

ADVANCED CHARACTER ANIMATION

Aspects of Identity:

Introduction

For my animation project, I want to create a short but dynamic scene that tells a small story through movement and action. My goal is to make the animation feel alive and full of energy, while also practicing how to make realistic body motion. To achieve this, I will use reference images and videos to study how the body moves when jumping, climbing, or balancing.

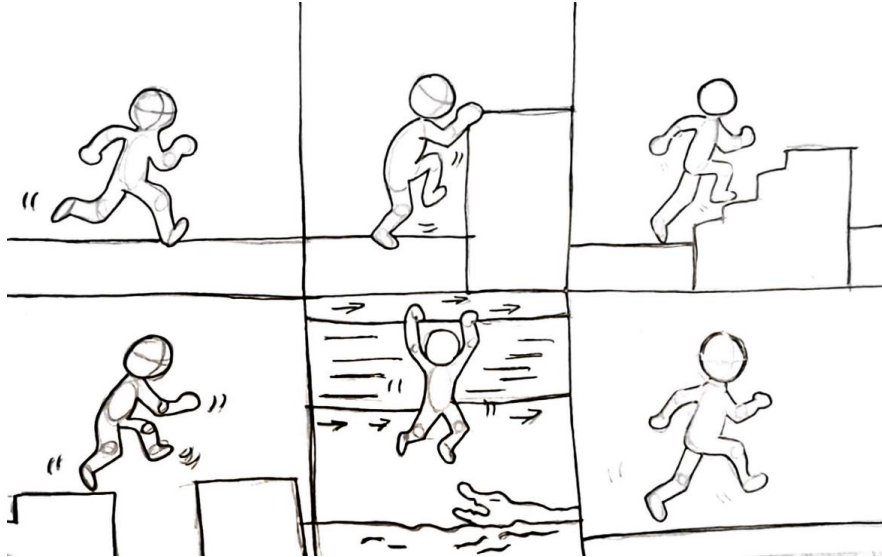
The scene follows a character who faces a fun and challenging obstacle course. It begins with the character approaching a small wall and climbing over it with determination. Then, they continue by walking up a set of stairs and jumping to the other side. The character may also grab onto a rotating object that helps him cross a dangerous gap. Below him, there could be crocodiles, or maybe a pool of glowing lava, adding tension and excitement to the moment. Finally, the character lands safely on the other side, completing the challenge with confidence.

Before starting the animation, I will create a storyboard to have a clearer and more organized idea of each shot and movement. I plan to download a free character model from websites such as animationmethods.com, and I will model simple objects myself, like the wall, stairs, and other parts of the environment. For extra elements such as the crocodile or the lava effect, I use resources available in Autodesk Maya or import visual effects to enhance the final scene.

Through this animation, I want to explore timing, weight, and anticipation to make every movement feel natural and expressive. I also hope to create a sense of adventure that keeps the audience engaged from start to finish.

1. Preliminary Approach to the Animation

Storyboard



Character



Downloaded from <https://www.mixamo.com/>

Other Elements In The Environment



References

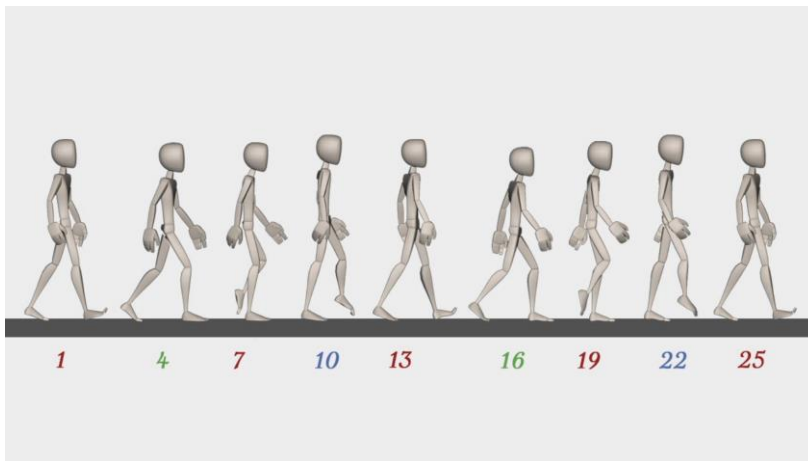


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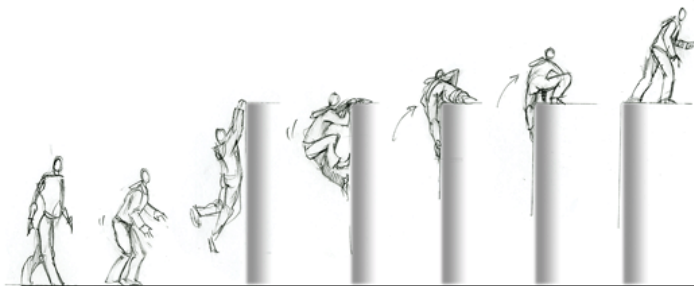


Image 2

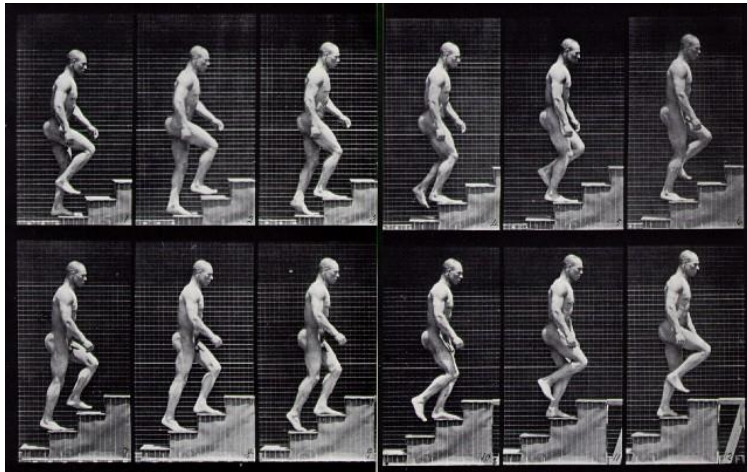


Image 3

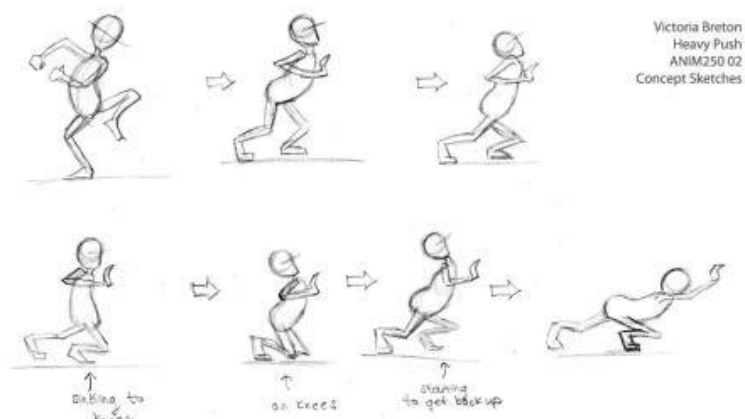


Image 4

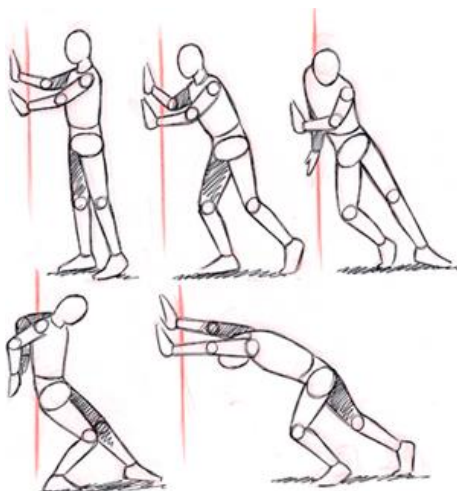


Image 5

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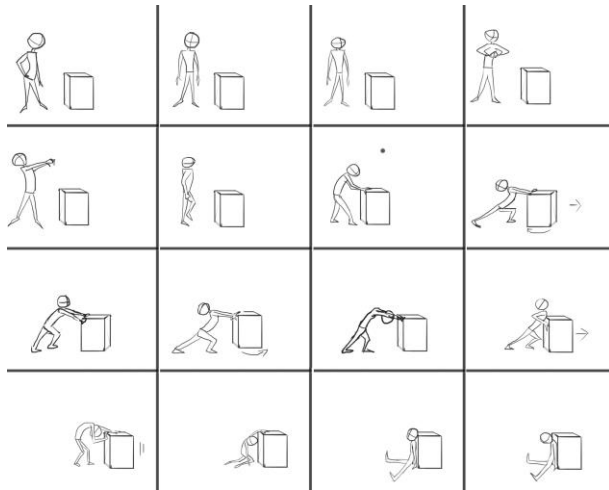
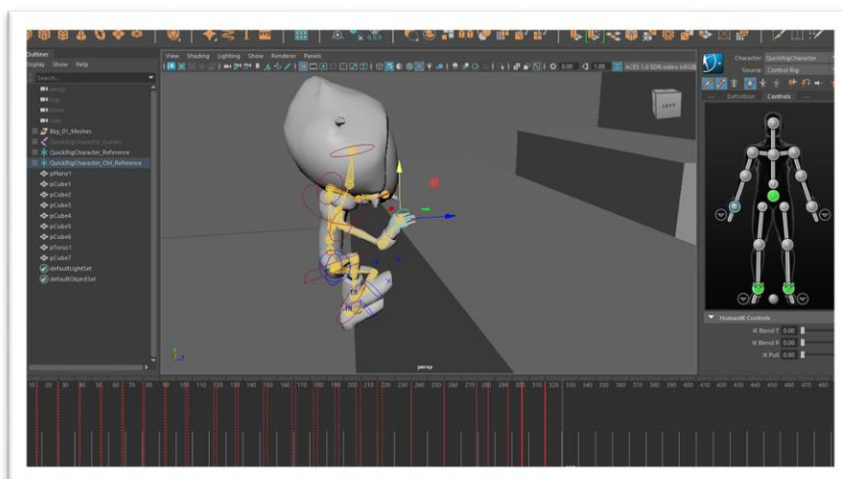
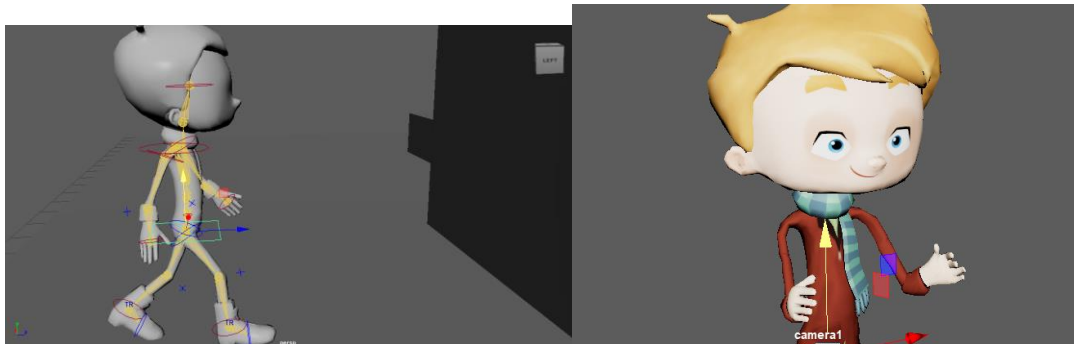


Image 6

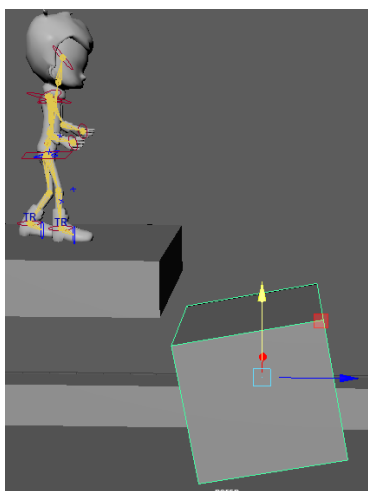
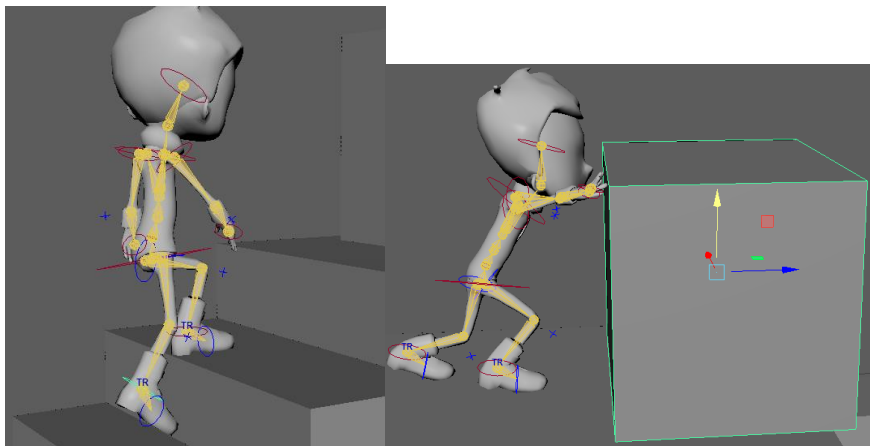
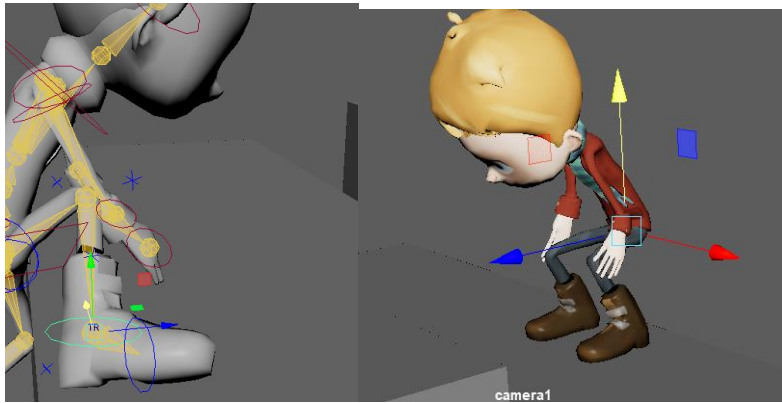
Animation Process/Screenshots



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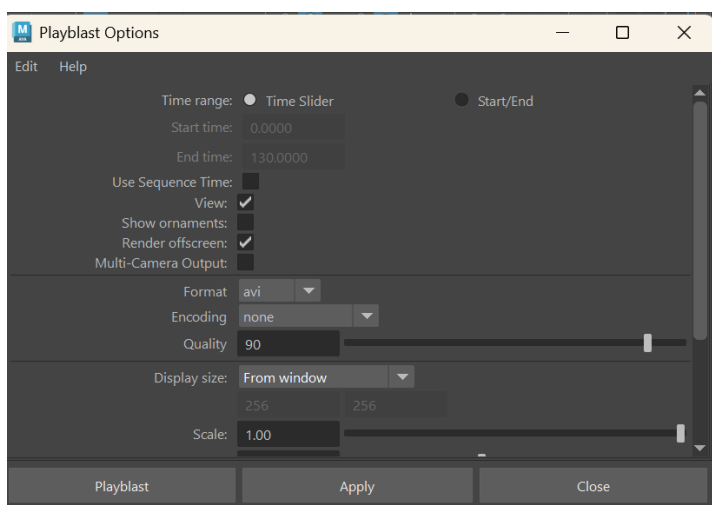
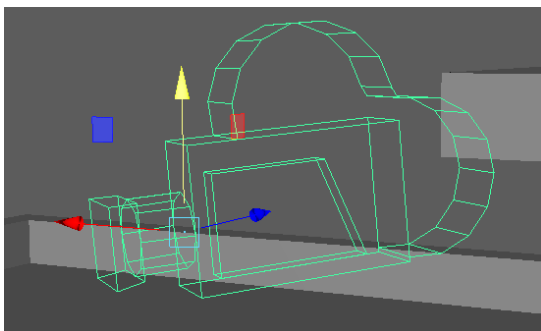
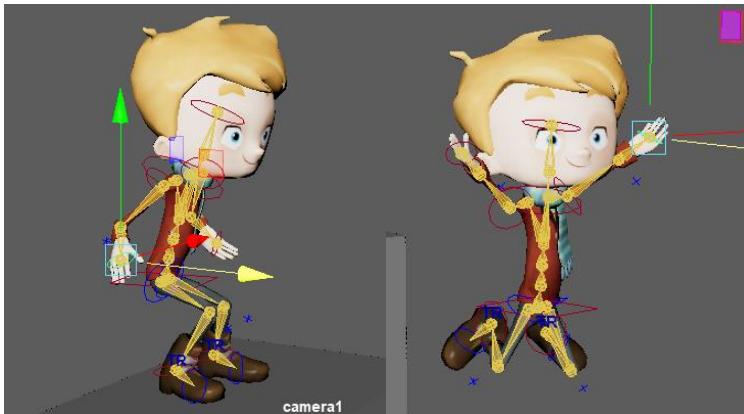
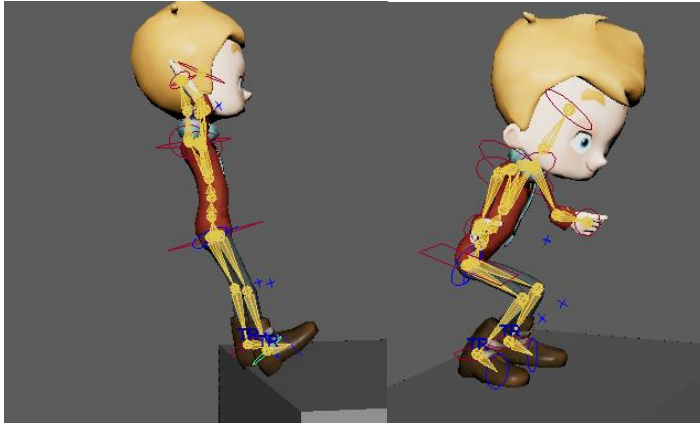
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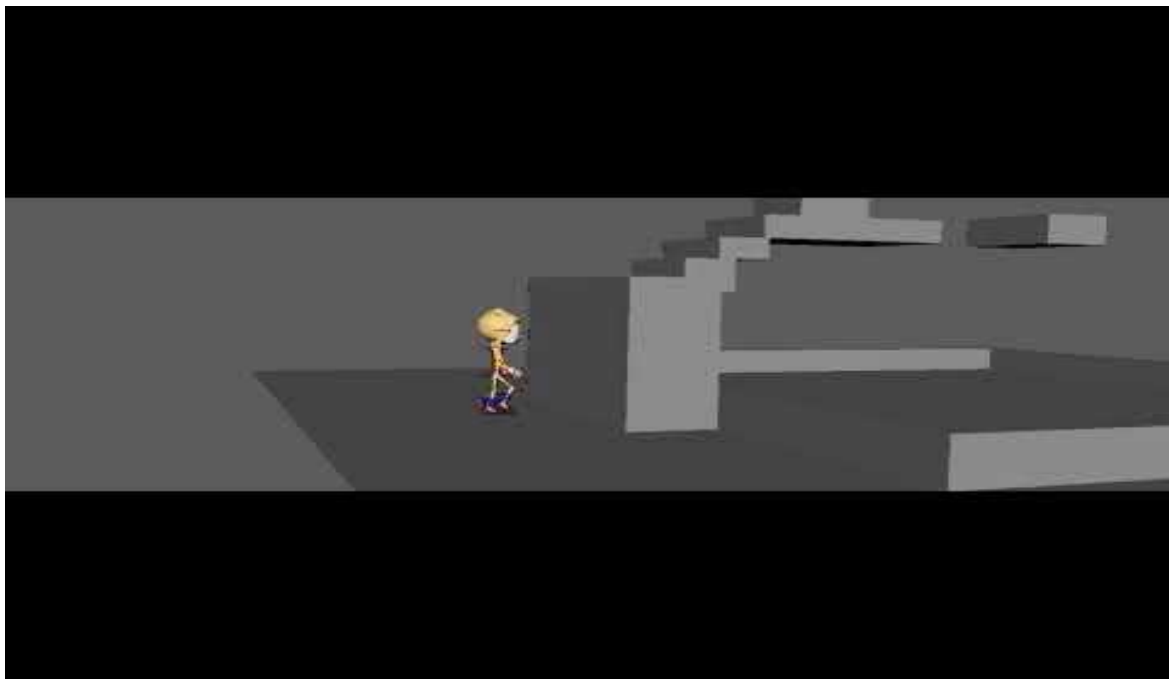
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2. A link to any Tests / Progression

<https://youtu.be/oEVO975-pLc>



3. A Link to the Final Animation Work

<https://youtu.be/i92rtj0QD1o>



Bibliography

Programs:

- 1- Autodesk, Autodesk Maya, 2025.
- 2- ByteDance, CapCut, ByteDance Ltd., 2023.

Screenshots/References:

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- 2- Lenin Garcia, "traversal ledge grab copy.gif (576x308)", *Google/Pinterest*, 2019. Available:
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- 3- HannahLoughridge, "Animating a stair climb... | HannahLoughridge", *Google*, 2014. Available:
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https://www.pinterest.com/jor_ge_punk/push/
- 5- Action Analysis, "Research on push and pull action – Action Analysis", *Google*, 2013. Available:
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- 6- Martin Ivanov, "Weekly Assignment – Character Animation 4 | 3D Design & Animation", *Google*, 2013-2014. Available:
<https://martinyi89.wordpress.com/2014/05/02/weekly-assignment-character-animation-4/>