

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 simple lines drawn by pencil. These are supposed to be fast and rough to be cleaned up and finessed by applying pen later.

Equipment:

Pencil (#2 or softer)
unruled note cards

1. Straight Ahead Method

Create each animation below using the straight-ahead method (draw each frame as it occurs). Start with a line and make it:

- a. Line curling into a ball.

2. Pose to Pose Method

Create the animations below using the pose-to-pose method (draw extreme keyframes first then add inbetweens).

- a. Ball rolling across stage (with highlight / reflection on surface).
- b. Bouncing Ball – do a bouncing ball using TWOs.
- c. Bouncing Ball – do a bouncing ball using ONEs.

Incorporation of Animation Techniques ...

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	Follow Through	Secondary Action
Anticipation	Overshooting	Overlapping Action
Aiming	Arcs	Exaggeration
Staging	Slow In / Out	hold

3. Animation Techniques

Create the animations below using the following techniques

- a. Bouncing ball falling off a cliff (*anticipation, exaggeration, squash + stretch, slow in + out*)
- b. A fast moving ball coming to a sudden stop (*overlapping action, follow through, overshooting, squash + stretch*)
- c. Bumblebee flying across stage (*arcs, slow in + out, staging*)
- d. Eye getting sleepy: fast blink: 4 frames, slow sleepy blink: approx. 20 frames (*exaggeration, hold*)
- e. Line bouncing across the stage on its point (*arcs, overlapping action, follow through, overshooting, exaggeration*)
- f. a fast moving ball hitting a wall and either sliding down or bouncing off the wall (*hold, exaggeration, squash + stretch, overshooting*)

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'.