Statement

Concept: A lighthearted one-minute short film. The protagonist is a bomb who accidentally wanders into a Jiangnan-style garden, falls into the water while admiring the scenery, and explodes after being bitten by a fish.

Main shot:

1. A bomb suddenly appeared in a Jiangnan-style garden.
2. Looking left and right, and walk cross the small bridge in the middle of the pond.
3. Climb onto the roof and look down at the panoramic view.
4. An aerial view shows a bomb perched on the roof, its legs dangling. Wind blows, and the paper-like bomb drifts into the pool.
5. Struggling in the water (the paper gets wet), small fish gather around and bite the bomb. The bomb explodes at red temperature.

Method: The main technique used is 3D to 2D rendering. The background is a 3D garden, while the main characters, the bomb and the little fish, are 2D and paper-like.

Expected goals and difficulties:

1. There are currently two directions for thinking about 2D technology.
    - One type is 2D material
    - One style is hand-drawn 2D, using traditional techniques to paste it into a 3D background
2. Some special effects may need to be added during the process. Such as explosion effects that have never been tried before.
3. It is possible that I might make a mistake while operating the system after the AI tutorial.
4. This work is entirely based on my personal research.