

Animation Techniques: Warm Up Sketching (during class)

Using frame by frame animation and onion skinning do a series of frame by frame sketches using only a line drawn with the paint brush fill tool or the pencil stroke tool; use a Wacom tablet.

1. You will be creating the animations below using the straight-ahead method (draw each frame as it occurs). Start with a line and make it:

- a. wiggle, sway, bounce etc.
- b. bounce across the stage on it end.
- c. curl into a ball.

2. You will be creating the animations below using the pose-to-pose method (draw extreme keyframes first then add inbetweens).

- a. Start with same stick figure above walking and include extra frames inbetween.
Use ONEs (every frame is a keyframe).
- b. Bouncing Ball – do a bouncing ball using ONEs.
- c. Bouncing Ball – do a bouncing ball using TWOs.

Now some alternatives...

- a. Ye old famous bouncing ball falling off a cliff or rolling down a hill
- b. A balloon filled with helium floating away
- c. A pail of water pouring out
- d. animate a leaf floating to the ground

Animation Techniques introduced while sketching...

Based on the lecture regarding Disney's style of animation, experiment with the following techniques to make animated objects more believable in their motion. Objects do not have to be realistic to have believable motion (believable motion is the simulation of weight as affected by friction and gravity). Try and create a simple animation relying on at least 2 of the concepts below.

Squash and Stretch
Anticipation
Aiming
Staging
Follow Through
Overlapping Action
Slow In / Out
Arcs
Secondary Action
Exaggeration

Definitions:

Straight-ahead method: draw in sequential order as you see it. 1,2,3,4,5th frame.

Pose to Pose method: draw key frames first (the important drawings), then add inbetweens. 1,5,15, then inbetweens – 3,10, 2,4, etc.

Inbetween Frames: an intermediary drawing to represent position changes occurring inbetween two extreme keyframes.

Single Frame (ones): draw in every frame when representing 'fast action' or you want your action to appear smoother. Far apart spacing appears on 'ones'.

Double Frame (twos): draw in every other frame when representing 'normal' action or when you can 'get away' with it (faster to create). Normal spacing also appears on 'twos'.