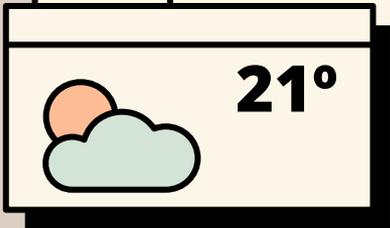
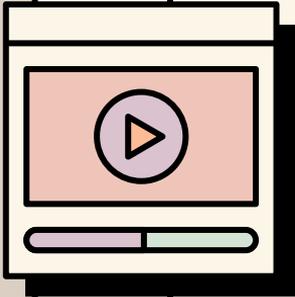
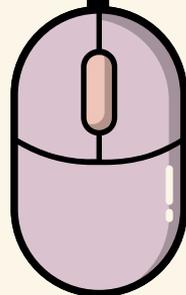
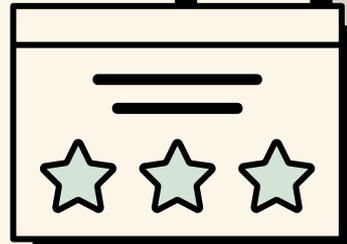


# How to animate?



Wei yi Cheng





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21°



# Introduction







# **Frame by Frame Animation on paper**



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# Process

New skill - tween animation





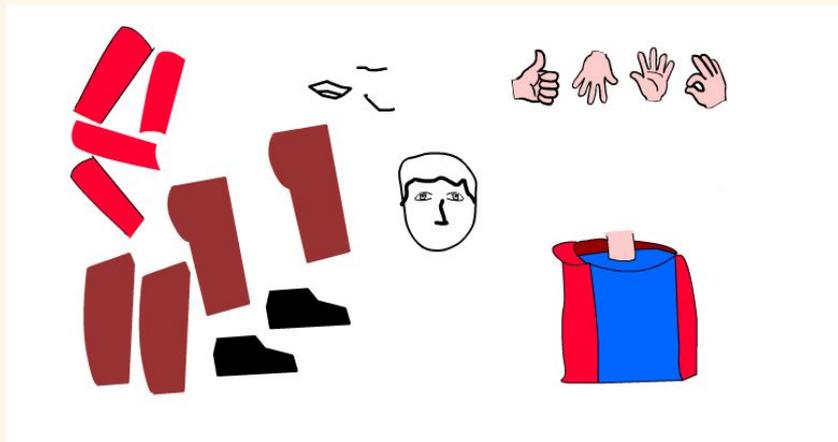
tool:



Adobe Animation



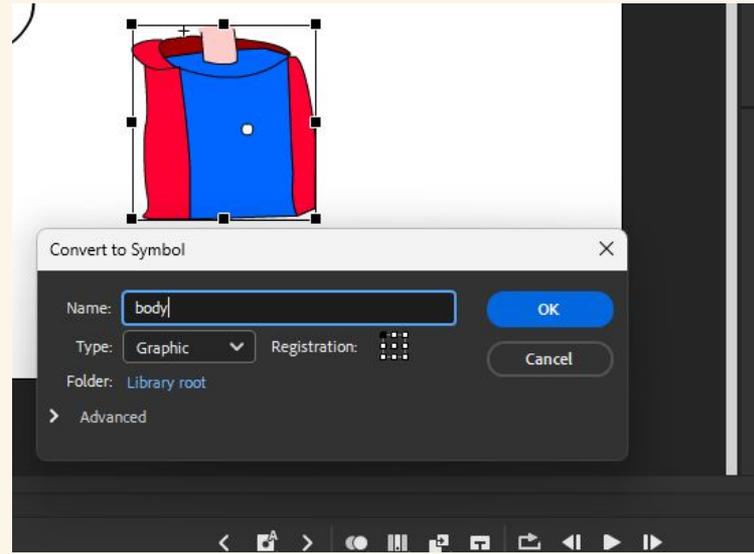
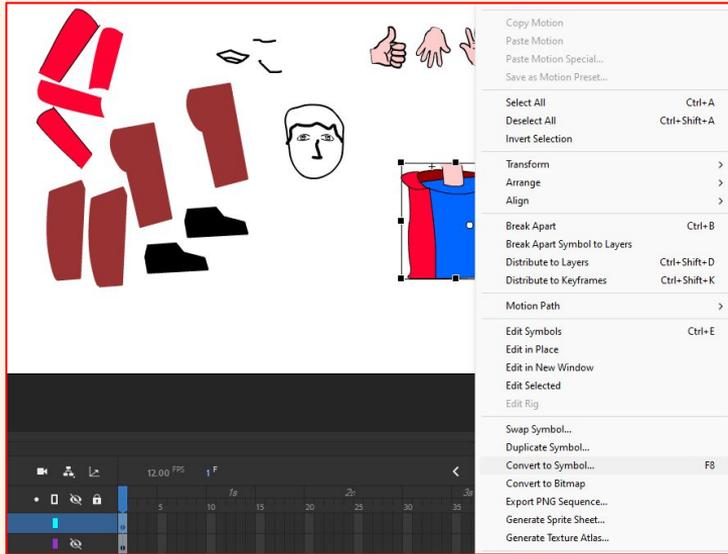
## Step 1



**Draw every moving part of the person.**

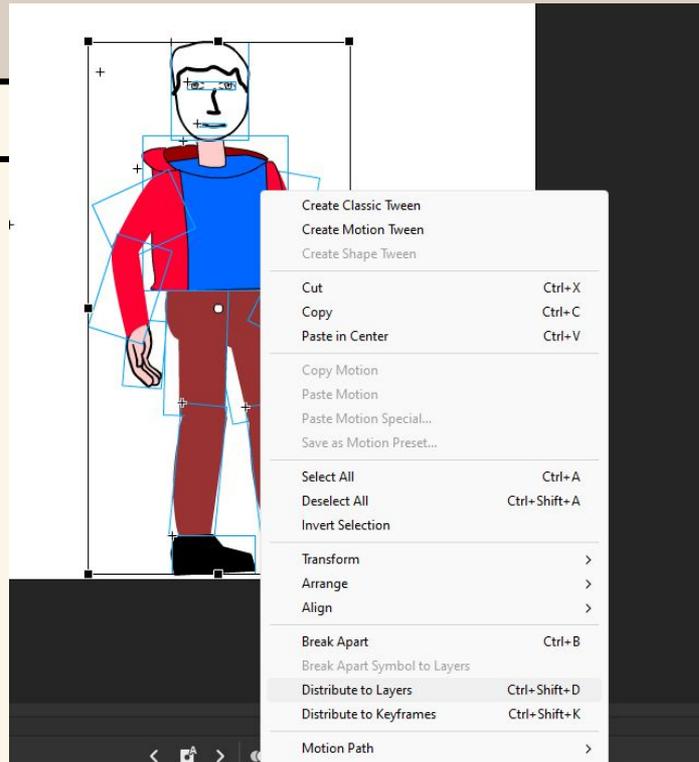
**Draw different eyes, mouth shapes and gestures.**

## Step 2



Right click, convert all parts into symbols and name them.

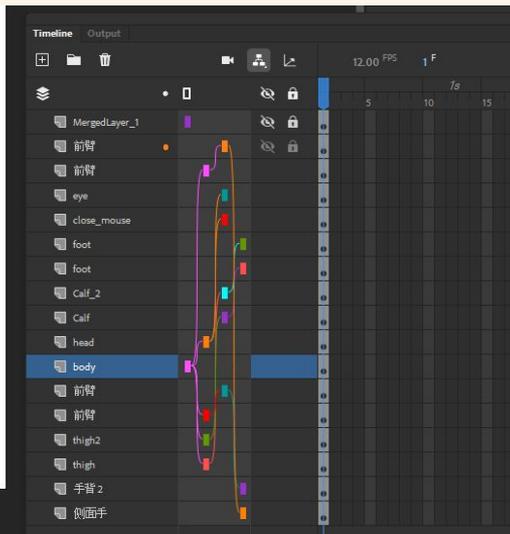
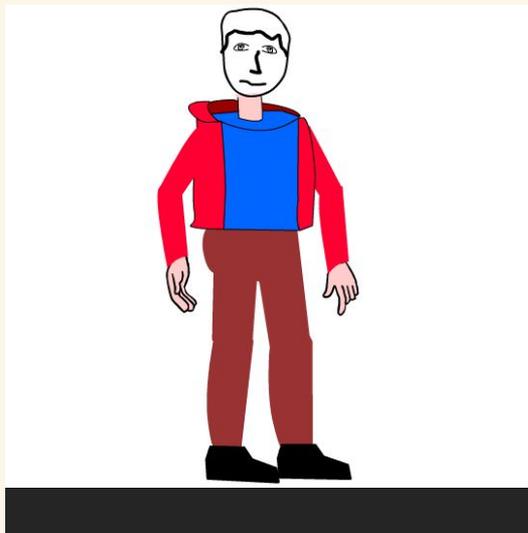
## Step 3



Assemble the body and split the image into many layers



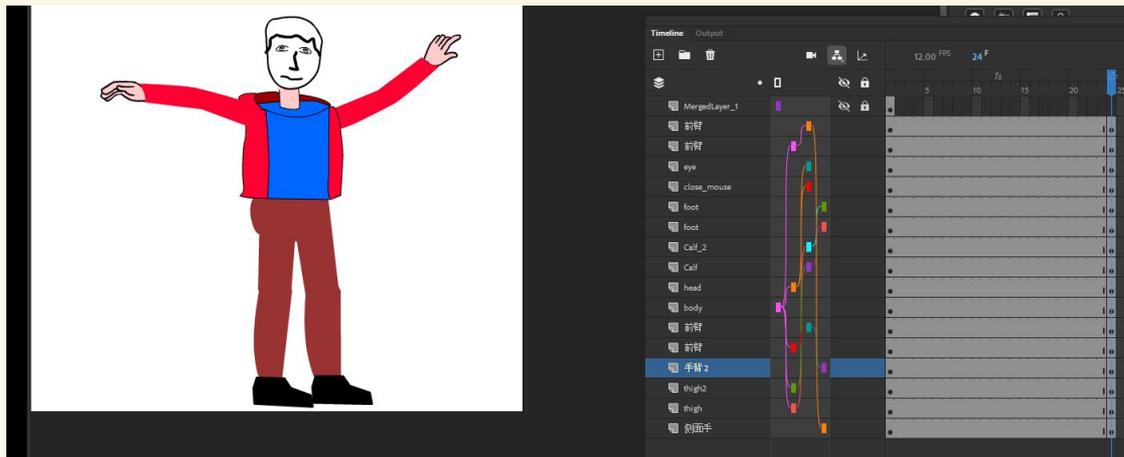
## Step 4



Parenting the layers according to the body structure.



## Step 5



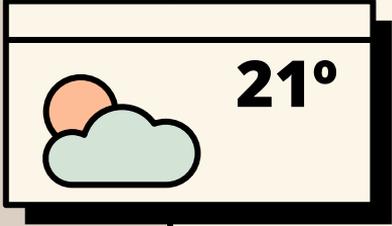
Create new key frames, move the human body, and add classic tweens. (Then just repeat this step)



In addition, you also need to change the eyes, mouth shapes, and gestures you drew at some point. There is a mistake you will probably make. When you change the symbol, if you need to condition the size, direction, etc. of the new symbol, be sure to double-click it and then enter the interface specifically for editing this symbol.

If you edit directly, you'll be like me.

Video 1



21°



# Product





# This is my product

Video 2

Last semester, it took me a week to draw it frame by frame.  
But this time ,it only took me about two hours with tween  
animation.



21°



# Reflection





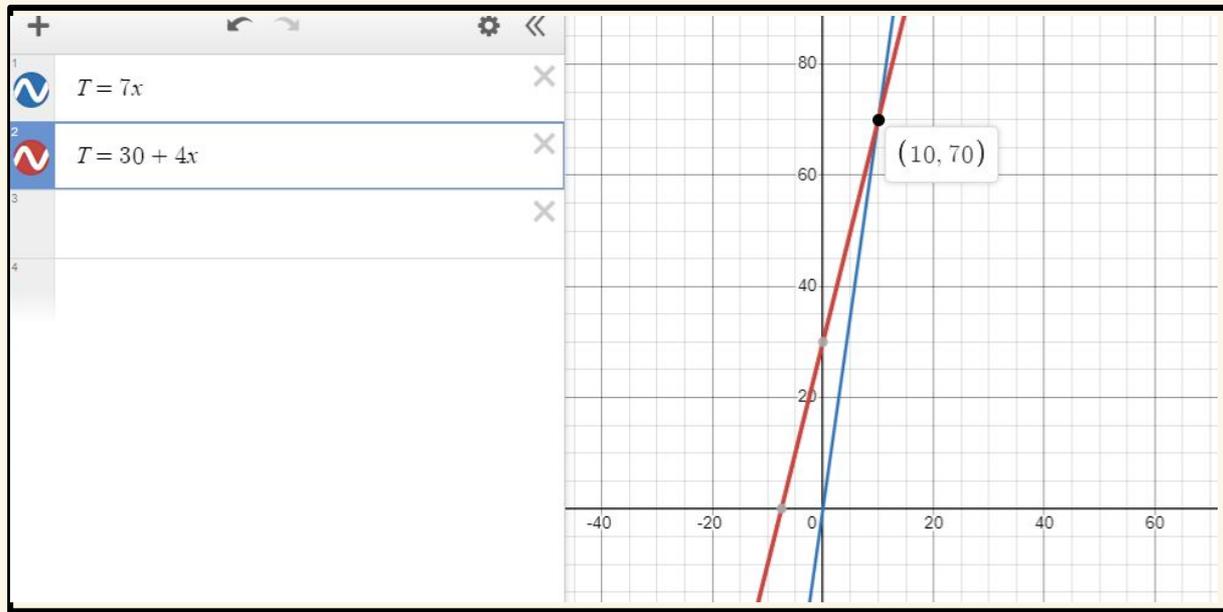
Ok, Let's go back to our topic: **How to animate?**



# **The problem is which method should be used.**

For the frame-by-frame animation it would take me about 7 minutes to draw each frame. For tweened animation, it took me half an hour to complete the first 6 steps, and the rest would take up to 4 minutes for each added frame.. Which method takes less time?

The values are not accurate and are for reference only.





## Result:

My calculation result is: when your animation is 10 frames and below, frame-by-frame animation takes the least time, and when it reaches 10 frames or more, tween animation saves more time.



## Conclusion:

Finally, my answer to the question of how to make animation is that if your animation has a lot of character movements and time is tight, it is best to use tween animation. If you pursue extreme details and are willing to spend a lot of time, then frame-by-frame animation is your best choice.

