THROUGH THE FIRE
ANIMATION STYLE GUIDE

The art style and colors of **Mission Hill** (1999) - a short-lived and completely hand-drawn animation that refined characters in animation. It is one of the first animations to feature a cast of 14 to 20-somethings. Also, the first gay kiss on network television EVER.

KEY ELEMENTS

- Known for distinctive urban aesthetic that combines strong geometric shapes with a sophisticated color palette
- Featuring bold, angular architecture that draws inspiration from various real urban neighborhoods, particularly areas like Greenwich Village and Seattle's Capitol Hill
- The color choices are particularly striking - they employ rich, saturated purples, blues, and oranges, often in twilight or nighttime scenes
- Buildings are frequently depicted with warm glowing windows that contrast against cool-toned walls
- A lot of dramatic lighting effects in the backgrounds, with neon signs and street lamps creating pools of colored light that add atmosphere and depth
- Employing interesting perspective choices, sometimes using extreme angles looking up at buildings or down city streets to create dynamic compositions
- Often a sense of vertical space, with backgrounds showing multiple stories of buildings stacked upon each other, creating a dense urban feeling
- paying careful attention to environmental details like graffiti, posters, and urban decay, but rendered them in a stylized way that fits the show's overall aesthetic rather than going for strict realism
- The architectural style mixes elements of Art Deco with more contemporary urban design

▶ Mission Hill Episode 1 The Douchebag Aspect AI UPSCALE 1080p

▶ Mission Hill | The Complete Series | ALL EPISODES, SPECIAL FEATURES, AND COMMENTARY!

Animation motion format of **AfterWorld** (2007-2008) - a revolutionary and low-budget animation web series that features a "limited motion" style. The animation feels like the middle ground between storyboard and animation. This show lasted 126 short (like 2-3 minute) episodes.

KEY ELEMENTS

- Camera movements across still images
- Slow pans and zooms to create dynamic movement
- Strategic use of particle effects and environmental animations (like smoke or dust)

- Minimal frame-by-frame character animation, instead using tweened movements between poses
- Heavy use of dramatic angles and composition to compensate for limited motion
- Strategic use of sound design to enhance the sense of movement and action

▶ Afterworld Episode 101 - Road to Redemption

▶ Afterworld (trailer)