

Advanced Animation

by Daniel Thomas

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Advanced Character Animation

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Character Deployment and Impact

When characters are animated, the way they move and express can typically be revolved around their body shape or personality. This can be either be realistic or exaggerated to make the character livelier or emphasis their traits. More exaggerated moment is especially common in non-human like creatures, as they don't have "human-like personalities." [2]

[1]



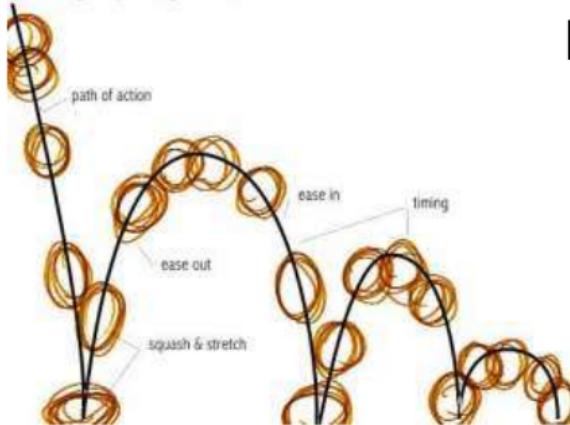
Principles of Animation in Character Animation

To animate characters in general mostly likely involves using some of the 12 Principles of Animation. One of these principles used is anticipation, which is used before a character does a new movement. This makes the animation flow better and doesn't seem like the character is switching from pose to pose unnaturally.

[3]



Timing / Spacing Sheet



[4]

Going hand in hand with this is another principle of animation, squash and stretch. This is when the object or character is either squashed or stretch in form during movement, and this is often used during anticipation poses. The amount of squash and stretch can also show a character's flexibility, as a less sturdy character would have less squash and stretch.

Slime Animation

To explore the way a character moves according to what they are and their shape, I decided to base my animation on a slime like creature. I thought this would be a good choice of creature as they're usually portrayed as being bouncy and changing forms, specifically when moving. They typically also turn into ball shapes when bouncing.

[5]



Slime Animation Inspirations

Commonly with slime creatures, they tend to stick on the ground, with the bottom part of the body sometimes trailing behind as it moves.

Slimes are also portrayed in media as being able to split apart, so I added that as a part of the animation reel.



[6]



[8]



[7]

While not explicitly a slime, the character Bloo from Foster's Home for Imaginary friends was a key inspiration for being a simple shape while also changing while expressing, as well as having retractable limbs.

Animation Reel:

<https://youtu.be/bmv0Cujo5Yc>

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GRADEMARK REPORT

FINAL GRADE

GENERAL COMMENTS

 *A voice comment was left for this paper.*

64/100

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