

What Does Character Animation Involve?

Skillset:

- -color theory/color design
- -character design
- -understanding movement/dynamics of fluid, explosions, smears, etc.
- -understanding human anatomy/proportions
- -understanding the 12 principles of animation

Brainstorm

Idea: Animate character introductions to a song

*Choose a song: Take me Back by More Plastic (on NCS -NoCopyrightSounds)

*Choose characters to Animate: Original Characters

*Decide Minimal Plot/Story Idea: Paradox Universe

Minimal Plot Idea

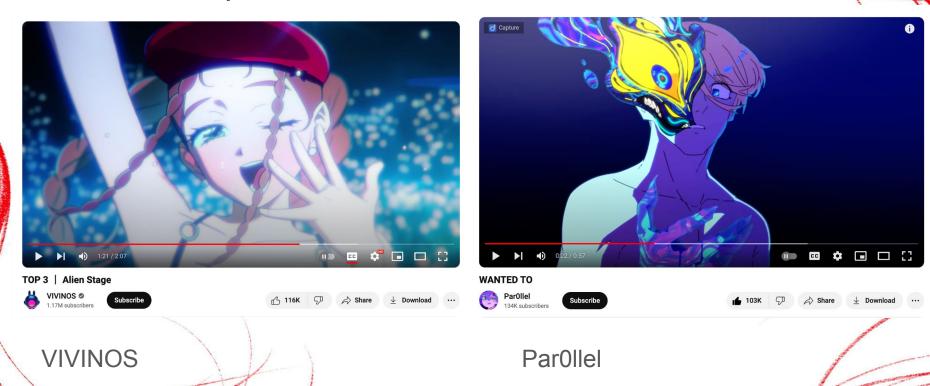








Research/Inspiration



Character and Color Design



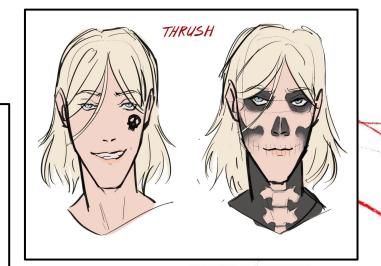
Types of Designs:

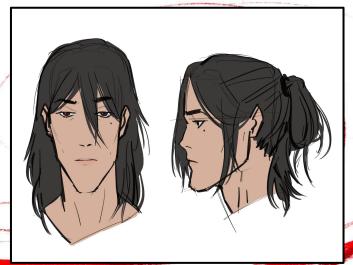
- 1. Headshots
- 2. Chess piece + Name
- 3. Rough clothing/Outfit Designs

Headshots - helped give me an idea of character's personalities and color palettes

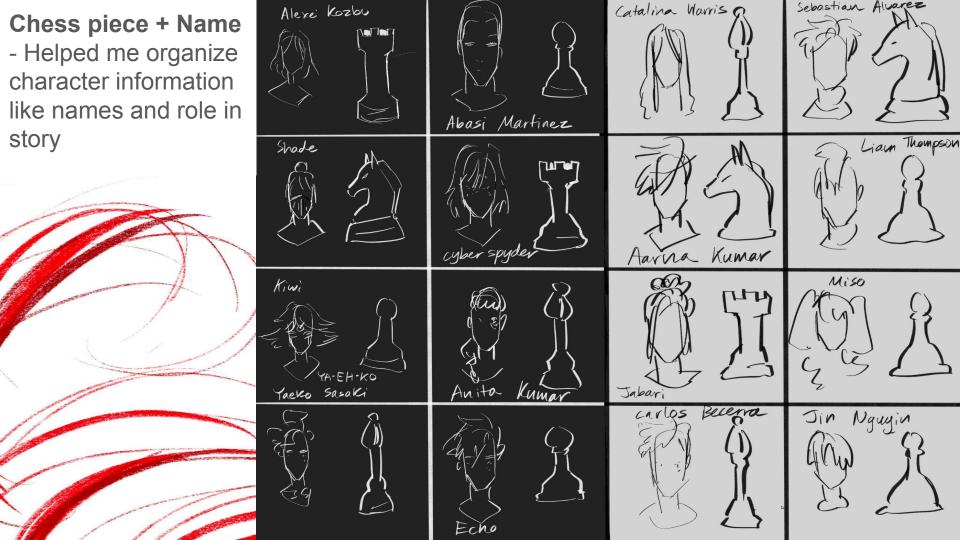












Rough Clothing/Outfit Designs - reference for animation concerning stature workout functional gear DASIC punk suit lof:

Storyboarding/Planning

Planning what goes to what part of the song

Introduction

Research

Character/Plot Ideas

Storyboards/Color + Character D...

Slide Show

Final Submission Need to Knows

Song: Take Me Back by More Plastic (Non-copyrighted!)

1-10 sec - slower/random sounds

10-30 sec - gets faster/builds

30-13 sec - one segment of repeat

13-15 sec - setup for next

1:17 - end of 4 repeated segments

1:17-1:53 - randoms repeated

1:53 - 2:10 - smaller slow build

2:10 - 3:04 - 4 repeat segments again

Edits:

- -Will need to duplicate 4 segments twice so that there are 16 in total
- -Will need to get rid of randoms in the middle.



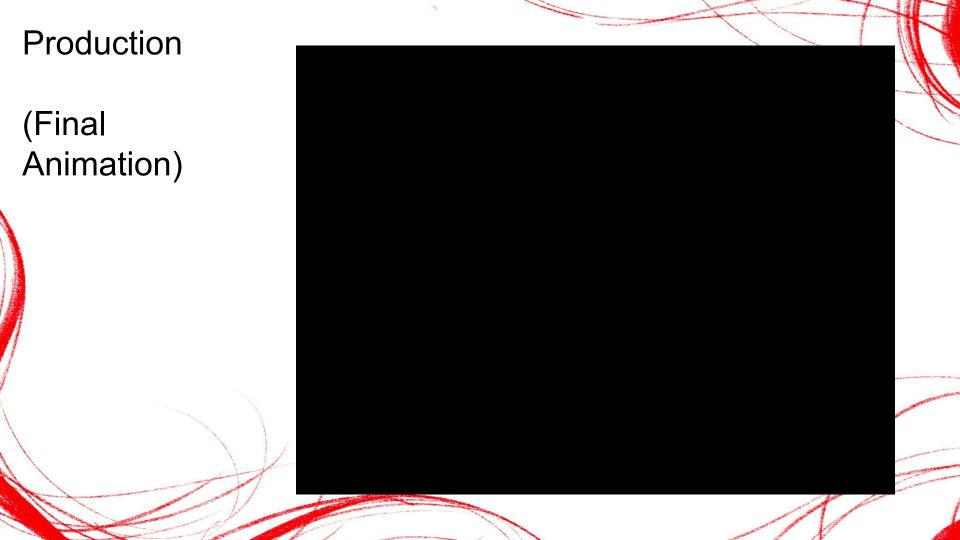




Production & Post-Production

- -SO MUCH animating
- -used procreate dreams on apple ipad
- -exported from procreate dreams into google drive
- -put together with music & edited in premiere pro





Reflections (and Regrets)

MORE TIME would have allowed me to:

- Animate all 16 character intros
- Incorporate more of a story
- Add more information and visual elements for each character

What I learned:

- Don't spend extra time on steps that don't need it
- Look at resources/references while animating if needed
- Research how others have animated specific things like liquid, lighting, etc.

