

2D Animation Principles

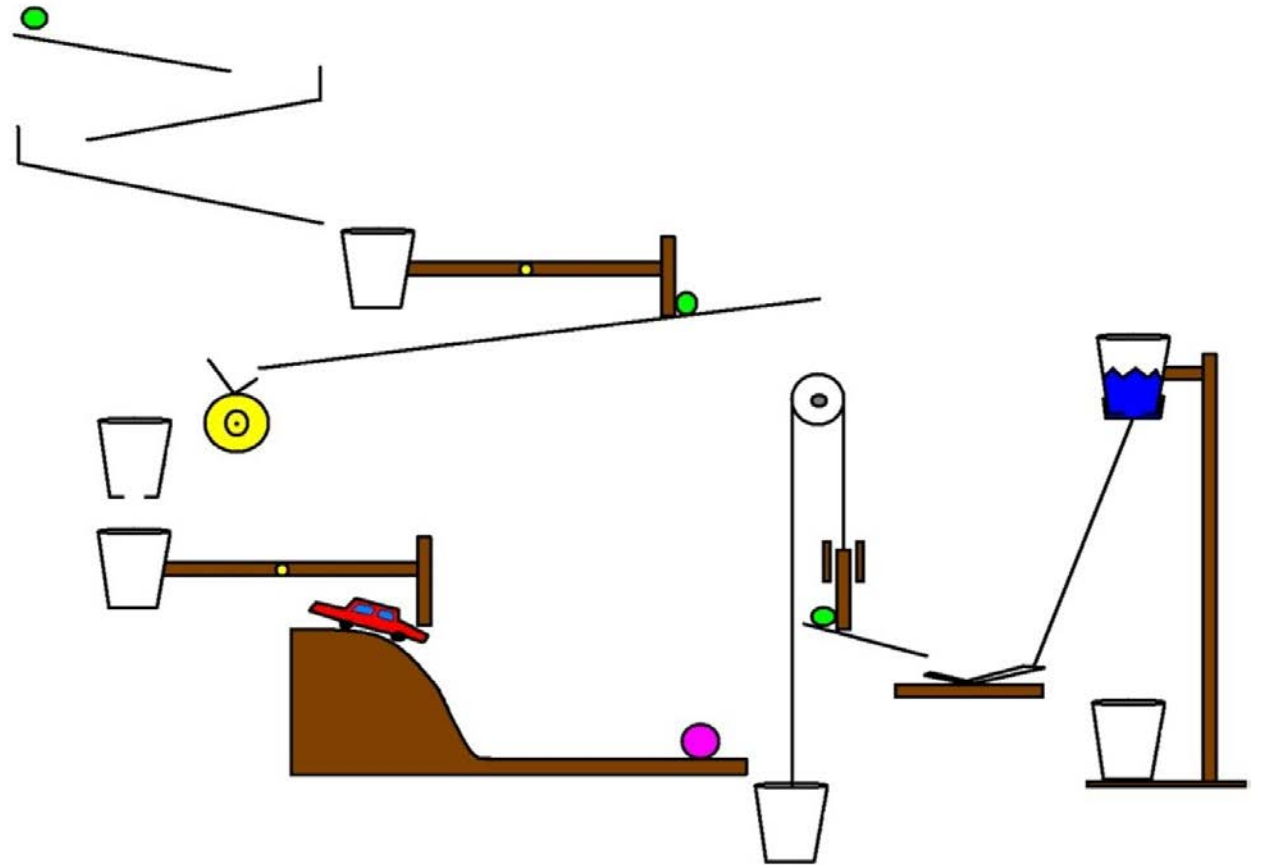
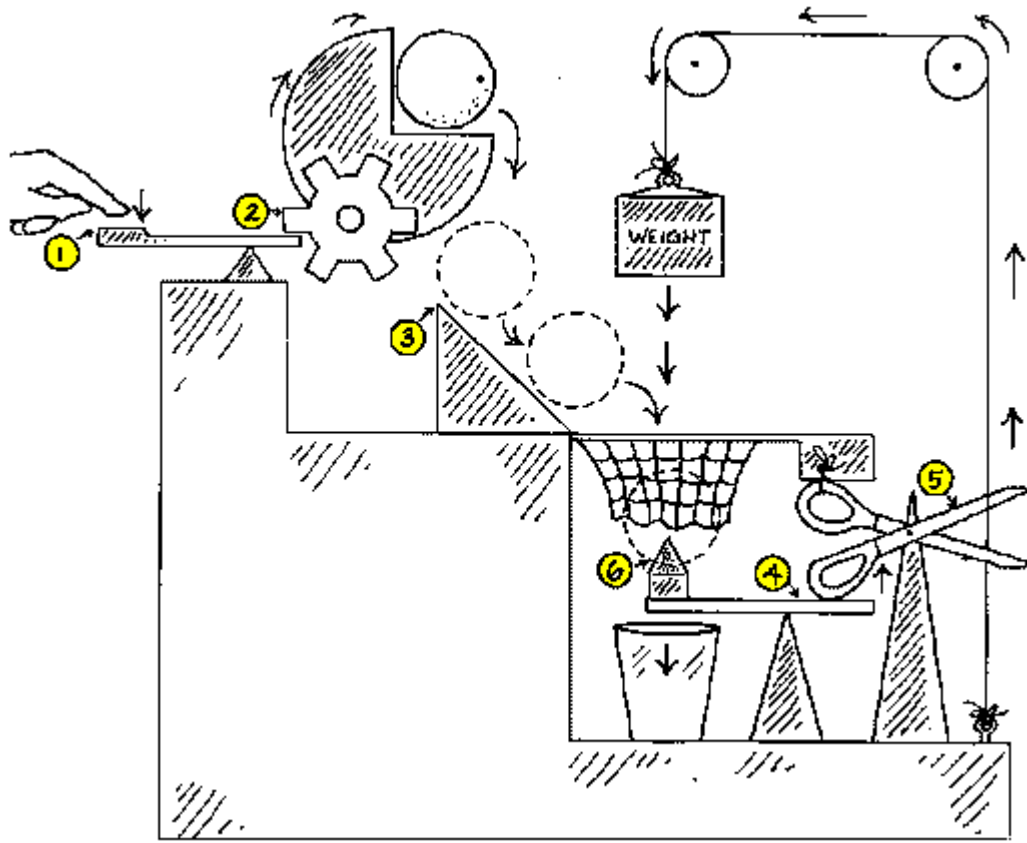
Week 4

Grouping Objects, Distribute to Layers, Drawing Group Layer,

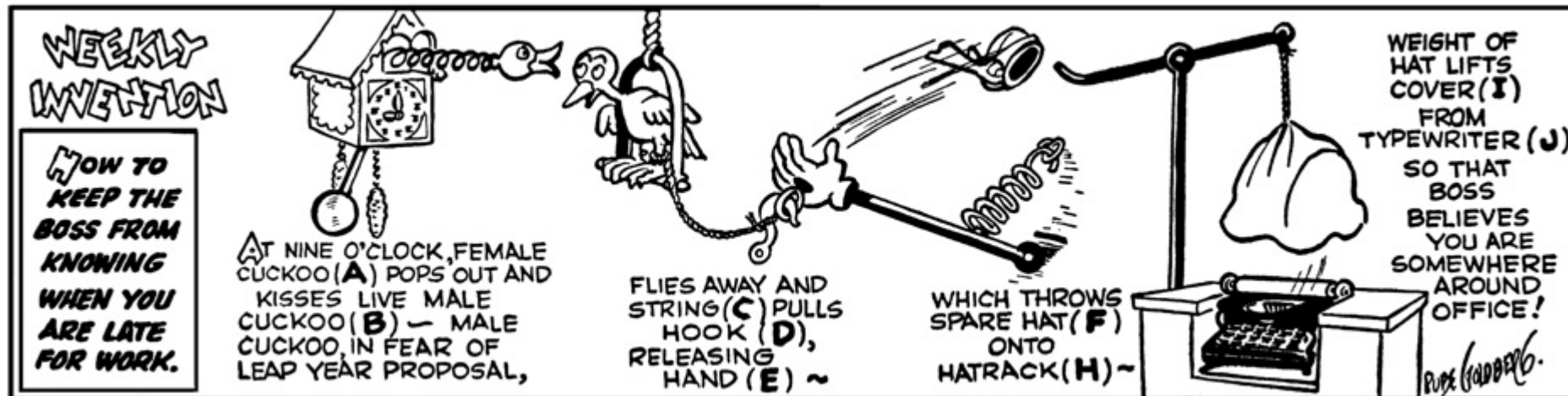
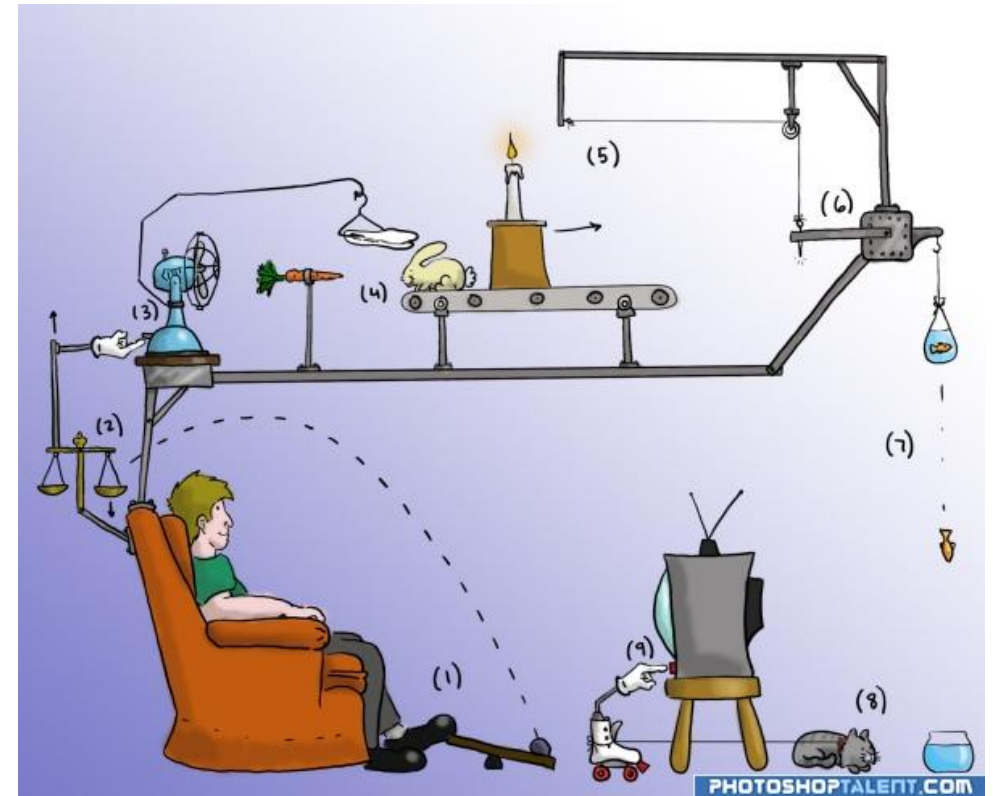
12 Principles of Animation

- **Squash and Stretch**
- **Anticipation**
- **Staging**
- **Straight Ahead or Pose-to-Pose**
- **Follow-Through and Overlapping**
- **Slow-in and Slow-out**
- **Arcs**
- **Secondary Action**
- **Timing**
- **Exaggeration**
- **Solid Drawing**
- **Character Appeal**

Rube Goldberg Machines



Rube Goldberg Machines



Grouping Objects, Distribute to Layers

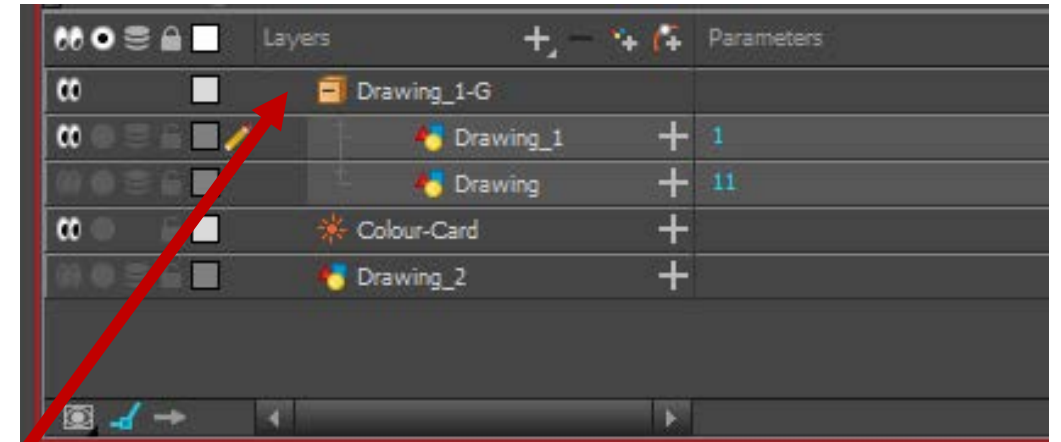
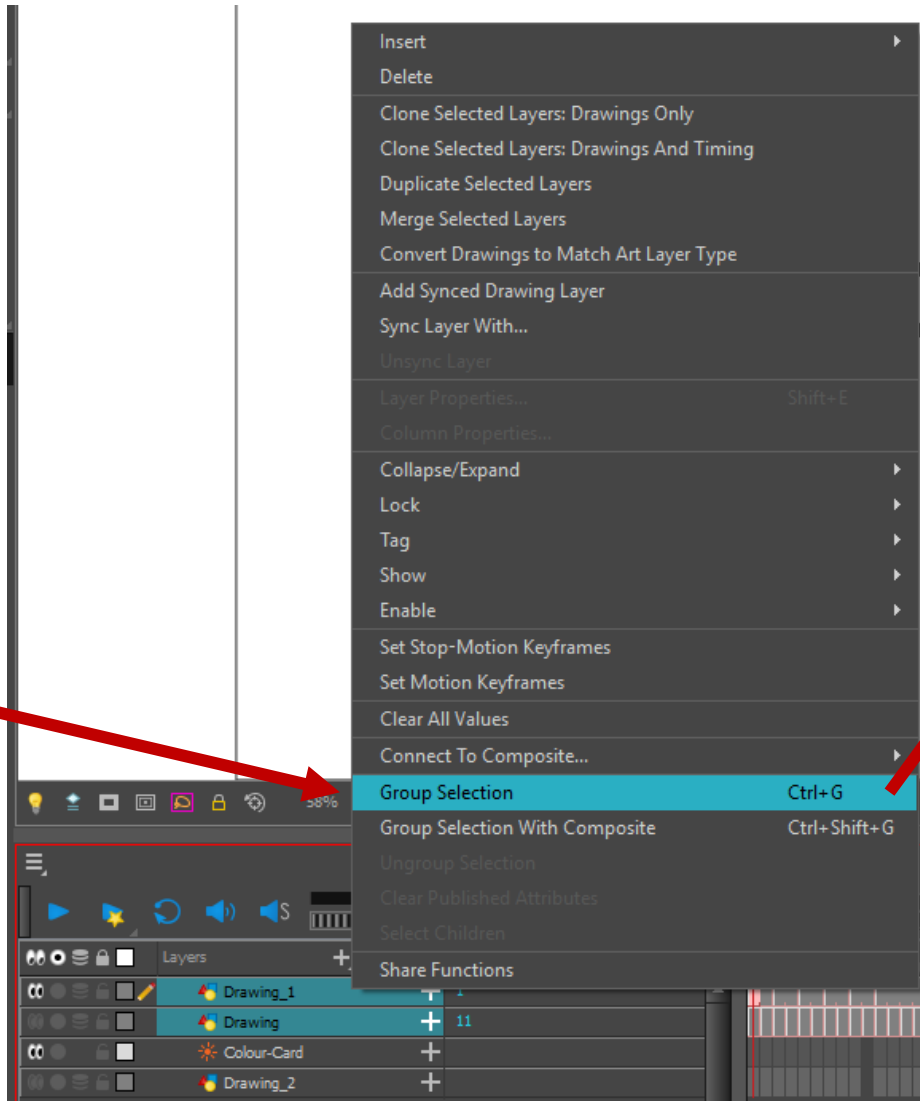
- Select/Shift Select Drawings on Canvas you Wish to Move to a New Drawing Layer
- Group Selected Drawings Together:
 - Ctl + G
 - Right Click on Selected Drawings; Group/Group
- Distribute to Layers:
 - Select Tool/Tool Properties/Click on 'Distribute to Layers' Icon
- Ungroup Drawings:
 - Shift+Ctl+G
 - Right Click on Selected Group; Group/Ungroup



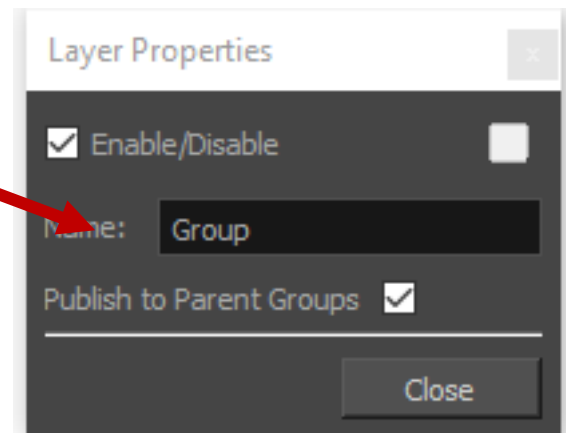
Drawing Group Layer: (Layer Folder) will Store Layers to Help Keep Timeline Uncluttered

Shift/Ctl
Select
Layers to
Group

Right Click
on Selected
Layers



Double Click
on Group
Layer to
Rename



Drawing Group Layer: (Layer Folder) will Store Layers to Help Keep Timeline Uncluttered

- You MUST Select Drawing Layers that contain Drawings before you Group them together.
 - A Drawing Layer CANNOT be All Empty Drawings when you Group it.
- You CANNOT Add a Drawing Layer to an Existing Layer Group.
 - You Must Ungroup the Layer Group, then Re-Group.
- Layer Groups Have MANY PURPOSES.
- Not Following the Above Instructions will Cause Problems

Assignment: Rube Goldberg Machine Due Week 6

Create a New Scene Named 'RubeGoldberg'

- Research Rube Goldberg Machines.
- Draw a blueprint that illustrates the action from start to finish.
- Scan in Drawing (or Save Digital Drawing)
- **Save blueprint as JPG (Due Week 5)**
- Use at least Three Simple Machines
- At Least three objects of different weights must fall, along at least 2 other actions/reactions.
- Using all techniques learned so far in class, create the Animation.

Assignment: Rube Goldberg Machine Due Week 6

- MUST USE:
 - Drawing Layers (Renamed)
 - Separate Animations on Separate Layers
 - Drawing Group Layers (Renamed)
 - Must Present a Clean, Well Organized Time Line, Easy to Read and Maneuver
 - Colour Card Layer
 - Rough and Clean Up Layers
 - Guides/Timing Charts
 - Xsheet
 - Annotation Column
 - Tempo Markers
 - Marked Key Frames, Breakdown Drawings

Assignment: Rube Goldberg Machine Due Week 6

- Shot on 2's (Each Drawing Held for One Exposure)
 - NO DRAWING CAN BE HELD FOR MORE THAN ONE EXPOSURE!
 - You may use Held Cels once an object has stopped or is waiting to be animated.
- If you use a 'live' animal/bird/fish, they must continually animate (you may use cycles)
- Must Demonstrate the following 12 Animation Principles:
 - Squash and Stretch
 - Straight Ahead or Pose-to-Pose
 - Follow-Through, Drag and Overlap
 - Slow-in and Slow-out
 - Timing
- Render QuickTime Movie of Finished Assignment (1/4 Resolution) in 'RubeGoldberg' Scene Folder. You will be required to Turn In Entire 'RubeGoldberg' Scene Folder, with QuickTime Movie, in Week 4 in order to receive credit for Assignment.