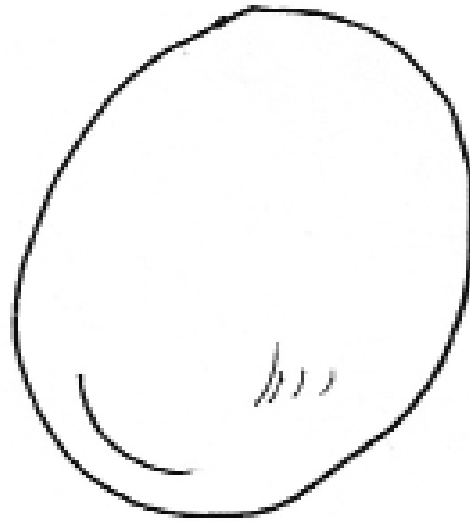


ANIMATION TECHNIQUES

- Start from simple stylized shapes then morph them into something that may or may not have some representational qualities.

The key to creating non representational objects that are engaging is to create them so they appear to have human or anthropomorphic qualities.

Animals created in the golden Age of Disney Animations were imbued with these qualities which some found to be irresistible.



SIMPLIFICATION OF FORM

The 4 Legged CHARACTER



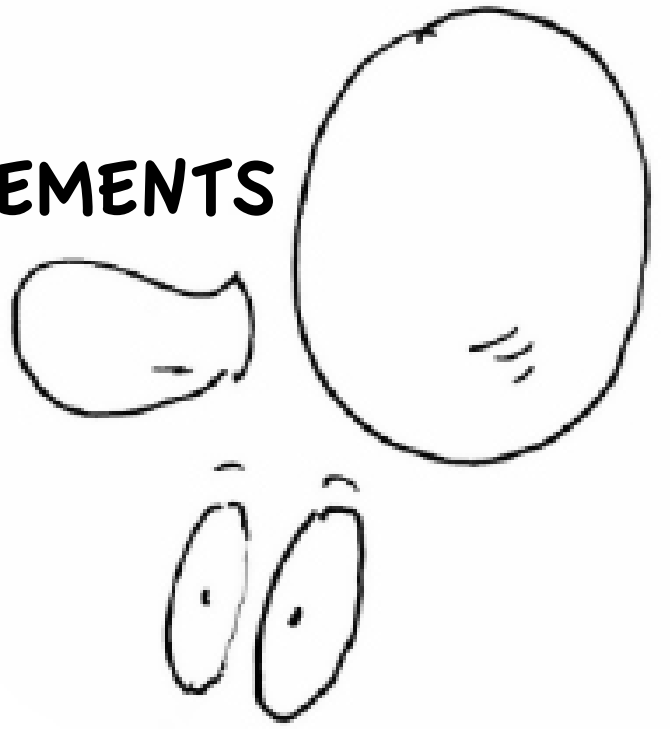
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Play Around with Altering
the basic body construction
to create different
characters!





**BREAK APART
ESSENTIAL ELEMENTS**



ANIMATION PRINCIPLE # 1

SQUASH and STRETCH

We've already practiced squashing and stretching the basic shapes individually... but how about when they're joined together as a character?





STRONG OUTLINES WITH BLACK SHADOWS WILL MAKE IT EASIER TO SCAN AND TO OUTLINE FOR MULTIPLE POSITIONS.

USE A PENCIL, THEN A SHARPEE, MARKER OR PEN AND INK TO OUTLINE FURTHER AND REFINE BEFORE SCANNING.

EXAGGERATE

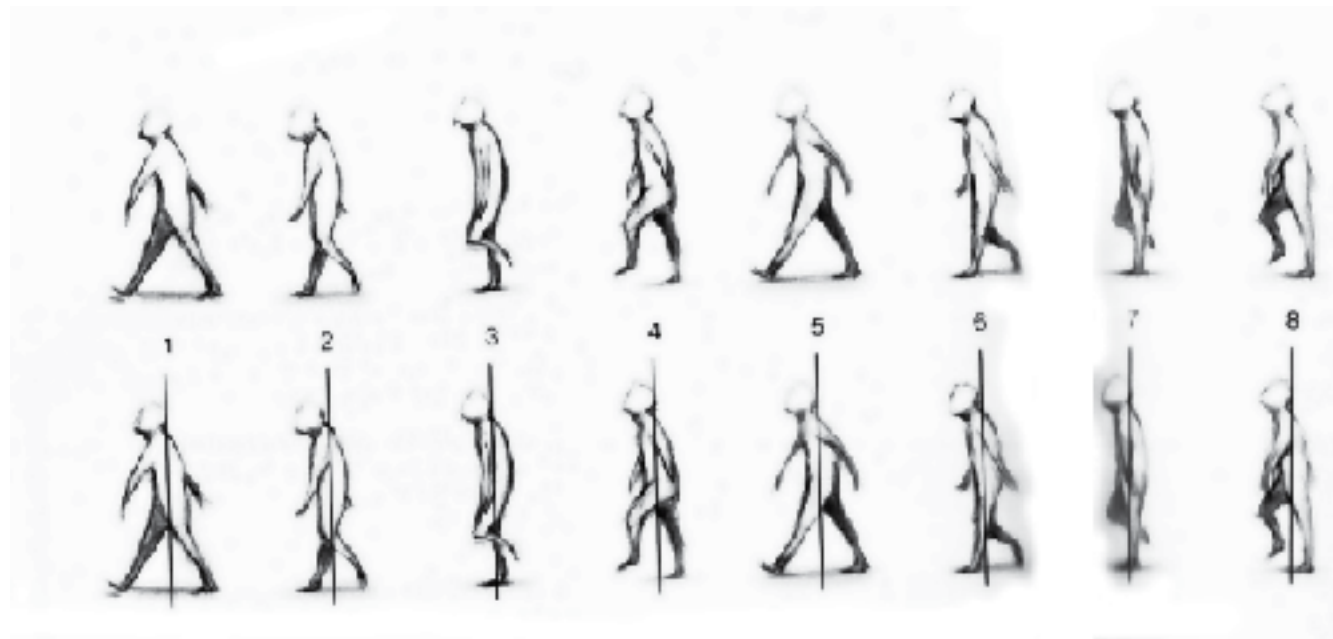
- start simple then Embellish



AFTER ROUGHING OUT A
SIMPLE NARRATIVE TO
BUILD AROUND.

START WITH SIMPLE
CHARACTER DRAWINGS.

THEN SIMPLIFY FURTHER TO
DEVELOP A STYLE WHICH
HAVE A RANGE OF MOTION
SIMILAR TO THE EADWEARD
MUYBRIDGE STUDIES WE
VIEWED IN CLASS.



STYLIZE AND STEREO TYPE (WITH CAUTION)

DRAWINGS CAN BEGIN WITH

A. STICK FIGURES

B. THEN BECOME TAPERING CONES AND THEN

C. FLESH IT OUT.

WOMEN'S LEGS ARE SOMETIMES FLESHIER AND MORE
TAPERED THEN MEN'S LEGS.

