

TIMBER-JACK



MORALITY / ALLEGORY

GOOD VS EVIL



LUMBERJACKS, SILVICULTURE AND THE CANADIAN IDENTITY





**BUSHMEN AND SAWMILL HANDS
WANTED**

**JOIN THE
224TH CANADIAN FORESTRY
BATTALION**

**ALEXANDER M^CDOUGALL
LT. COL.**

**HEADQUARTERS
43 BANK ST. OTTAWA**



ILLUSTRATION



2 ½ D

PAPER PUPPETS IN 3D



Terry Gilliam Animation and Monty Python



Woman:
HELP, HELP ME, I'M
TRAPPED IN THIS BODY.

Terry Gilliam

rabbit



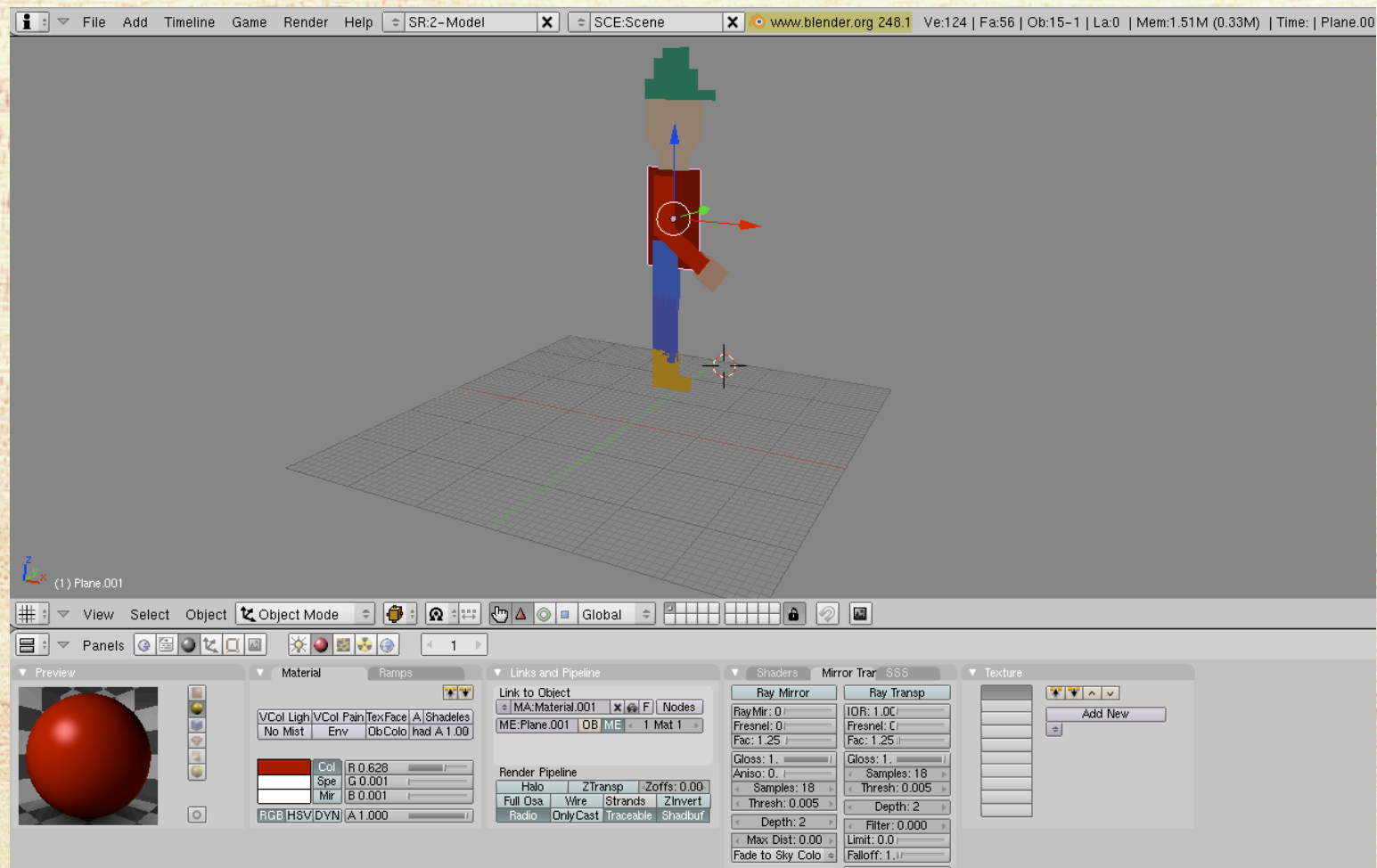
Run Wrake: Rabbit



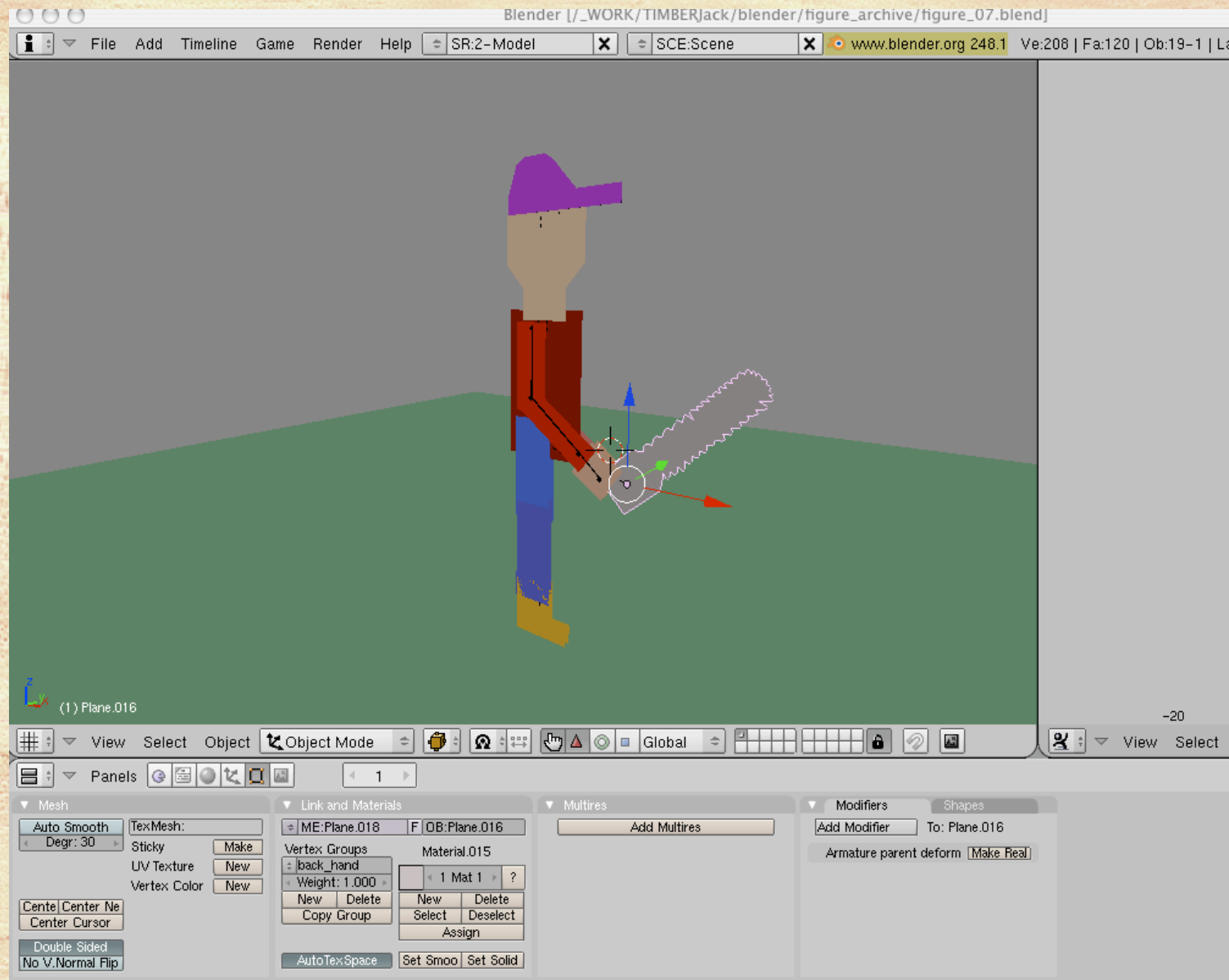
Run Wrake: Rabbit



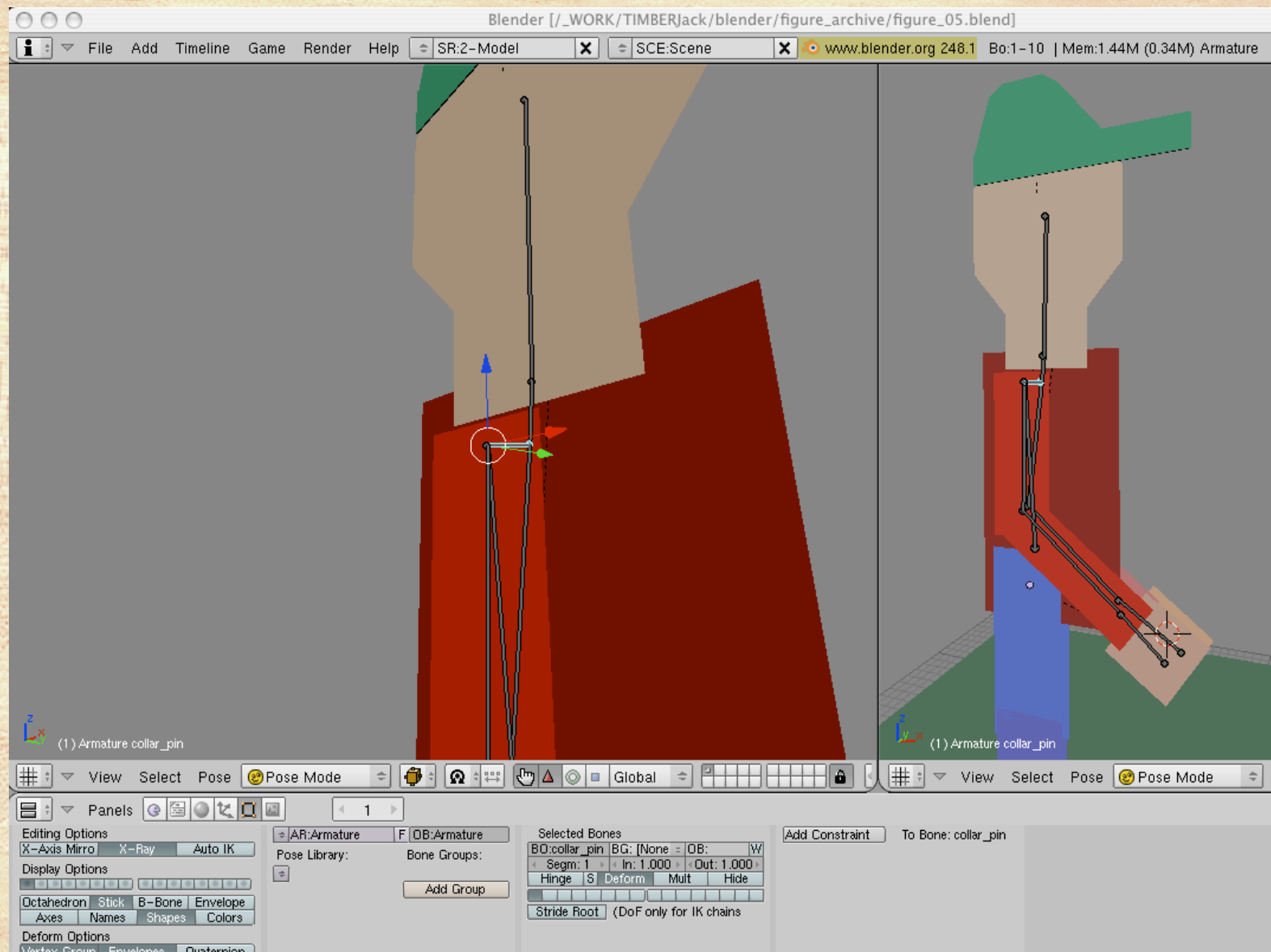
Run Wrake: Rabbit



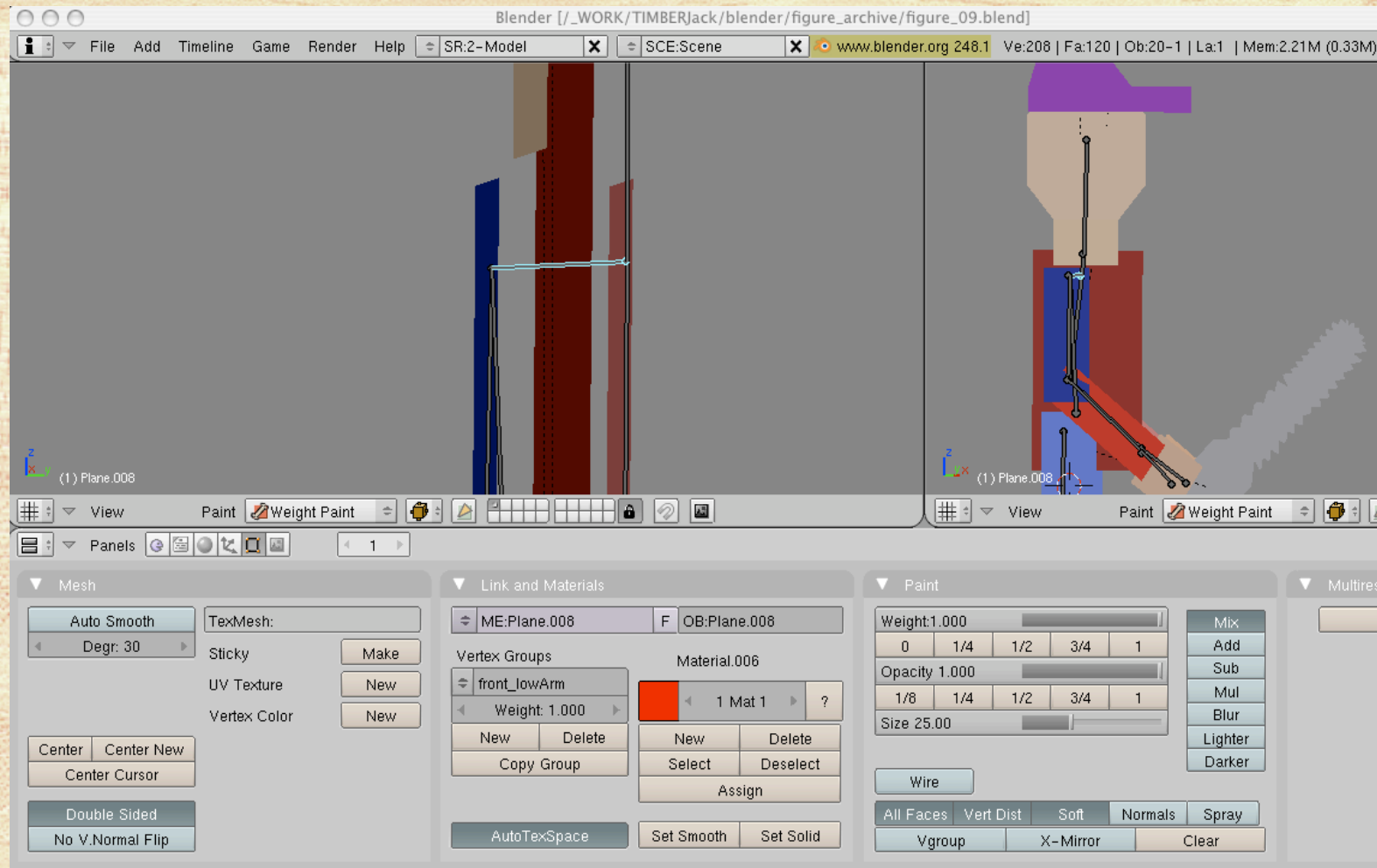
Character modeling – creating a 2d model in 3d space



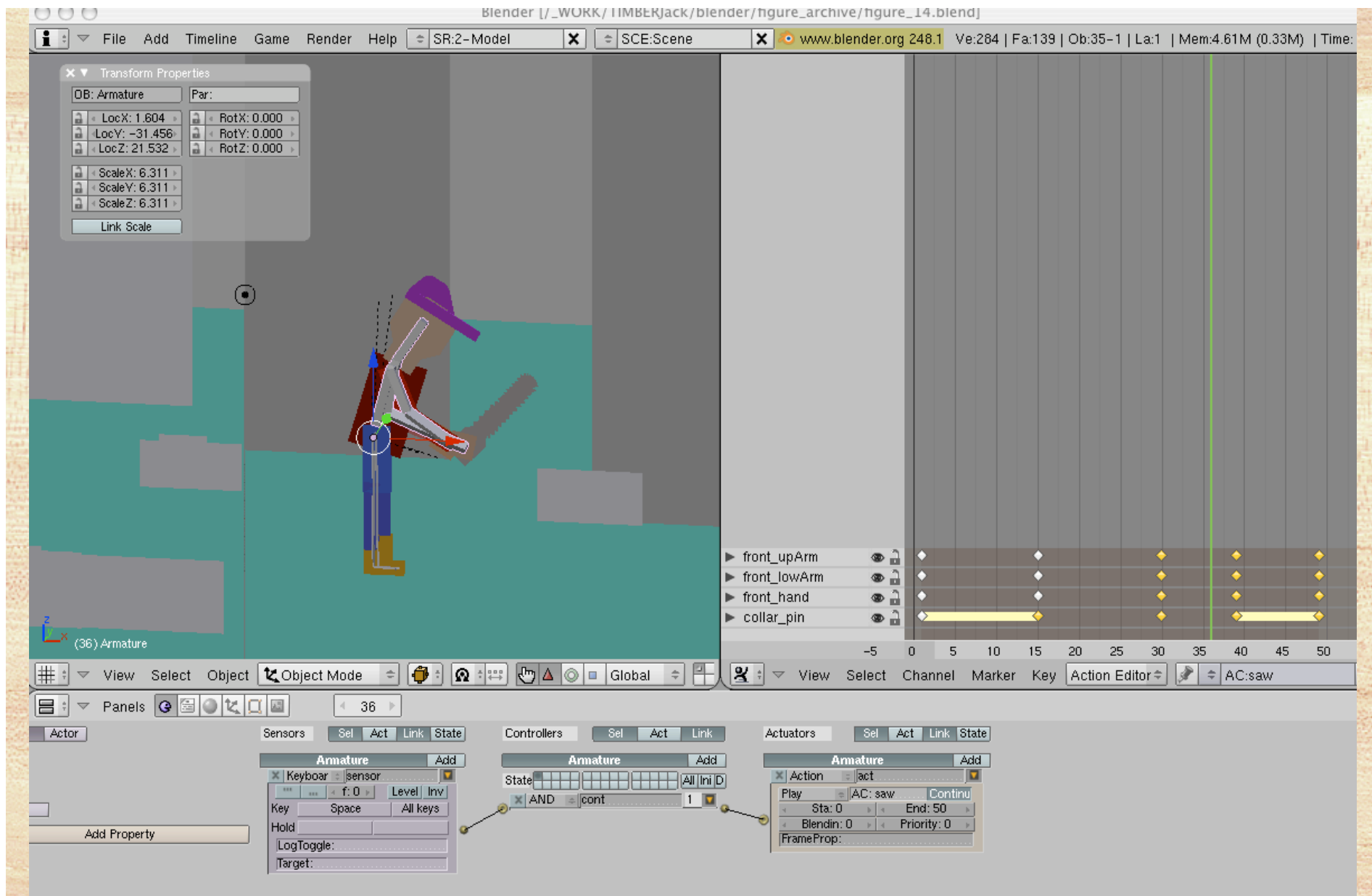
Character modeling – connecting plains with armature



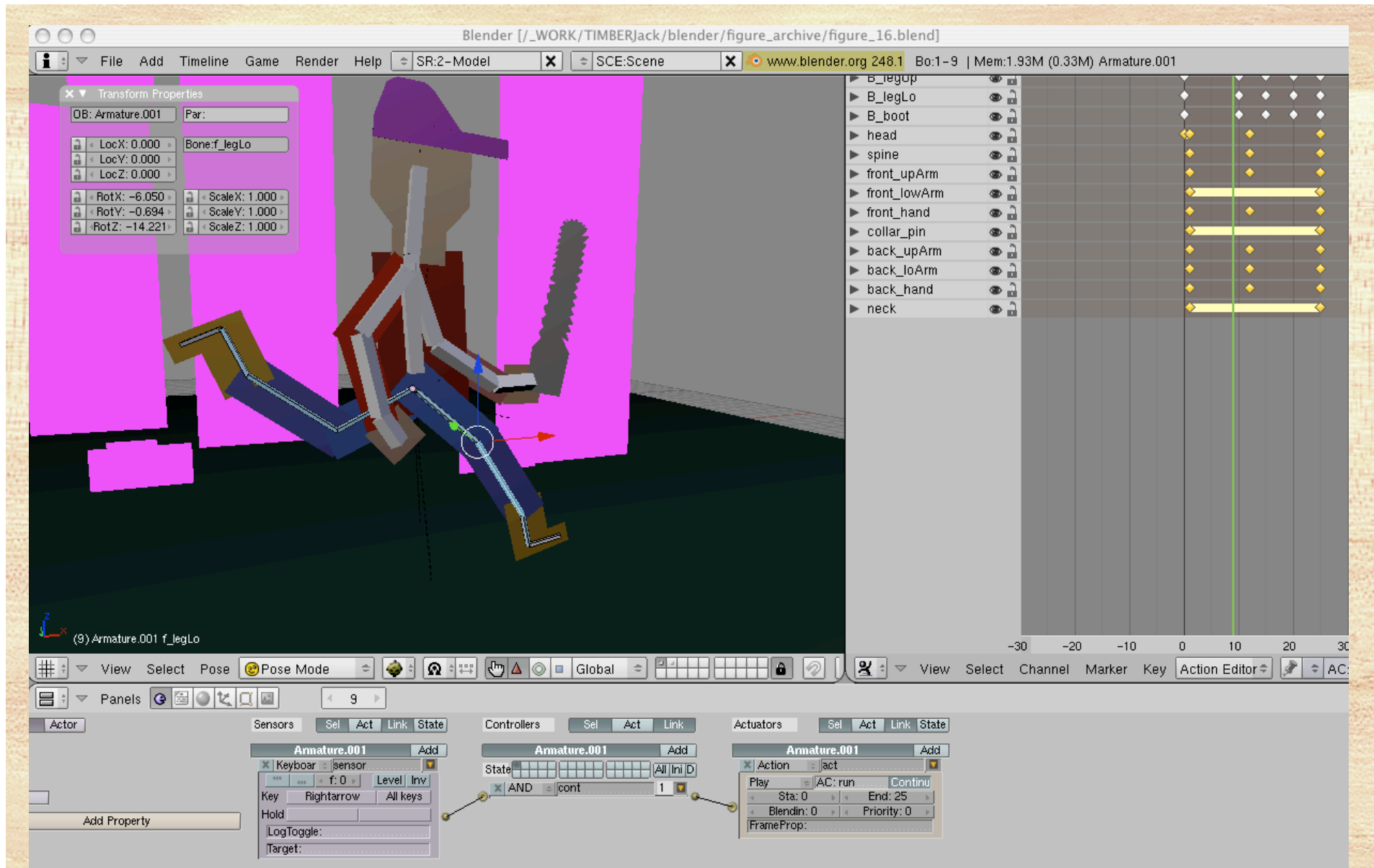
Building Armature – puppet pins



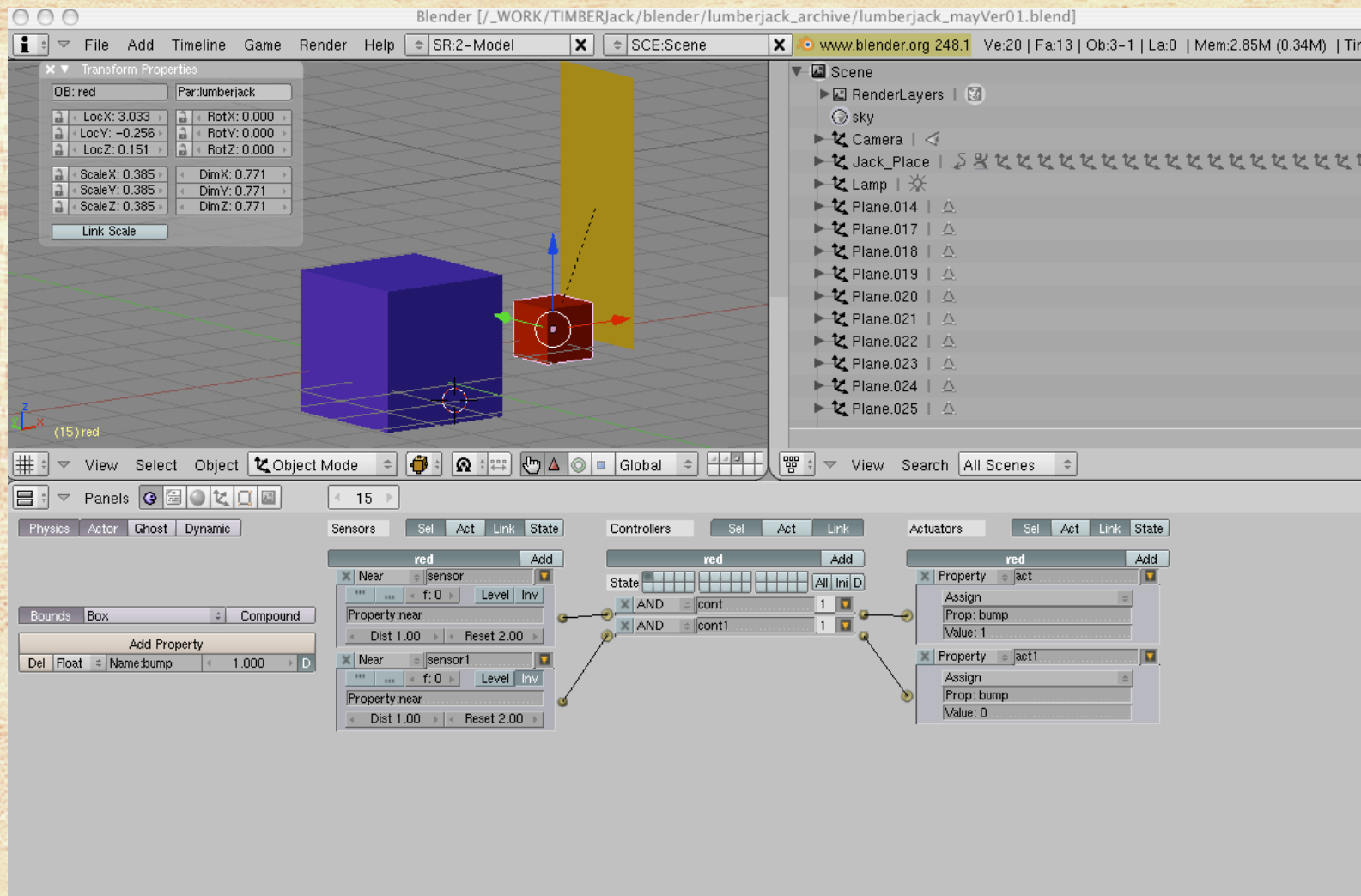
Building Armature – weight paint



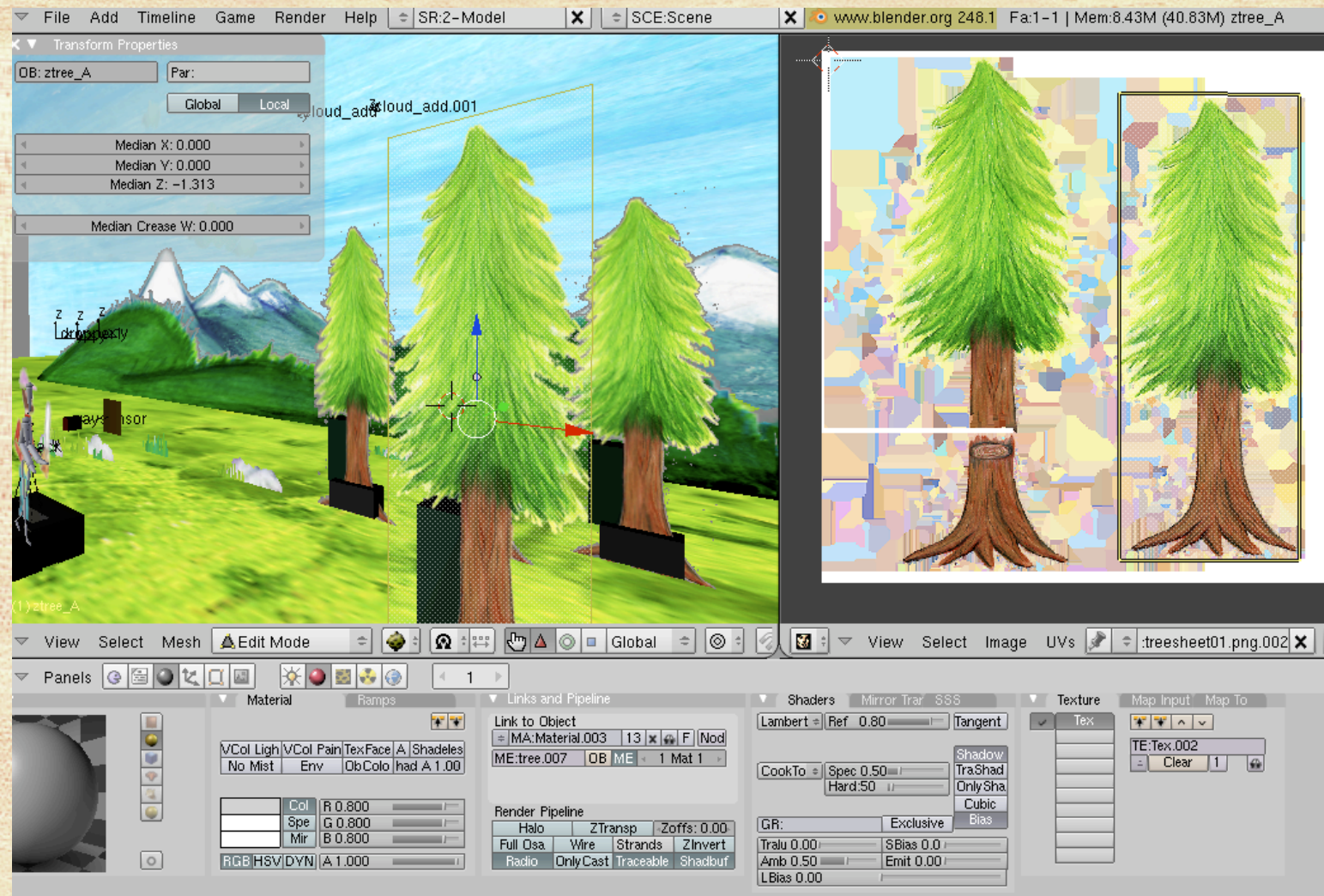
Character modeling – action editor



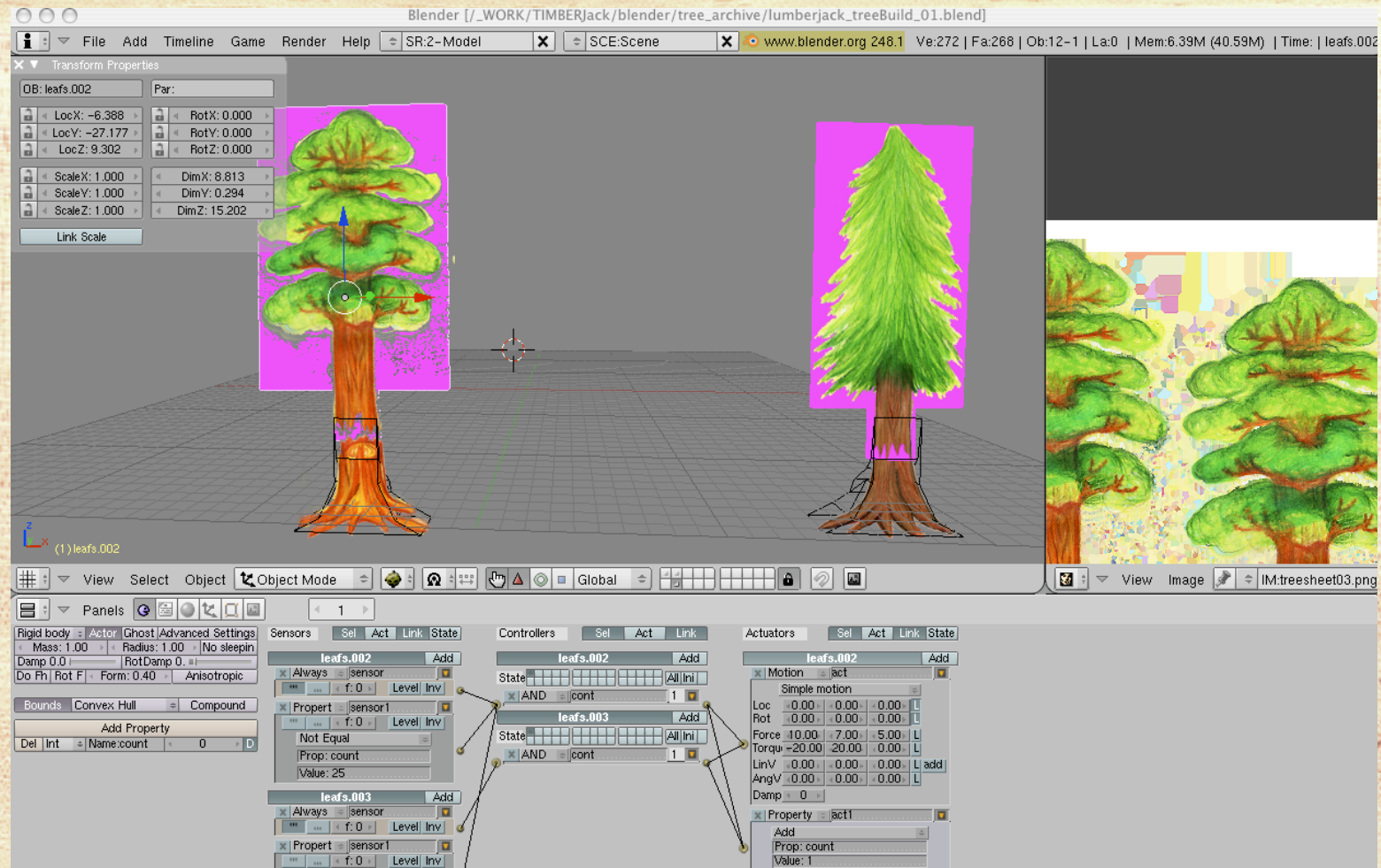
Character modeling – action editor



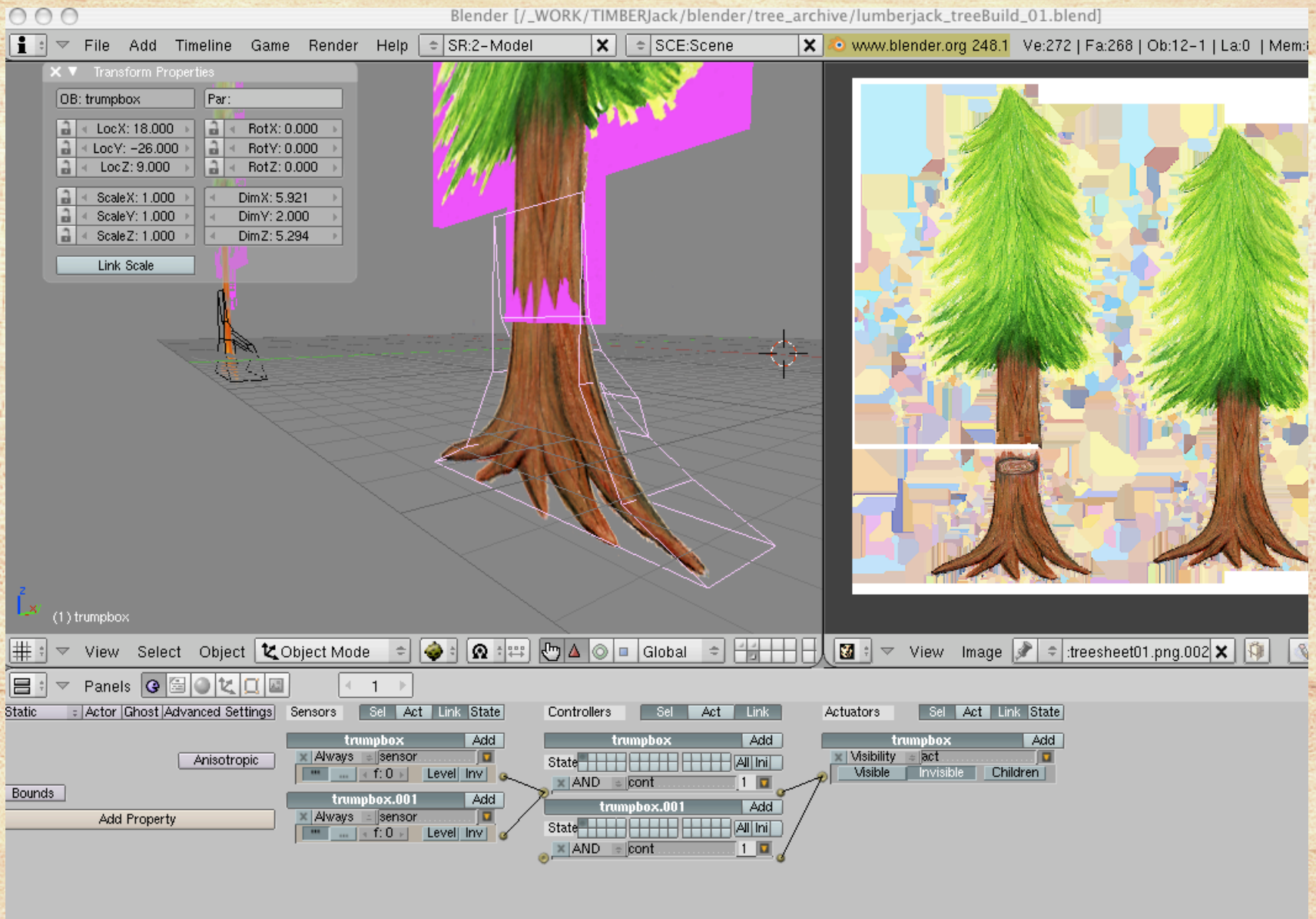
Sensor testing – NEAR, TOUCH, RAY



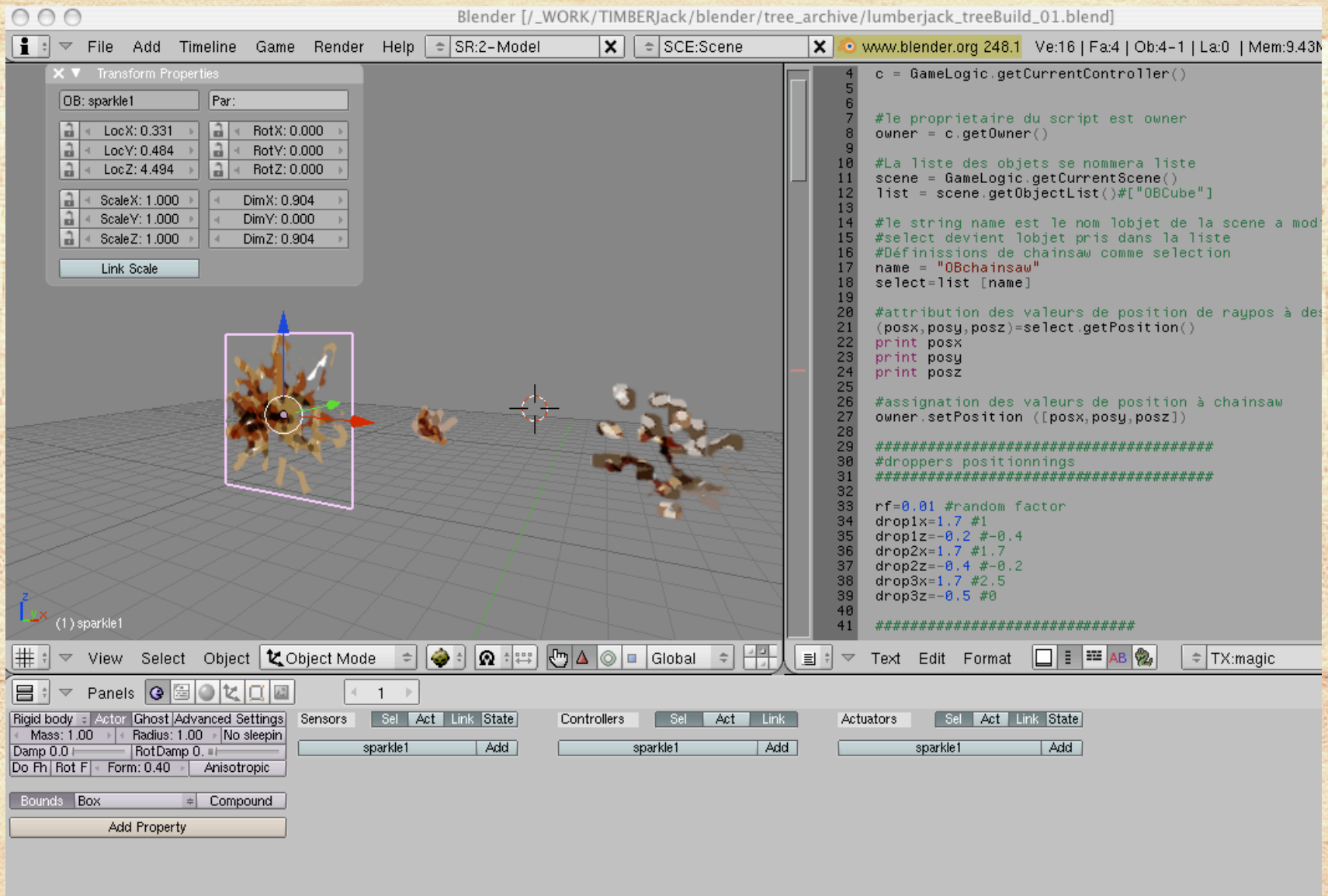
Making an interactive TREE



Making an interactive TREE

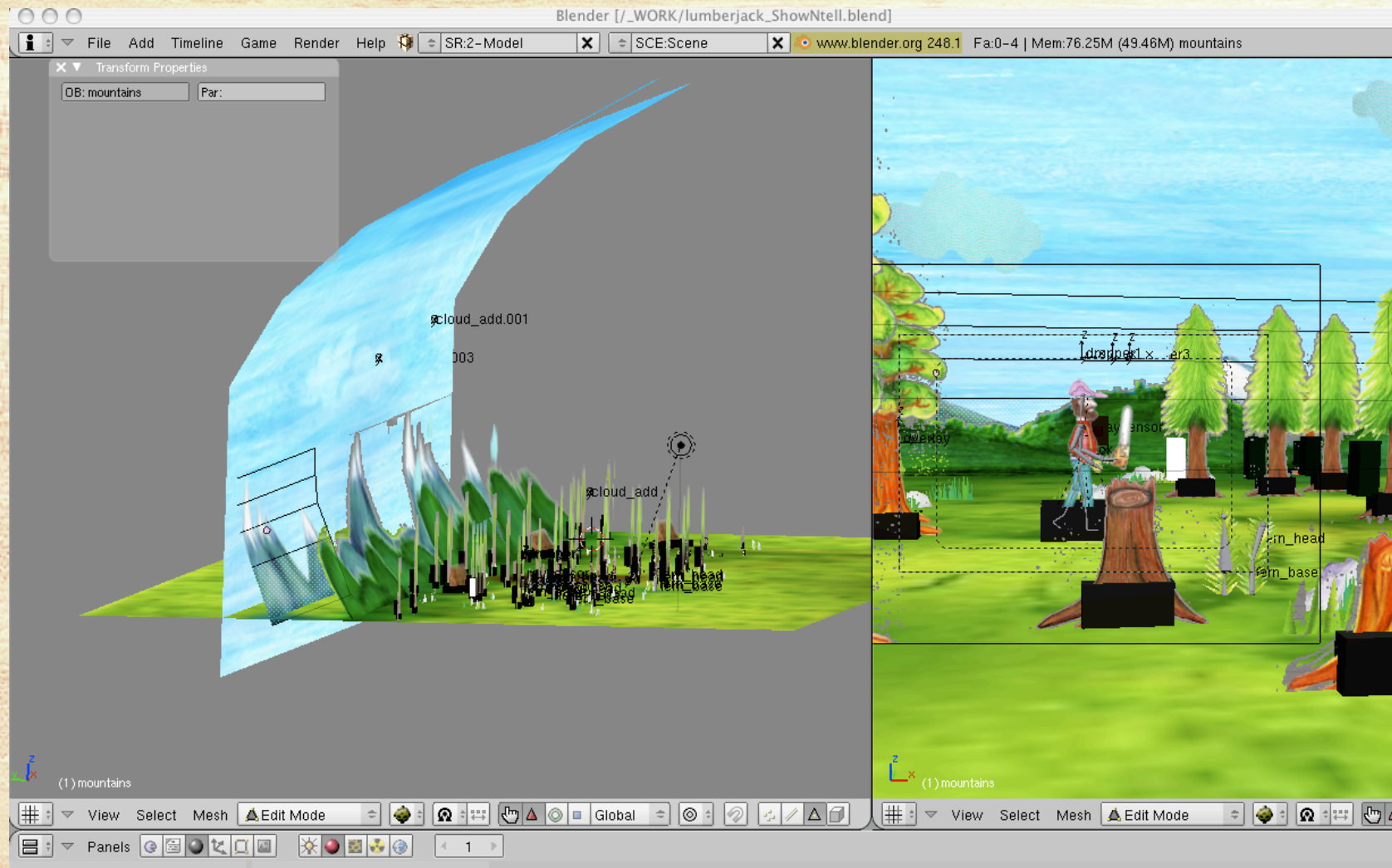


Making an interactive TREE

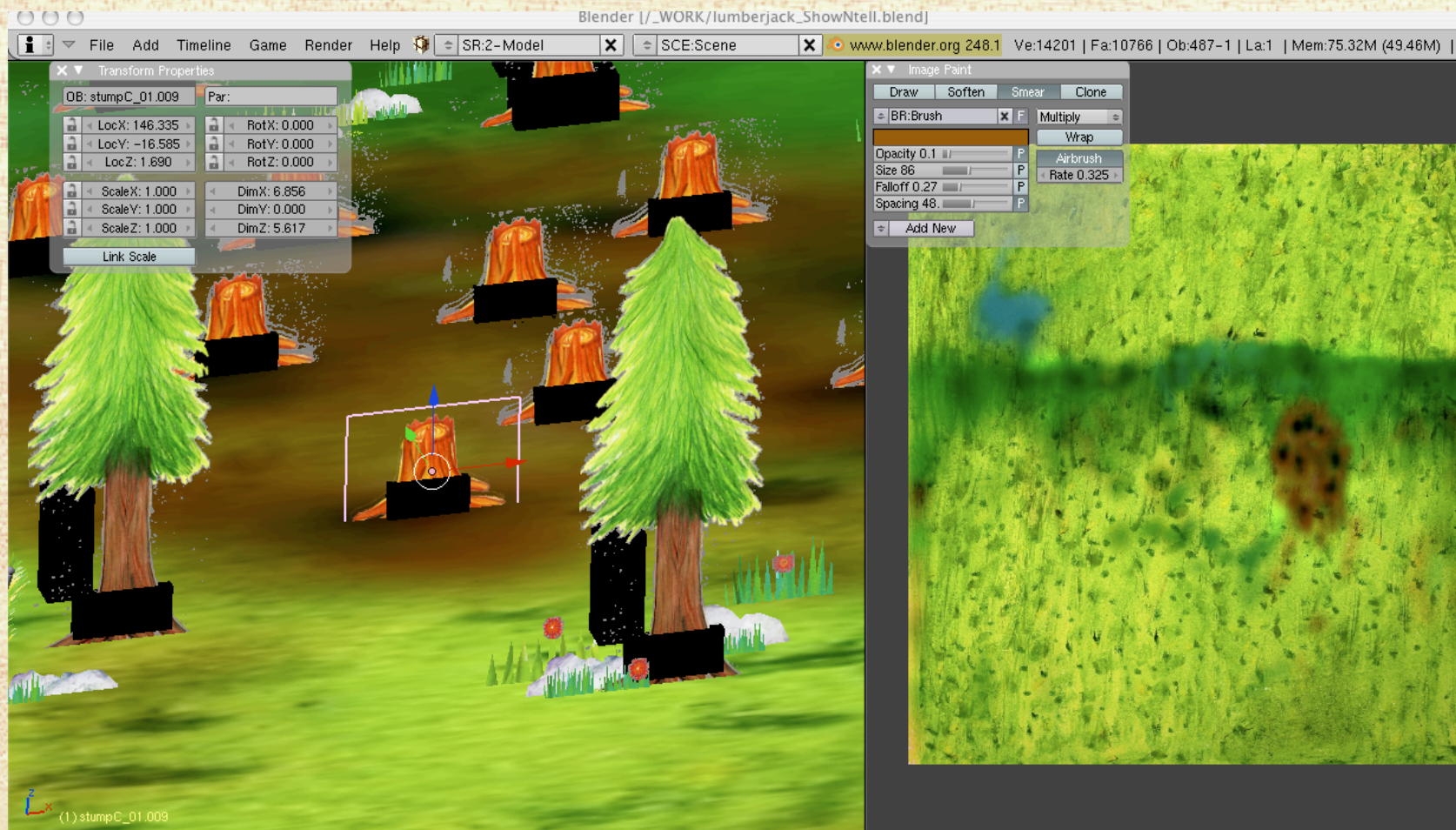


Making sawdust





Building the Landscape



Building the Landscape – texture paint

Mozart Sonata k 545.ftm - FamiTracker

File Edit Module Tracker View Help

Speed 6 Tempo 150 Rows 64 Frames 20

Octave 3

00 42 42 42 01 01
01 00 00 00 00 00
02 01 01 01 00 00
03 02 02 02 00 00
04 03 03 03 00 00
05 04 04 04 00 00
06 05 05 05 00 00
07 06 06 06 00 00

00 - Long Hat 07 - Longer Piano
01 - Short Hat
02 - DPCM
03 - Triangle
04 - Piano
05 - Lead
06 - No Envelope

Step 1 Key repetition

Songs Song #1

	Square 1	Square 2	Triangle	Noise	DPCM
00	E - 4 0 5 - - - -	- - - - -	* * * - - - -	C - # 0 1 A - - -	- - - - -
0E	F - 4 0 5 - - - -	- - - - -	D - 2 0 3 - - - -	A - # 0 0 - - - -	- - - - -
0F	G - 4 0 5 - - - -	- - - - -	* * * - - - -	- - - - -	- - - - -
10	A - 4 0 5 - - - -	F - 2 0 7 A 0 0 0	D - 2 0 3 - - - -	B - # 0 1 A - - -	C - 3 0 2 - - -
11	B - 4 0 5 - - - -	- - - - -	- - - - -	C - # 0 1 - - - -	- - - - -
12	C - 5 0 5 - - - -	- - - - -	- - - - -	A - # 0 0 - - - -	- - - - -
13	B - 4 0 5 - - - -	- - - - -	- - - - -	B - # 0 1 F - - -	C - 3 0 2 - - -
14	A - 4 0 5 - - - -	- - - - -	- - - - -	C - # 0 1 A - - -	- - - - -
15	G - 4 0 5 - - - -	- - - - -	- - - - -	A - # 0 0 - - - -	- - - - -
16	F - 4 0 5 - - - -	G - 2 0 7 C - - -	E - 2 0 3 - - - -	B - # 0 1 A - - -	C - 3 0 2 - - -
17	E - 4 0 5 - - - -	- - - - -	F - 2 0 3 - - - -	C - # 0 1 - - - -	- - - - -
18	F - 4 0 5 - - - -	A - 2 0 7 - - - -	- - - - -	A - # 0 0 - - - -	- - - - -
19	G - 4 0 5 - - - -	- - - - -	- - - - -	B - # 0 1 F - - -	C - 3 0 2 - - -
1A	A - 4 0 5 - - - -	- - - - -	- - - - -	C - # 0 1 A - - -	- - - - -
1B	G - 4 0 5 - - - -	- - - - -	- - - - -	A - # 0 0 - - - -	- - - - -
1C	F - 4 0 5 - - - -	- - - - -	- - - - -	B - # 0 1 F - - -	C - 3 0 2 - - -
1D	E - 4 0 5 - - - -	- - - - -	- - - - -	C - # 0 1 A - - -	- - - - -
1E	D - 4 0 5 - - - -	F # 2 0 7 - - - -	F # 2 0 3 - - - -	A - # 0 0 - - - -	- - - - -
1F	C - 4 0 5 - - - -	- - - - -	- - - - -	- - - - -	- - - - -
20	B - 3 0 5 - - - -	G - 2 0 4 F - - -	G - 2 0 3 - - - -	B - # 0 1 A - - -	C - 3 0 2 - - -
21	- - - - -	B - 2 0 4 - - - -	- - - - -	C - # 0 1 - - - -	- - - - -
22	G - 4 0 5 - - - -	D - 3 0 4 - - - -	G - 3 0 3 - - - -	A - # 0 0 - - - -	- - - - -
23	- - - - -	G - 3 0 4 - - - -	- - - - -	- - - - -	- - - - -
24	E - 4 0 5 - - - -	G - 2 0 4 - - - -	G - 2 0 3 - - - -	B - # 0 1 F - - -	C - 3 0 2 - - -
25	- - - - -	C - 3 0 4 - - - -	- - - - -	C - # 0 1 A - - -	- - - - -
26	C - 4 0 5 - - - -	E - 3 0 4 - - - -	G - 3 0 3 - - - -	A - # 0 0 - - - -	- - - - -
27	- - - - -	G - 3 0 4 - - - -	- - - - -	- - - - -	- - - - -
28	D - 4 0 5 - - - -	G - 2 0 4 - - - -	G - 2 0 3 - - - -	B - # 0 1 A - - -	C - 3 0 2 - - -
29	- - - - -	B - 2 0 4 - - - -	- - - - -	C - # 0 1 - - - -	- - - - -
2A	G - 4 0 5 - - - -	D - 3 0 4 - - - -	G - 3 0 3 - - - -	A - # 0 0 - - - -	- - - - -

For Help, press F1 Instrument: 00 Octave: 3 60 Hz 150 BPM 00:00:00

MAKING MUSIC – FAMITRACKER – FOLK SONGS



Wooden joystick



My family collecting wood in BC



Me with an Axe