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Course: BA Animation & VFX

Module name: ADVANCED CHARACTER ANIMATION

Concept: Bird in daily life (Seagull or Pigeon)

Model: N/A (Yet)

Actions: Walking, flying, eating/pecking

20 second animation + a progression reel.

My plan is to do a quick swoop in and out with the bird stopping mid way to eat and stomp a little.

I will be watching videos of the chosen bird in this case a pigeon or seagull to better animate it's actions, I may make some of the actions cartoony or play up some of the actions.

Breakdown of timeline and work flow:

Land: This might be the most complex part since I would have to animate it flying going into a landing maneuver, I will try allocate around 3 days to this.

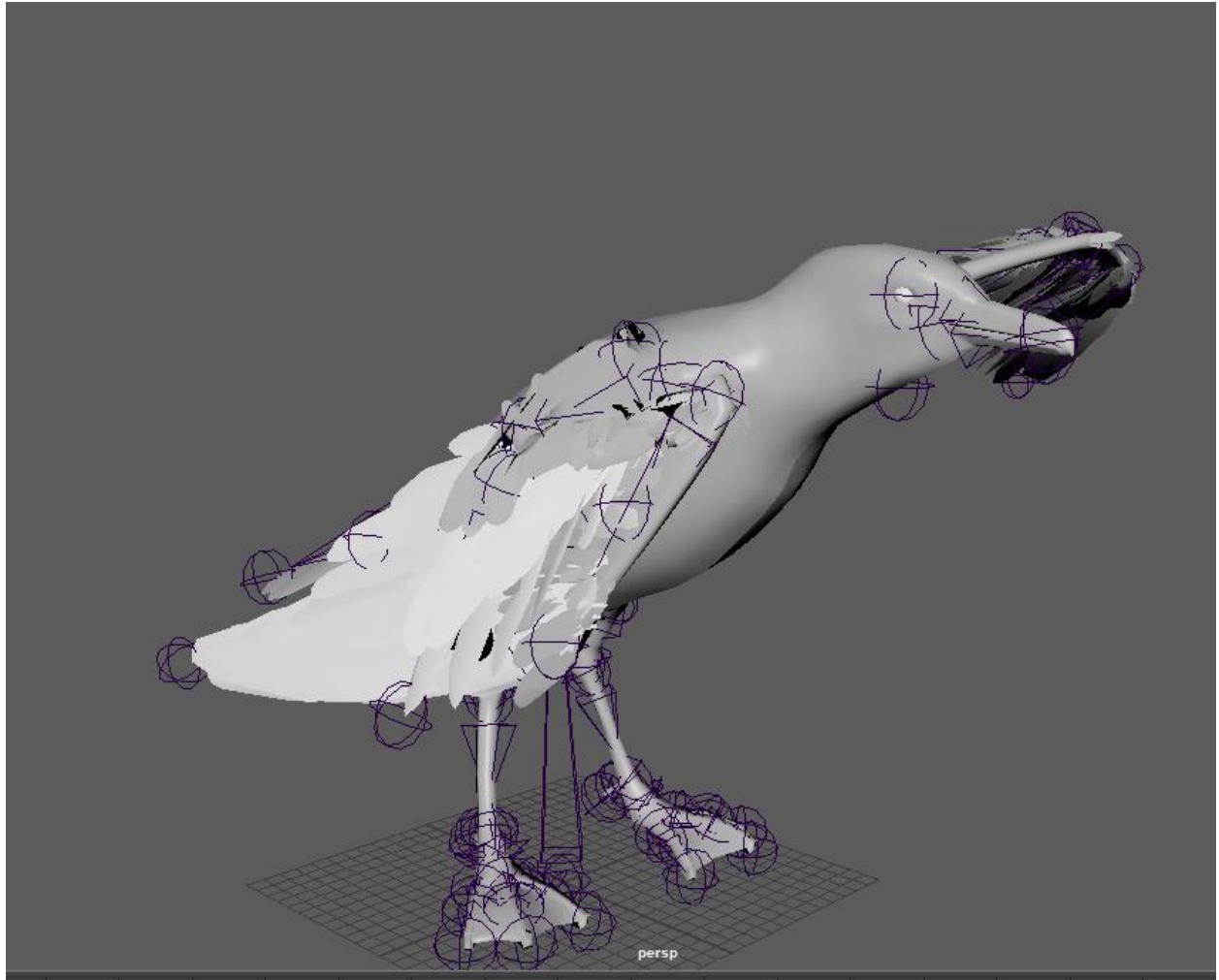
Walk: I am confident that I can animate a walk cycle for this so I will allocate a small amount of time to this so under a day.

Peck: This is a small amount and I may cut it out for the sake of time so no more a day of work for this.

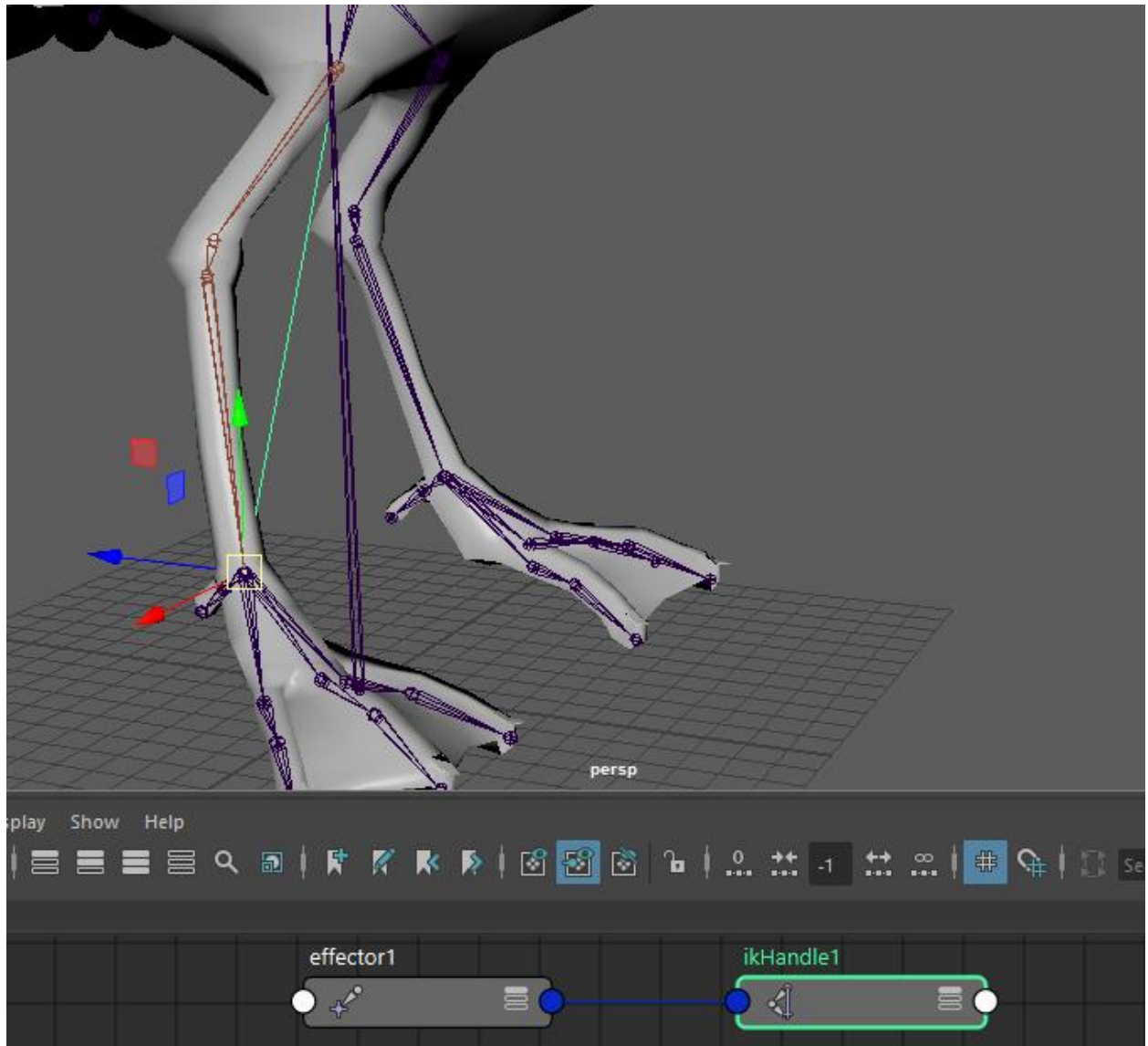
Stomp: This will be another quick part of animation so this should take less than a day to do.

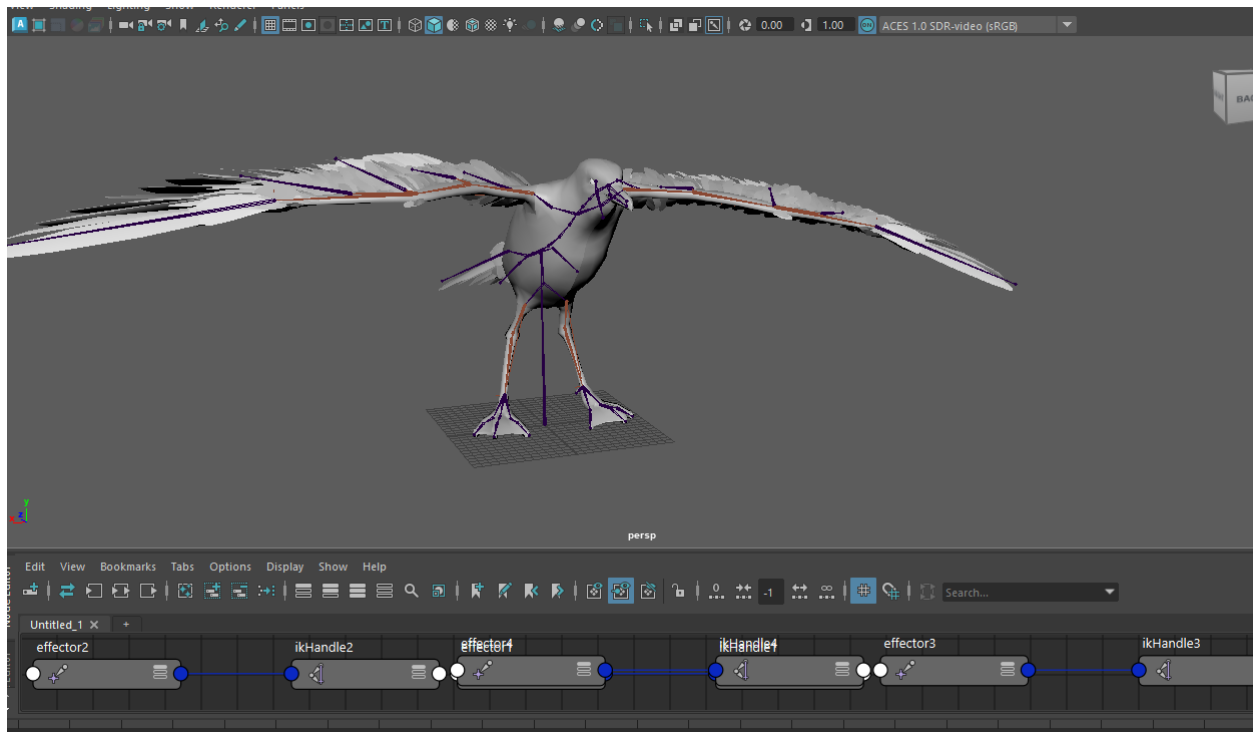
Take off: This should take the same if not more than the landing so around 3 days but could be more.





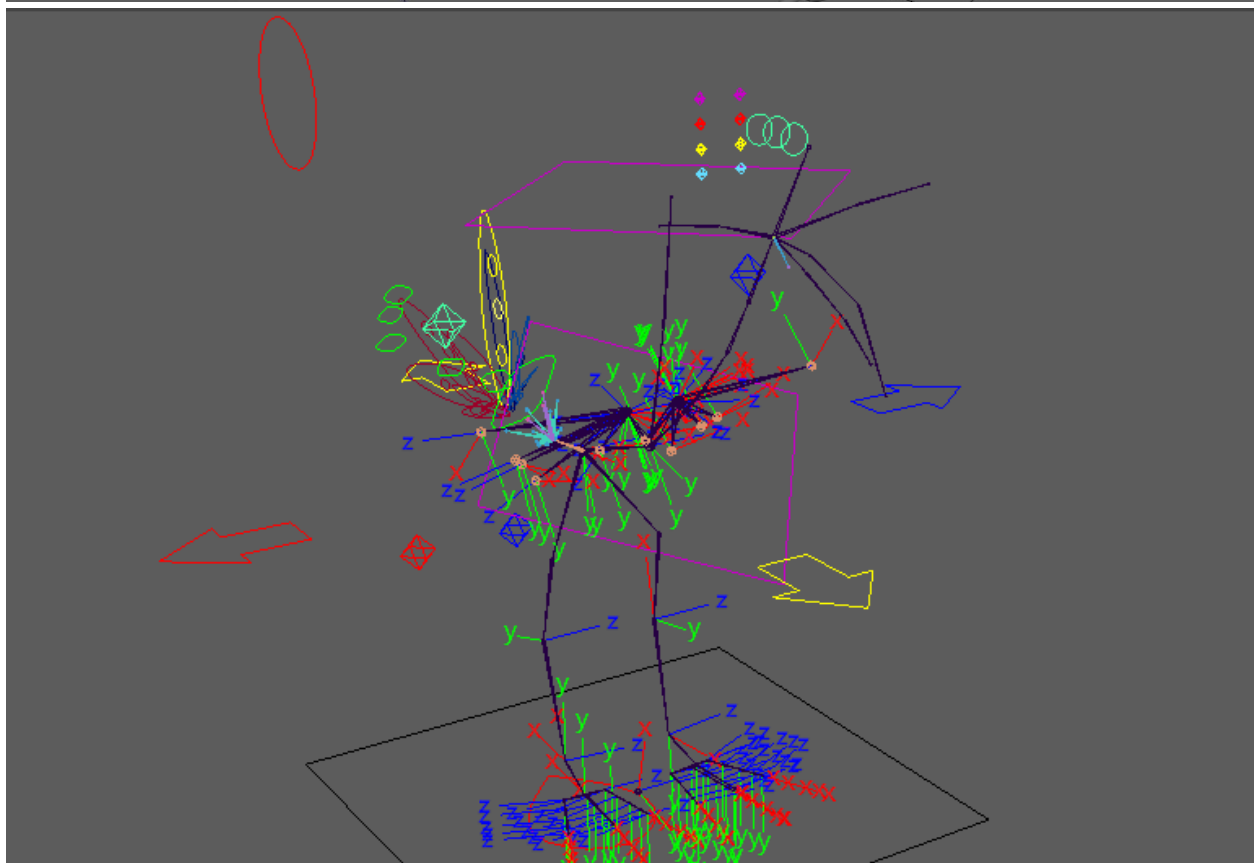
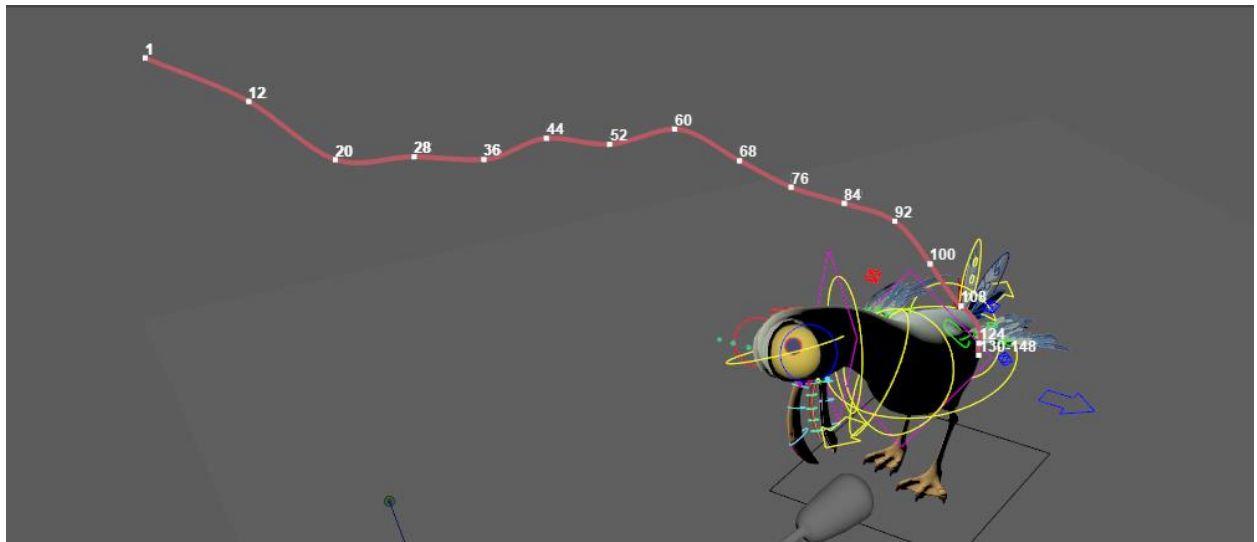
I am having trouble folding the wings, I shrunk them to put them in place, but it still doesn't look right so I have been looking for better models or models where it is easier to fold the wings and get what I want. At the moment I have yet to find a free model that matches what I need but I will keep looking for a different model. I may attempt a 2D animation and see how that looks as I know I can animate a quick 2D animation, but I am not confident in my drawing skill in terms of quality.

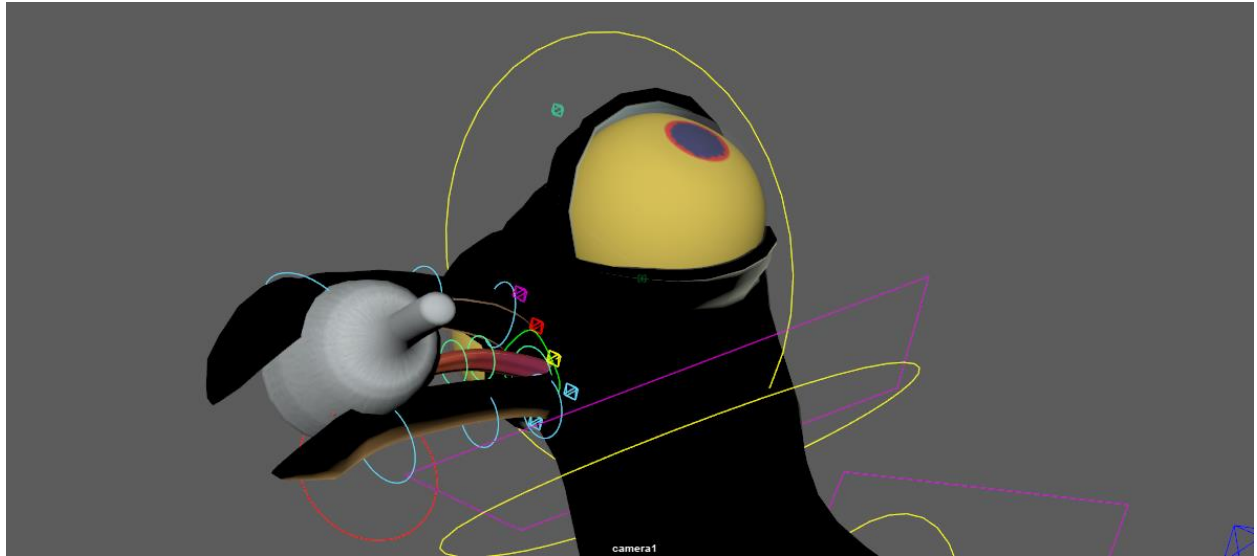




I tried some IK's which worked well for the legs but the wings are still a problem so I'll have to try and find a different or work around to better fold the wings and get everything done correct or in a way I can cheat to camera.

Animation of the ditched seagull model with the wings shrinking to "fit" into place.



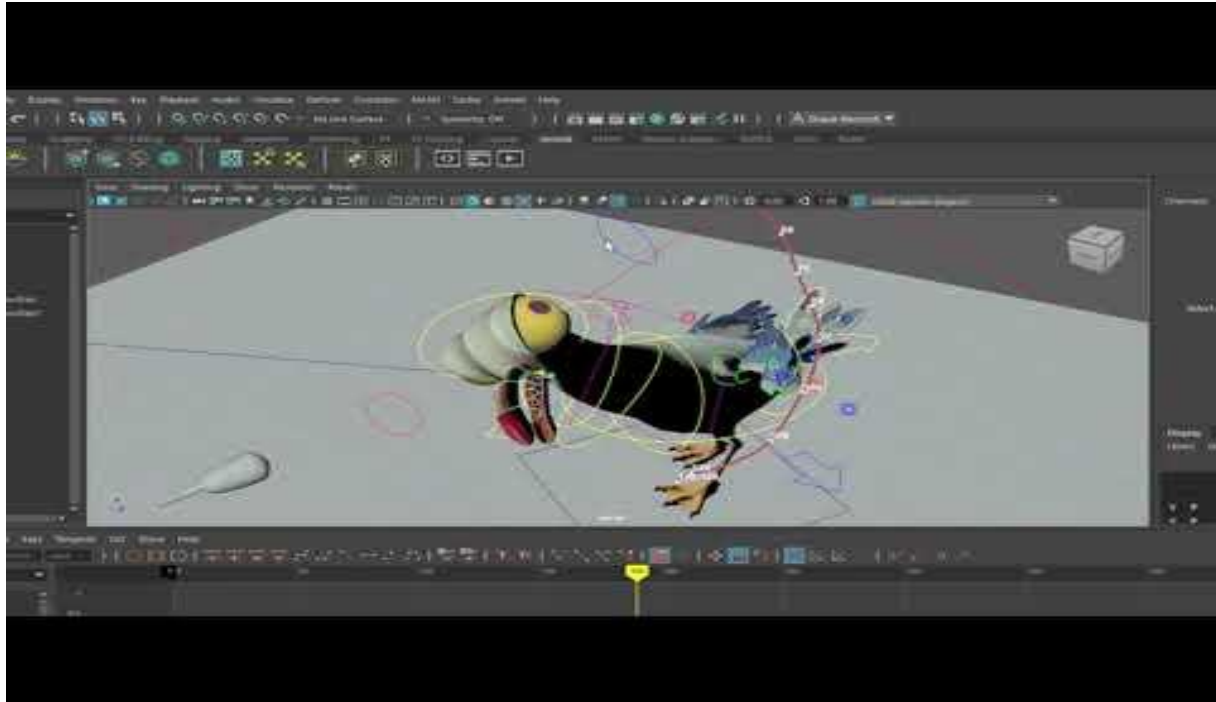


I had to change model since the other one was a bit fiddly to animate with the big wings and now, I am using a more cartoony character so I will be animating more cartoony.

I had a big problem in the form of crashing when saving the animation so I started using incremental save since it didn't crash as much, I also couldn't animate parts of the model since that would cause crashes as well, so I had to be careful what I was animate.

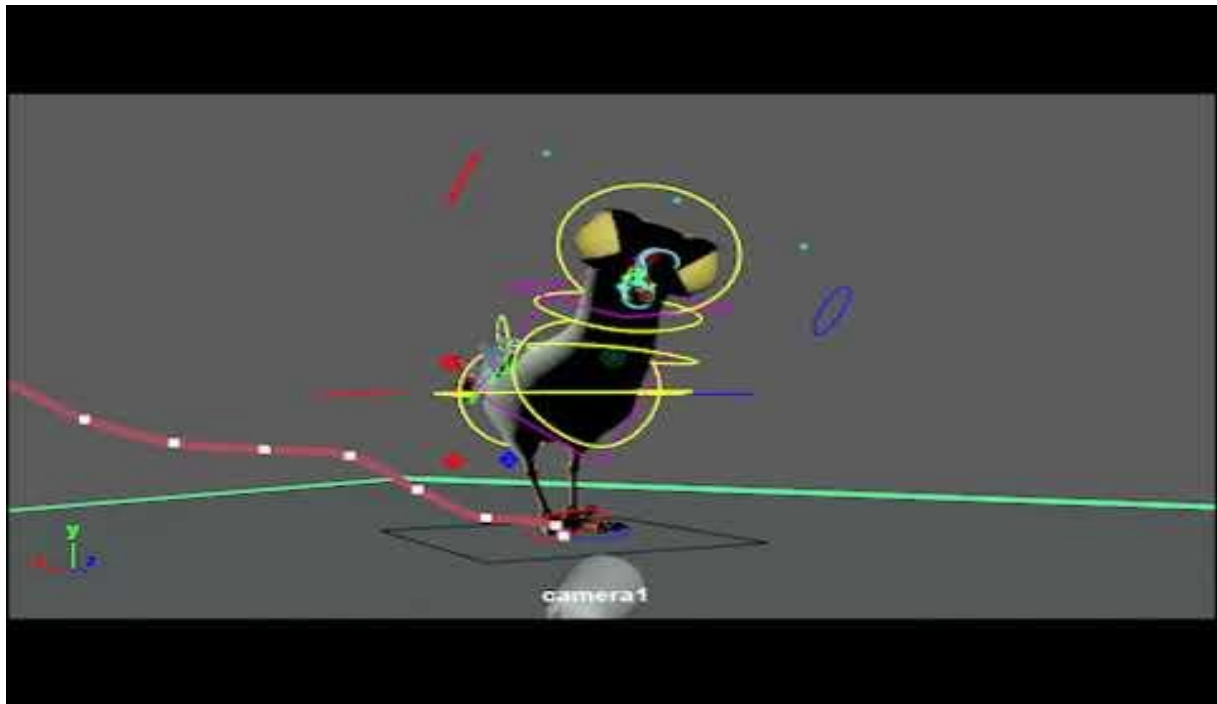
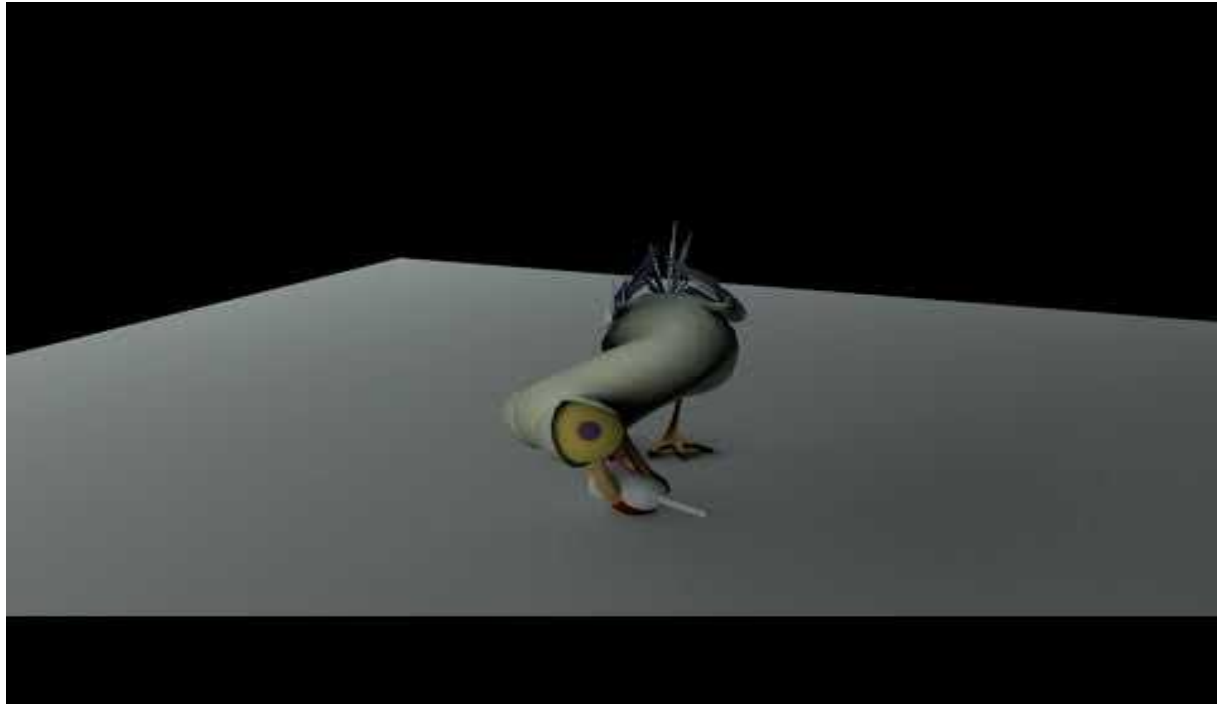
I tried to use paths to animate the model, but it would just rip the model apart, so I just showed the animation path of what I had already animated.

Crash footage: <https://youtu.be/ETdewkwudHA>



Test footage: <https://youtu.be/qgYyoPYek1A>

Final footage: <https://youtu.be/ke7DlcrDTbl>



Final video:

Final files link: [Seagull](#)

Bibliography

References

- [1] M. Masters, "Animating an Object Along a Path in Maya - Basics of Animation," *YouTube*, 13-Feb-2017. [Online]. Available: <https://youtu.be/2PcUgStJHcg?si=XtdRJbyhtujZ18lv>. [Accessed: 10-Dec-2024].

References

- [2] Creativity Skills, "How can you use role-playing to improve your character animation skills?," *Linkedin.com*, 29-Sep-2023. [Online]. Available: <https://www.linkedin.com/advice/3/how-can-you-use-role-playing-improve-your-character>. [Accessed: 10-Dec-2024].
- [3] "Seagull rig," *CGTrader*. [Online]. Available: <https://www.cgtrader.com/free-3d-models/animals/bird/seagull-rig>. [Accessed: 10-Dec-2024].
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- MissusGadget, "Seagull Riverdance," *YouTube*, 30-Mar-2013. [Online]. Available: <https://youtu.be/2QsqeHtRmHI?si=Pqe-Gw45Ydjsdxr0>. [Accessed: 10-Dec-2024].
- [5] Sketchfab, "Sketchfab," *Sketchfab*, Oct. 04, 2024. <https://sketchfab.com/3d-models/seagull-d53eae0205bc4b04b92bd91c1f268a64> (accessed Dec. 10, 2024).