

HOW TO MAKE A FRIEND ?

PRESSKIT

a film by GE Jinfei, HE Bin, Myrtille HUET,
Julie JARRIER-STETTIN and ZHANG Yuqiang





PITCH

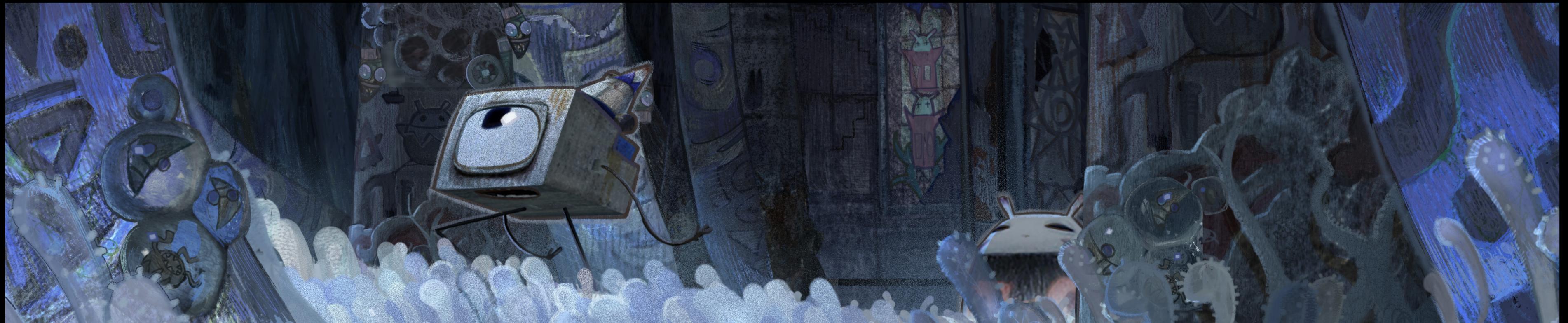
Moo and Yuu live in an abandoned city. Moo mourns her deceased friend, so Yuu, an inventor, decides to create a new companion for her. They embark on a journey together, gathering pieces to remake the friend. Unfortunately, Yuu's attempt fails, and the new friend doesn't work. However, Moo decides to move on because she realizes they have built a new friendship during their journey.

ABOUT US

We are a Franco-Chinese team of 5 people coming with different experiences. We all like fantasy and we wanted to create a different world with its own rules and history. So, at the end of our first year of Master, we came together in one team and we set about creating this beautiful common fantasy world !

Our universe is desolate and somber, but we aimed to create a story that contrasts with that. It made perfect sense to us to write and narrate the story like a Dark Fairy Tale. We explored the balance between our world and the adventure of our two characters. So, in this cold world, we crafted the charming, magical journey and encounters of Moo and Yuu.

We also longed to learn more about 3D and to make this 2D,3D beautiful concept possible. With this objective, it was for us an experimental movie and together we took a great leap into the unknown !



How we made the film ?

What technique did we use ?

We did a 2D, 3D movie. Only the 2 main characters are in 3D with a 2D redraw on top. And all the background and Fx animation are in 2D. So we can say that we did a 2.5D movie !

Why using 3D characters ?

We had a really complex texture on our characters, that is nearly impossible to have in 2D. So to obtain that kind of texture it was normal for us to use 3D. But we still wanted the final render to look like 2D. For that reason, after the 3D animation we had a step of 2D redraw for the outlines and some expression of the characters.

What was our pipeline?

During the production, once we finished the story-board, we could have done 3D posing, but we chose to do 2D posing on the layout BG. It was quicker for us to draw rough animation and to agree on the acting and timing before 3D. After this 2D layout posing we went directly on 3D animation.

Next step was a first pass of composition to adjust the characters color to the BG color. Then on TVpaint, we animated all the characters outline, some expression and the FX. Finally, we went back on after effect to do the final compositing.

Yeah, you have finished a shot !

What was the most difficult part of the project ?

The 3D process made things very difficult for us. We have been more used to 2D and we were not really a 3D team. For example, only one person on our team knew a little about rigging, and she still had to learn better to do it with tutos and teachers while rigging our characters !

So, we did a lot of mistakes and it was really hard for us to visualize the process and the final result. But we did it !



CONTACT

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TECHNICAL SHEET

Title	Year of production	Genre	Duration	Subtitles	Technique	Format
How To Make A Friend?	2024	Dark Fairy Tales	7'24"	English / French	3D, 2D computer animation	16:9

CREDITS

Voices
Mollie KEANE
Nicholas CONTRERAS

Music
Siyi CHEN

Story, Direction & Animation
GE Jinfei, HE Bin, Myrtille HUET,
Julie JARRIER-STETTIN and ZHANG Yuqiang

Sound Mix Sound Designer
Laurent JIMENEZ

Foley
Christophe BURDET
Clément NALINE

With the help of

HUANG Jiaxing, LI Ximin, WAN Ying, Mathilde VERGEAU, Louis CREZET, XIANG Sijia,
Korak BHAUMIK, TANG Tianhang, ZHANG Yayun, DONG Siyang, ZHU Guangda,
CHEN Yishuo, LIAN Yushan, Joe TRAN, ZHANG Ruiwen, FANG Ran, LUO Yuhao