

Procrastination

*Ms LEE Ka Yu, BSc (Hons) in Multimedia Technology and Innovation,
Department of Digital Innovation and Technology
Supervisor: Dr PANG Jasman, Assistant Professor*

Background

"Procrastination" is a common phenomenon among students nowadays. Students delay their important tasks despite knowing the negative consequences. This project aims to help individuals reflect on themselves and overcome procrastination.



As the animation industry continues to evolve, AI is expected to play a larger role in specific areas of production, complementing rather than replacing human creativity. This project will explore the application of Generative AI in animation.

Research Objectives

- 1. To raise awareness about the consequences of procrastination
- 2. To explore the application of Generative AI in animation production, including animating, background music, and sound effects

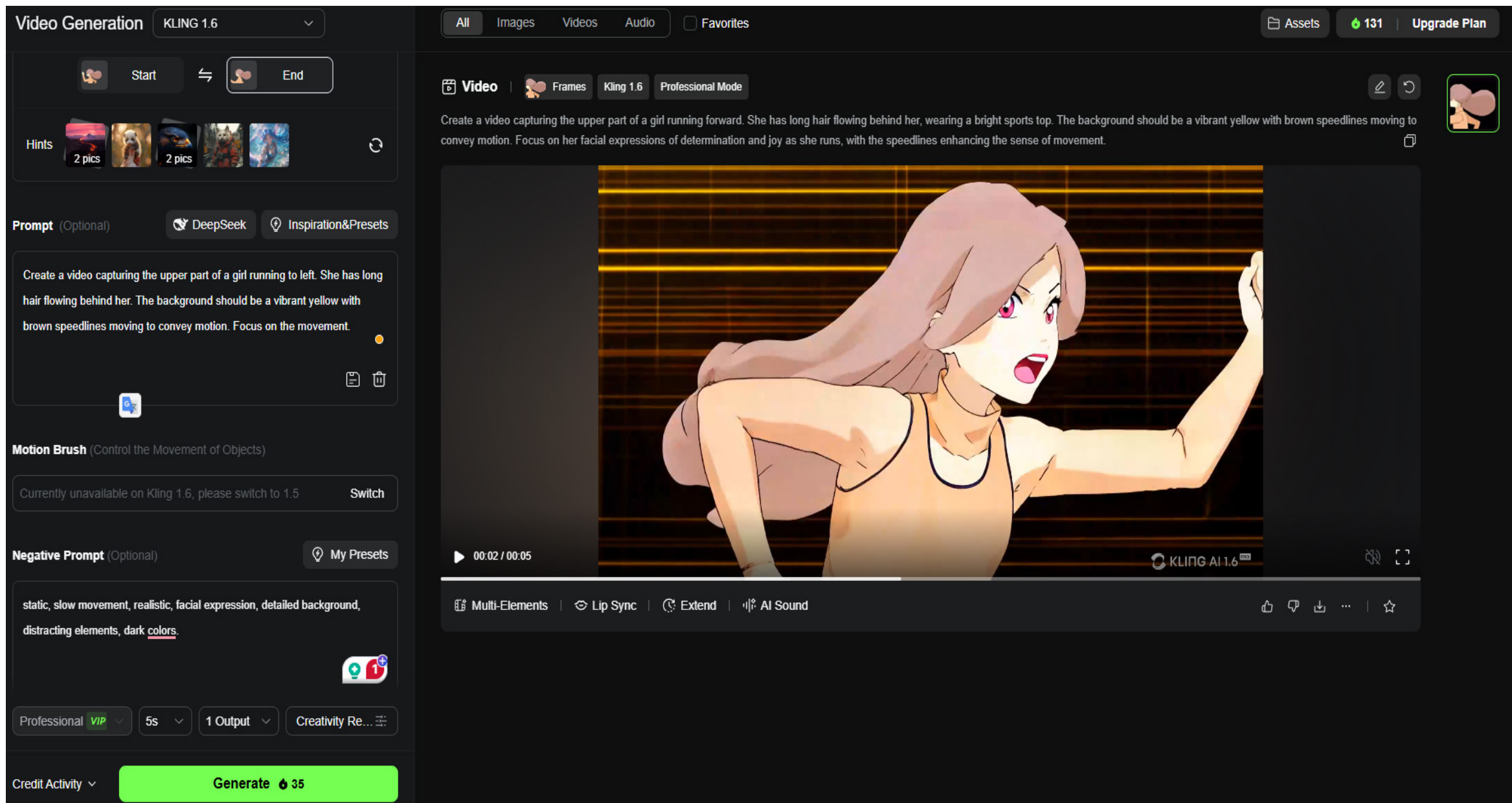
Methodology

“Procrastination” is a 3-minute short animation project that comically portrays the mental state and thoughts of a student struggling with procrastination. The plot of the animation can be briefly divided into 4 parts. Each part assesses the performance of Generative AI using various tools and applications.

Part	Description	Purpose
1	The protagonist thinks of poetry homework that needs to be handed in the next day. She struggles to write poems.	1. The scene depicts movement at medium speed to test the performance of AI animation. 2. Test AI automatic sound effects generation: sound of a pencil hitting a table, sound of slamming the door, and a growling sound.
2	The protagonist is caught by the angel when she goofs off. The protagonist tries to finish the homework.	Describes the mentality of people with procrastination.
3	The protagonist tries to write the poem under distraction from the devil, but she fails.	1. Create comedic effects. 2. Test Suno AI to generate retro video game music
4	The protagonist wakes up but there is no time left for her to finish the homework.	1. The scene mainly depicts large movements (running and speed lines) at high speed to test the performance of AI animation. 2. Depicts the consequence of procrastination.

Findings

Viggle AI, Alibaba-PAI, and Kling AI are tested for animation generation. Suno AI and ElevenLabs are used for generating background music and sound effects. All the prompts and negative prompts are generated by ChatGPT.



- Most of the animation production cannot be replaced with AI due to the inconsistent quality.
- Only one sound effect and background music were used in the final product. The rest were omitted from the final production due to low quality.
- Limitation:
Some AI tools are expensive and thus are not included in the test.

Conclusion

In conclusion, this animation project showcases the consequences of procrastination and the mindset of the student with procrastination in a comedic way.

It effectively explores the theme of procrastination with traditional animation techniques and a dedicated story. Although the use of AI was minimal, the project explored the potential and benefits of various AI tools in different aspects.