这个片子的诞生其实挺偶然的，我们去年为CGTN做过一个关于大豆的手绘动画,片子被意外推荐给了美巡赛。从第一次和片子导演见面到确认合作也经历了挺长的时间，反复地交流沟通，尝试了各种画面风格，最终定下来以这种方式来呈现。

We made this animation for the PGA TOUR by accident. Last year, we made a hand-drawn animation of soybeans for CGTN and we gave it to the PGA TOUR as a sample. It took a while from when I first met with the director until we confirmed the project. With a lot of back and forth communications, we tried various animation styles until we finalized the final look.

画一幅画其实不是很难，但是要记录下整个绘制过程，而且不容许有差错，这就变得困难了许多，而用这种绕线的方式来绘制素描结构，并且把每一笔都记录下来，这就变得难上加难了。这要求绘画者脑中要有非常清晰的人物结构，绘画的过程不能有一点差错，因为每一笔都会被记录下来，包括错误的笔画。大家现在看到的成片是做了加速的，所以在片子中每个镜头的时长都很短，但真实的绘制时间确实非常耗时的。我经常开玩笑的说，把这个影片的线条拉直的话，可以绕地球一圈。

It is not difficult to draw a picture, but it is very difficult to record the whole drawing process without any mistakes. It is much more difficult to draw the sketch structure and to record every stroke. It requires the painter to have a very clear image in his mind. The process of painting can’t be even a little wrong because every stroke is recorded, including any mistakes. What you see now is an accelerated animation, so each shot of the animation looks very short, but the drawing process of each shot is very time consuming. I often joked that if you pulled the line of the animation straight, it would run all the way around the world.

另外一点值得说的，也是最难的一点，也就是我们不仅仅是要刻画一个高尔夫球手，而是要让每一个镜头中的人物能够被观众一眼认出来是Hideki本人，这就要求在画像他的基础上不容半点差错的一镜记录下来。

Another point worth mentioning, and also the most difficult one, was that we did not only paint a generic golfer image, but we made the characters in each shot recognizable to the audience as Hideki himself, which required one shot recording of the portrait painting without any mistakes.