

DUE 26/11/25

SENIOR PROJECT PROPOSAL

SILKWOOD SCHOOL YEAR 12

Proposal by: Harper Logan

**Proposal Topic: 3D animation
and film pipeline**

LIST YOUR AREAS OF INTEREST

3D Modelling & Animation

Film and Television

CIRCLE THE TOP TWO YOU PLAN TO FOCUS ON IN YEAR 12

Senior Project is a major work completed in Term 1, 2 and 3

For their Senior Projects other students have:

- recycled a caravan as a homeless shelter
- created an animated film
- researched the links between metal-core music and mental health
- developed a new app
- written a script
- set up a fashion label



The important thing is that personal interest and curiosity drive the project, and that your knowledge and skills gleaned from research, study, life, hobbies, internships and previous projects are evident.

2. The Senior Thesis

If you are on a university pathway, it is likely that you will do a 'thesis' which is a way to demonstrate deep knowledge in your chosen topic and, depending on the university courses you are interested in, show your research, analysis and academic writing abilities.

A thesis is underpinned by a strong driving question that is explored, analysed and resolved in some way.

It usually contains key findings or conclusions, and an end product, for example, an in-depth research report, an essay or a literature review.

Some examples of Senior Theses that students have done include:

- Scientific investigation into the possible link between levels of heavy metals in fish in the Lake Macquarie region due to coal-fired power stations
- The use of forensic isotope analysis in the prevention of the illegal wildlife trade
- Protecting kelp forests
- Research into the effects of COVID-19 on the mental health of young people in the Orange region
- How eating disorders impact women and pregnancy



The Complexities of Developing Australia's North
Perspectives from the Mardowarra



Senior Thesis Report by Dylan Storer

University pathway
must complete a
SENIOR THESIS

EXAMPLES OF SENIOR THESIS PROJECTS

Example 1

2.6 Aim

The aim of this study is to understand if the concentration of fluoride affects the growth of bacterial cultures.

2.7 Hypothesis

The higher the concentration of fluoride exposure, the fewer the amount of growth of bacterial cultures will be observed.

Example 2

3. Materials and Methods

3.1 Experimental Design

This study prompted an in vitro experimental design to investigate the effects of different fluoride concentrations on the microorganisms which inhabit the human oral cavity. This particular design allowed for any effects to be observed without the risk of harm to any individuals working within the experiment. The experiment utilised saliva and plaque samples from two subjects which were then exposed to different concentrations of fluoride. The samples were kept in an incubator with set conditions to echo those of the human oral environment and observed.

A Senior Thesis is your chance to dive deep into a topic you truly care about. It's a major research project where you become the expert, investigating, analysing, and presenting your findings in your own voice.

By Term 4 next year you will submit your:

- Online Portfolio and Display folder
- Autobiography
- Senior Project/Senior Thesis
- Senior video

ONLINE PORTFOLIO

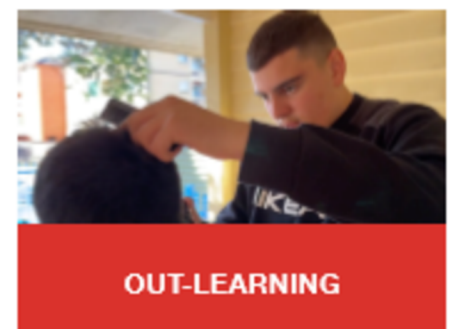
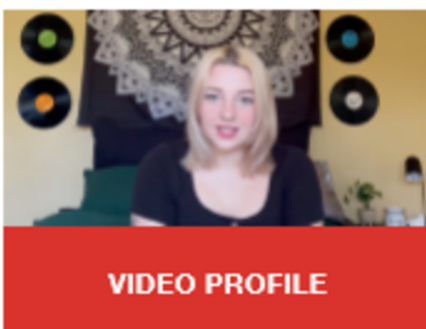
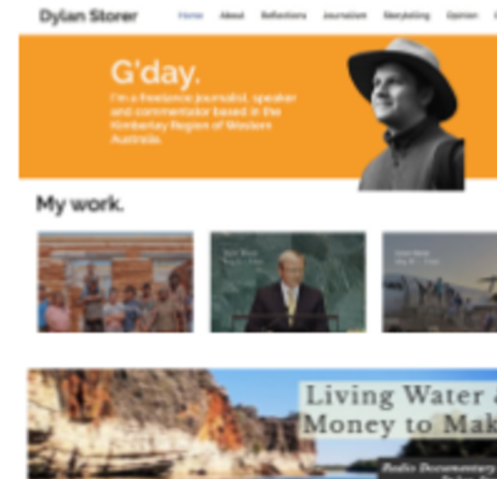
What is its purpose?

The Online Portfolio is a collection of your best work, chosen by you. It showcases the depth of your knowledge, skills and experiences in your field(s) of interest. It is also a great way to demonstrate your digital media skills.

The Online Portfolio is intended for an external audience such as employers, TAFE and university personnel, so you should select the material that will impress them or best meet their requirements.

What should be in it?

It depends on your pathway and goals. Most students include a selection of products that all students work on in their senior years such as a:



PROPOSAL DETAILS

Information needed for approval

What is the concept you will focus on (specific subject area) -

- How can I create a 3D animation and where can I go from there relating to the film and television industry

What major question/s will you explore throughout the year?

- What areas of 3D animation/modelling do I need to improve in?
- How hard is it to plan, produce and edit a short animation?
- Is 3D animation something that will take a long time to learn?
- How can I grow from small 3D animations to an industry level?
- How do skills in directing 3D animations translate to live-action films?

What is your hypothesis?

ADD

(your own prediction before knowing the results you will later find out)

Creating a 3D animation will be a difficult process, but with my understanding of the program Blender and my previous attempts at animation I believe that I will be able to manage to make a short animation. I also predict that while the pre-production will be the same as with a live action film, the production and post-production stages will have major differences.

What mathematics, measurement, money will you need to use? What impact will the correct use of maths have on this project?

Animation in Blender requires maths to organise keyframes and blending between frames. I may also have to budget to purchase a newer computer with better hardware if my current pc is too slow.

PROPOSAL DETAILS

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Explain the background or the problem related to your thesis project.

Why are you interested in it? How did you come to it?

- I have always loved video games and movies, but mainly the stories that they tell. I am interested in creating stories that will effect people how the shows and games that I have played or watched have affected me. I am also incredibly creative and wish to create interesting visual scenes and set up intricate details and history within my work.

What are the benefits your project might bring (short/long term)?

- My project will help test and develop my skills, especially since I have focused on 3D modelling and not animation in the past
- 3D animation is a blooming industry and may afford me job opportunities if I can develop my skills to a professional level

Who might benefit from your project findings (individuals/community)?

- I will benefit as I will know what areas I need to grow in
- A friend of mine and I plan to work on a film in the future, and my findings in my project will help when the time comes to help him with directing.

What might follow from it in the future?

- More animations and potential jobs may arise from my project, which will be my first stepping stones into the film and television industry

What will you produce at the end?

- A short animated film

How will you document your work as you progress?

- Multiple archives of working files will help show what progress was made over the course of the project
- Uploading progress to social media platforms like X or YouTube
- Upload work to personal website in preparation for year 12 exhibition

PROPOSAL DETAILS

Information needed for approval

How will your work meet the Big Picture Learning Goals?

Write a goal from each frame. View example [HERE](#)

Empirical Reasoning	3D animation is very technical compared to 2D animation, so lots of experimenting and playing around with different settings or workflows will be in order.
Quantitative Reasoning	In 3D animation keyframes must be adjusted in an editor similar to graphing. Poles and handles can be adjusted precisely and modifiers can be applied to create procedural effects.
Communication	Uploading posts on social media platforms will help build a community of people interested in my work while also giving the platform to express ideas.
Social Reasoning	Film and television is one of the most widespread platforms for sharing morals and ideals, and learning how morals are weaved into stories will help me understand different perspectives.
Personal Qualities	3D animation opens the pathway for me to make more projects that I have thought about for a very long time and connect with more creative people.
Knowing How to Learn	Learning a new skill like animation will help me learn what else I need to improve on when it comes to the 3D workflow.

PROPOSAL DETAILS

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Create a yearly timeline outlining your major milestones

Term 1	Begin project research (doing tutorials on 3D animation, understanding the animation workflow), start on pre-production workflow (storyboarding, planning)
Term 2	Begin animation, upload renders and images to social media to build an audience. Reach out through friend to see if anyone would be interested in helping with editing, sound design, etc
Term 3	Finnish animating, begin editing and post-production pipeline. Upload work to website in preparation for exhibition.
Term 4	Exhibition.

2026 start date:

Time:

Location:

QUESTIONS FOR EXPERTS

What mentors will you connect with? Who will help you?
What are some potential questions you have for them?

I have multiple ideas for where to look for a mentor, my advisor Reyna says that she has friends connected to the film industry and my advisor in year 9 had previously worked in the film industry too. Some questions I would ask would be:

- How difficult is it to get into the film industry?
- Are there any differences between how shows and movies are made? if so what are they?
- What are some good entry level positions to enter the film industry?
- Do you see 3D animation being a viable job in the future?
- Does AI pose any real threat towards the film industry?
- Roughly how long would it take to climb up the ladder to a directorial role?

ADDITIONAL TRIPS / EXCURSIONS

ADDITIONAL QUALIFICATIONS

OPTIONAL SKETCH / MOOD BOARD

APPROVAL Y / N

This project has been approved with the following comments:

This project has NOT been approved with the following comments:

Student signature:

Advisor signature:

Parent signature:

REFLECTIONS

Each week you work on your Senior project, you will need to complete a reflection. Ensure you put the date each for each entry. This needs to be completed individually. You can use the space provided or keep a word document/OneNote page.

Reflections during the process could include:

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Reflections after the process could include:

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