

2D Animation Principles

Week 6

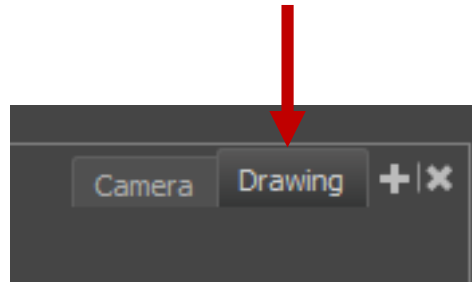
Animation Desk, Shift and Trace

12 Principles of Animation

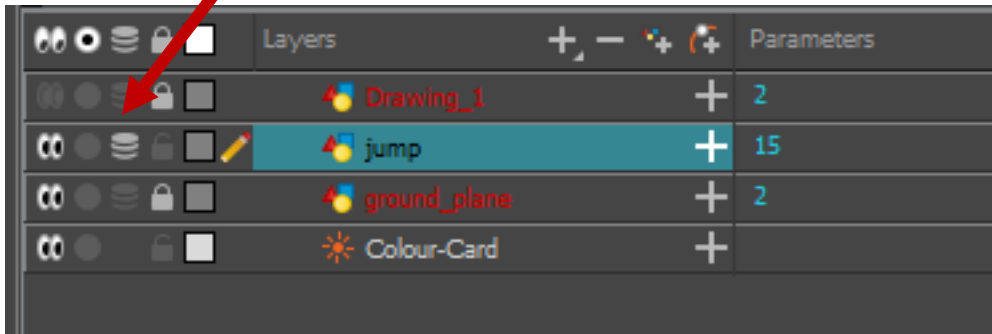
- Squash and Stretch
- **Anticipation**
- **Staging**
- Straight Ahead or Pose-to-Pose
- Follow-Through and Overlapping
- Slow-in and Slow-out
- **Arcs**
- **Secondary Action**
- Timing
- **Exaggeration**
- **Solid Drawing**
- **Character Appeal**

Animation Desk

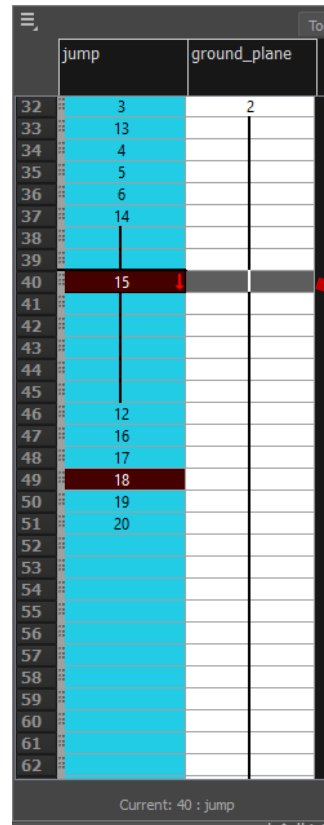
Switch to Drawing View



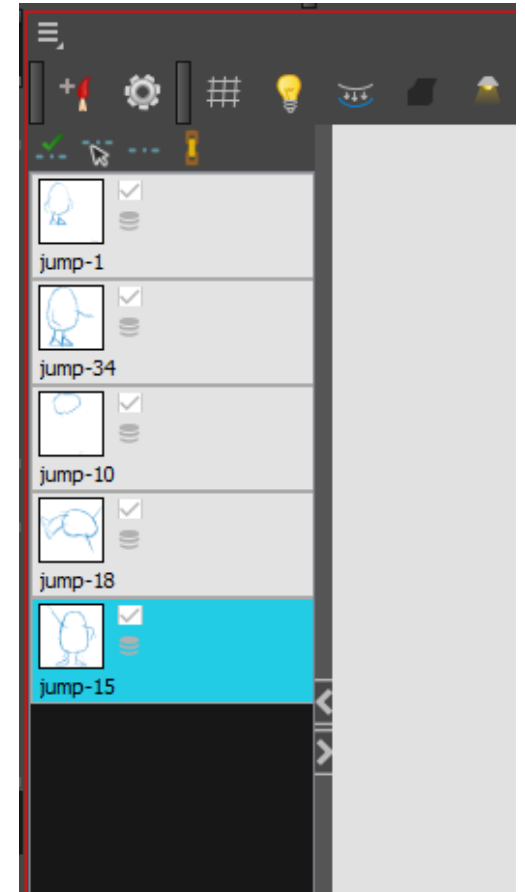
Toggle Onion Skin On



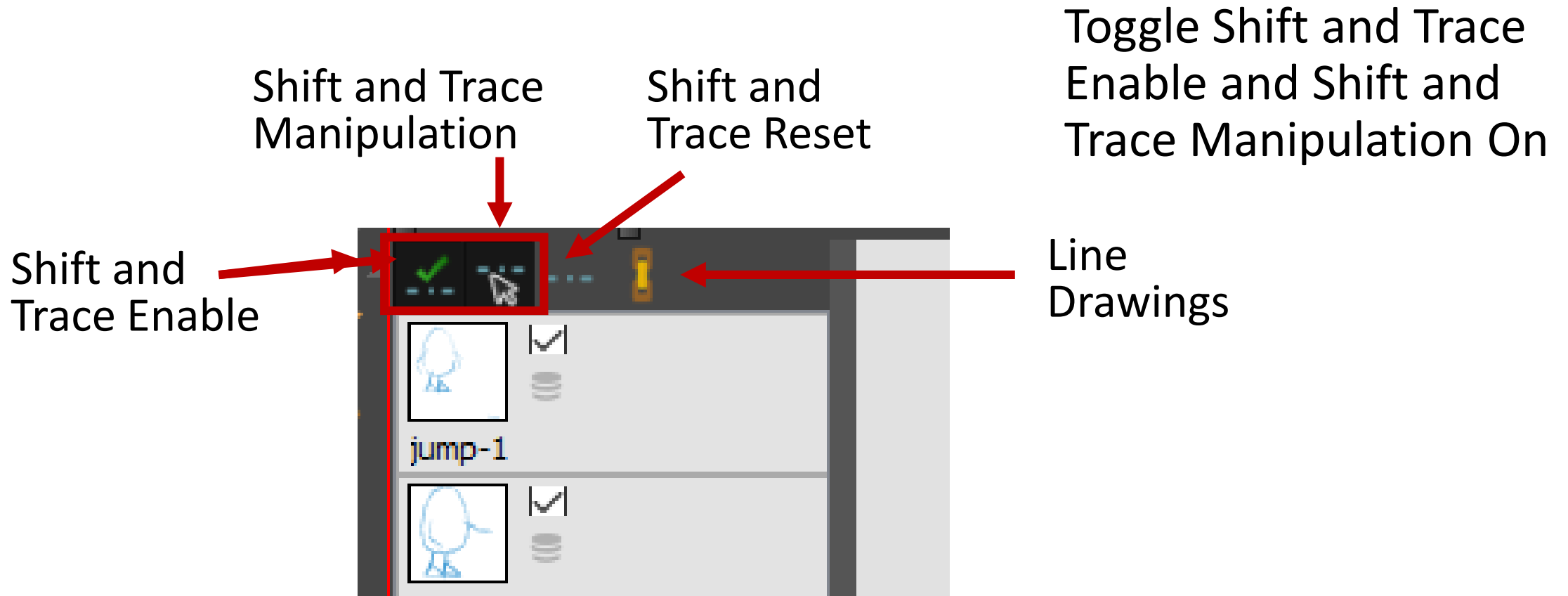
Alt + Click on Drawings in the Xsheet to Add to the Animation Desk



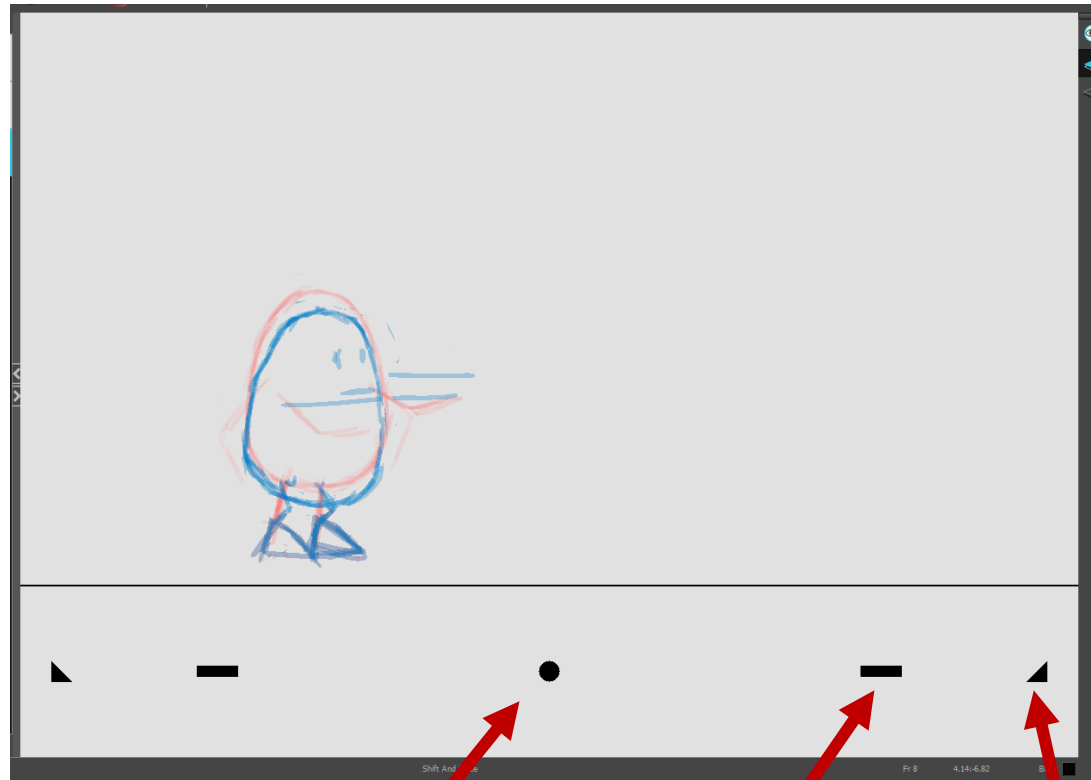
Animation Desk



Shift and Trace



Shift and Trace



Move Drawing

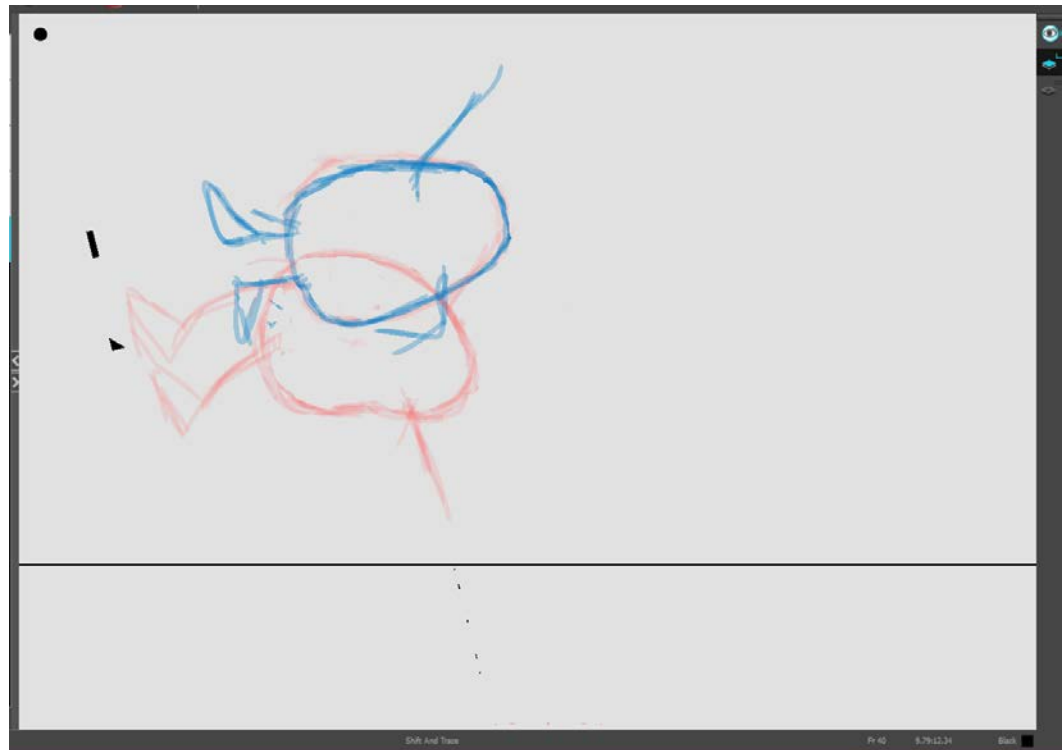
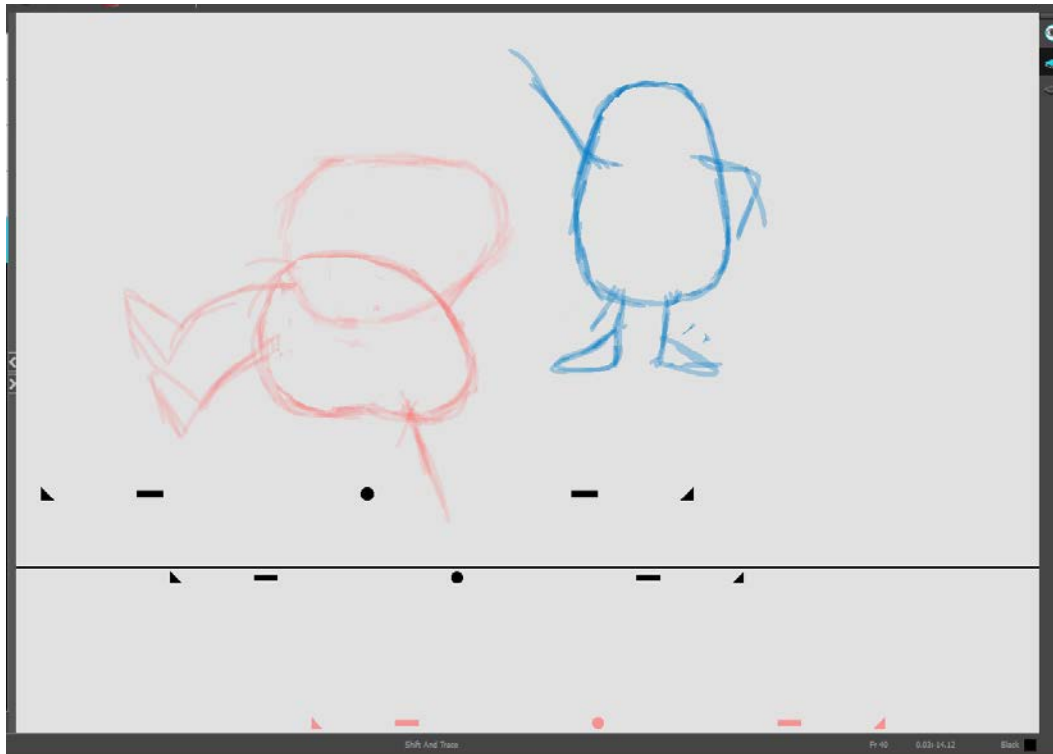
Rotate Drawing

Scale Drawing

Shift and Trace

Move, Rotate Drawings to Compare Size and Volume.
Does Not Change Original Registration, Only Temporary

Shift and
Trace Reset

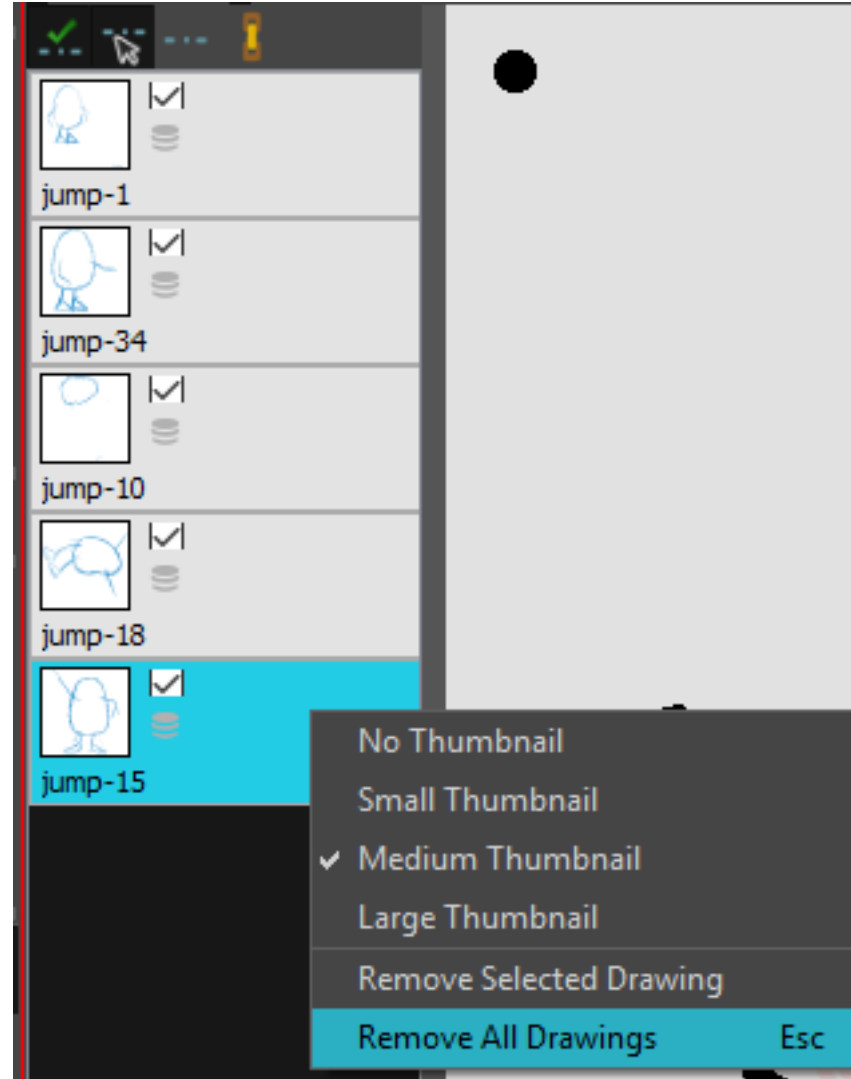


Shift and Trace

Right Click on Drawing in
Animation Desk to
Remove

Or

Hit ESC to Remove and
Exit Animation Desk



Assignment: Character Jump Due Week 7

- Create a New Scene Named 'CharacterJump'
- Using all techniques learned so far in class, create an Animation That Depicts a Character That Jumps.
 - Jumps Off of Something
 - Jumps Over Something
 - Jumps On To Something
- Must have/wear something to demonstration Follow Through, Drag and Overlap (Long, Floppy Ears or Hair, Cape, Tail, Hat with Feather, etc.)
 - Must be Animated on Separate Layer from Character

Assignment: Character Jump Due Week 7

- 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: Character Jump Due Week 7

- 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.
- Character Must Stay on Model
 - Use Animation Desk/Shift and Trace to assure all Drawings are on Model
- Must Demonstrate the following 12 Animation Principles:
 - Squash and Stretch
 - Anticipation
 - Staging
 - Straight Ahead and Pose-to-Pose
 - Follow-Through, Drag and Overlap
 - Slow-in and Slow-out
 - Arcs
 - Secondary Action
 - Timing
 - Exaggeration
 - Solid Drawing
 - Character Appeal
- Render QuickTime Movie of Finished Assignment (1/4 Resolution) in 'CharacterJump' Scene Folder. You will be required to Turn In Entire 'CharacterJump' Scene Folder, with QuickTime Movie, in Week 7 in order to receive credit for Assignment.

Assignment: Research Paper Due Week 10

Research an Animator who has inspired/influenced you in your decision to become an Animator.

- Research Paper
 - History of Animator
 - Life, education, amusing anecdote
 - Work the Animator did that inspired/influenced you
 - MLA Format/Citation
- **Due Week 10**

References

- Anticipation
- <https://www.youtube.com/watch?v=F8OtE60T8yU>
- Staging
- <https://www.youtube.com/watch?v=u-SXLaQGg50>
- Arcs
- https://www.youtube.com/watch?v=l1_tZ9LhJD4
- Secondary action
- <https://www.youtube.com/watch?v=MjBHWw1TbP4>
- Exaggeration
- <https://www.youtube.com/watch?v=HfFj-VQKiAM>
- Solid Drawing
- <https://www.youtube.com/watch?v=7An0jukOkCI>
- Appeal
- <https://www.youtube.com/watch?v= SplEuWp0Yw>