it will promote awareness and inspiration to the viewers. The line art is very important to be cleaned and well-drawn so that it can be fully attractive and pleasing to the eyes of the viewers. Good quality and creative sketches will make it easier to do during the editing process. Lastly, the proponents also suggest that before they will start the compiling the animation, they should plan carefully on what the background music should

be play because it is one of the most important roles in the animated film, it should balance and should match the animations and their movements.

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