

Week_23_Aniation

Welcome Trinity Computer Animation Students

03/06/2024

Today we will have a brief review,
Watch a video about Blender,
(Remember the URL has a "1" this needs to be removed!)

Then have a Demo from Coach Arthur

Vocabulary Review:

12 Principals of Animation

#1. Squash & Stretch

Squash and stretch describe how an object changes shape in response to forces acting on it.

Squash is when the object is compressed by an impact of an opposing force. **Stretch** is when an object is distended by something pulling on it, or by moving quickly.

#2. Anticipation

Anticipation is a smaller movement that comes before a major one, and signals that the major movement is about to happen.

#3 Staging

Staging is the presentation of a shot in a way that makes the content of the shot as **clear** as possible, and the narrative function of the shot as **strong** as possible.

#4. Straight Ahead vs. Pose-To-Pose

Straight-ahead and pose-to-pose are different approaches to animating.

Straight-ahead means creating each new frame in

Straight ahead means creating each new frame in sequence from beginning to end, without planning the main keyframes in advance. This tends to be more spontaneous action.

Pose-to-pose means creating the key poses for each action first, and then filling in the in-between poses.

#5 Follow-Through & Overlapping Action

Follow-through and overlapping action refers to the tendency of different parts of a body to move at different speeds.

This includes the concept of **drag**, which is when one part of the body lags behind when a motion starts.

#6 Slow-In & Slow-Out

Slow-in and slow-out refer to the tendency of objects to gradually **accelerate** (and then **decelerate**) when moving from one position to another.

These are sometimes referred to as **ease-in** and **ease-out**, or simply **easing**.

#7 ARCS

The principle of arcs come from the observation that living things don't move in straight lines, but rather in **curved motions**.

Creating graceful, clear arcs often elevates the animation and reveals the experience level of the animator.

#8 Secondary Actions

Secondary action refers to **smaller movements** (or gestures) that **support** the primary actions of a character.

These actions make the shot clearer by emphasizing the **attitude** or **motivation** behind the movement.

Not to be confused with overlapping action (though it often is) secondary action is another layer of animation that is part of the whole action.

#9 Timing

Timing is one of the most important of the 12 principals, and takes years to master. It is about controlling the **speed** of an action through the number of frames used to represent it.

#10 Exaggeration

Exaggeration means representing a subject in a **heightened** or more **extreme** way, rather than strictly realistic, in order to push your animation further.

#11 Solid Drawing

Solid drawing means posing characters in a way that creates a sense of **volume**, **weight** and **balance**. Drawing for animation requires being able to draw the characters from any angle or pose, with three-dimensionality in mind.

#12 Appeal

Appeal is a broad term for any qualities of a character's design that makes them inherently **compelling** to watch.

This includes the design of the character, as well as how the character is animated.

Blender Grease Pencil Documentation

https://docs.blender.org/manual/en/latest/grease_pencil/index.html

 / Grease Pencil / Introduction

Introduction

Grease Pencil is a Blender object. It accepts the drawing information from a mouse or pressure-sensitive stylus and places it in 3D space as a collection of points, which are defined as a stroke.

The Grease Pencil object can be used to make traditional 2D animation, cut-out animation, motion graphics or used it as storyboard tool among other things.



More Information about Grease Pencil

Strokes are created in Draw Mode, which requires a new keyframe in the animation timeline for the Grease Pencil object. Existing strokes can then be adjusted in Edit Mode and Sculpt Mode. Finally, artists can apply materials, modifiers, lighting, and visual effects to strokes.

Quick Start

Artists can add Grease Pencil to any existing Blender scene, or start with a 2D Animation template. The template offers some pre-configured options that are helpful for animation and storyboarding.

Create and Use Grease Pencil

From Object Mode, Add ▸ Grease Pencil ▸ Blank.
Create a new keyframe or turn on Auto Key. (See
Keyframe Editing)

Switch to Draw Mode.

Click and drag across the viewport to add strokes to the
Grease Pencil object.

2D Animation Template

To create a new Blender file using the “2D Animation”
project template use: File ▸ New ▸ 2D Animation.

Note the following pre-configured setup for the 2D
Animation template:

2D Animation is the default active workspace.

World Properties ▸ Surface (Background) ▸ Color is set
to white.

Render Properties ▸ Color Management is set to
Standard.

The drawing plane is set to Front (X-Z).

Line and Fill layers, along with some stroke materials,
are configured for Grease Pencil.

The animation timeline will automatically create a new
keyframe when Grease Pencil is used on empty frames.

Tip

Grease Pencil can read pressure-sensitivity information
from a Graphics Tablet or stylus

Grease Pencil Video Tutorial:

<https://www.youtube.com/watch?v=Mz9Az6E7C7I>

Next we will do an exercise within Grease Pencil...

<File>

<New>

<2D Animation>



