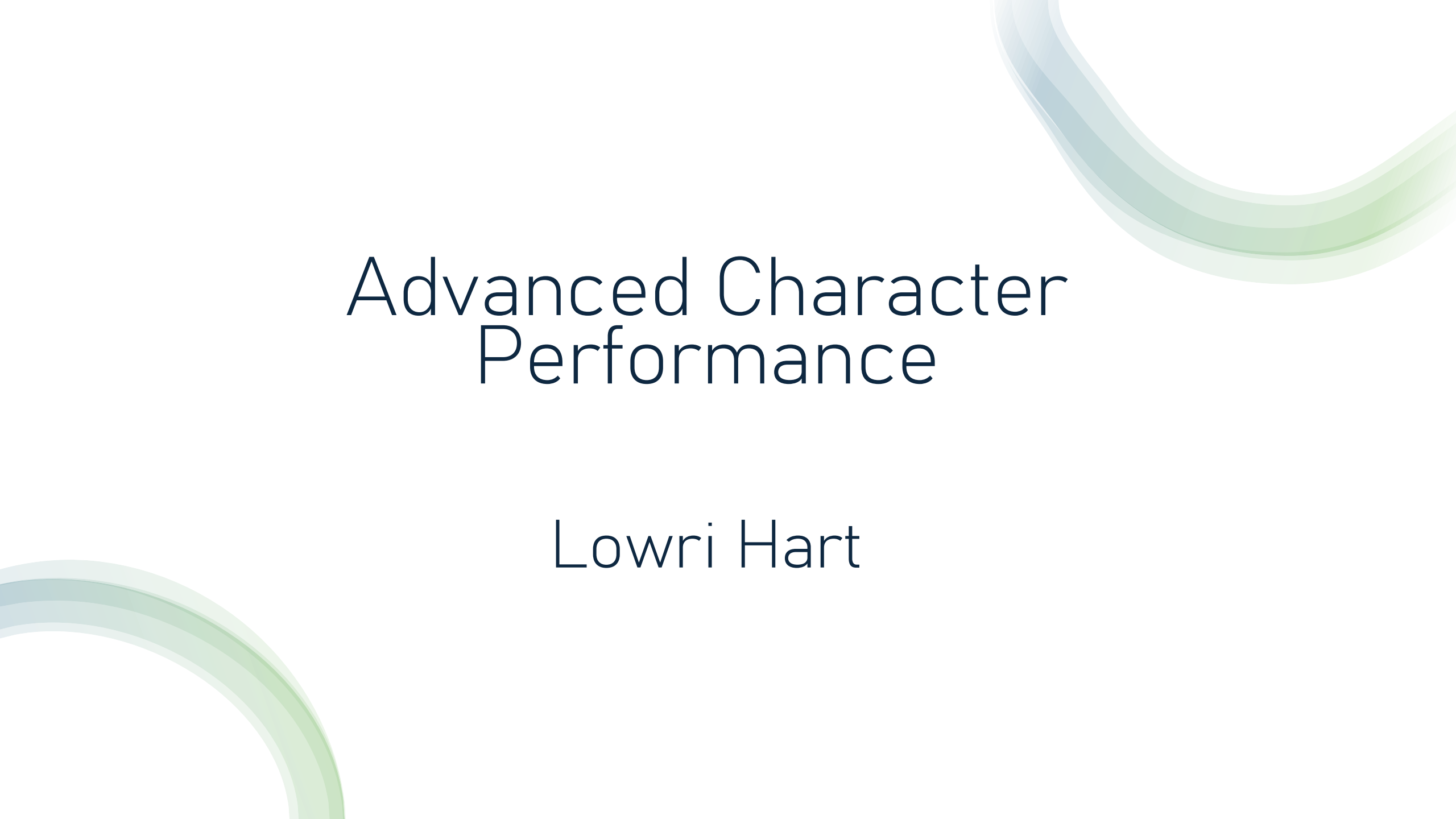




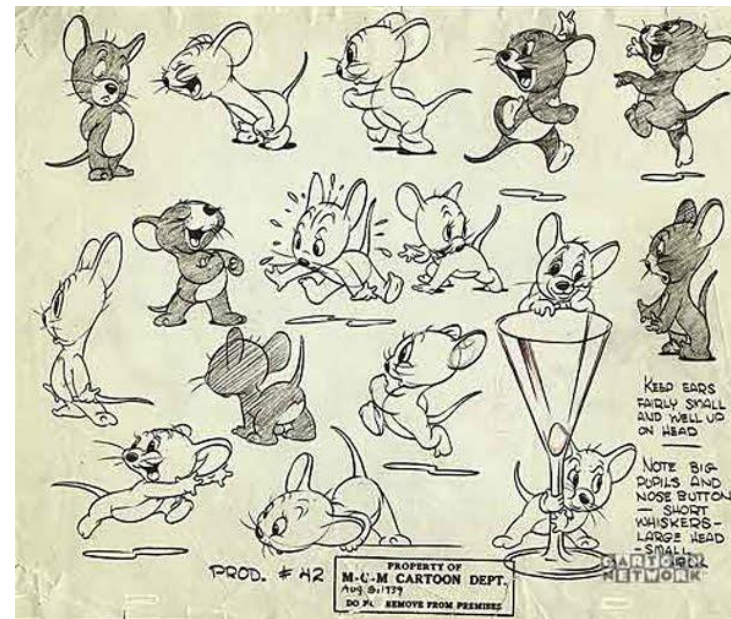
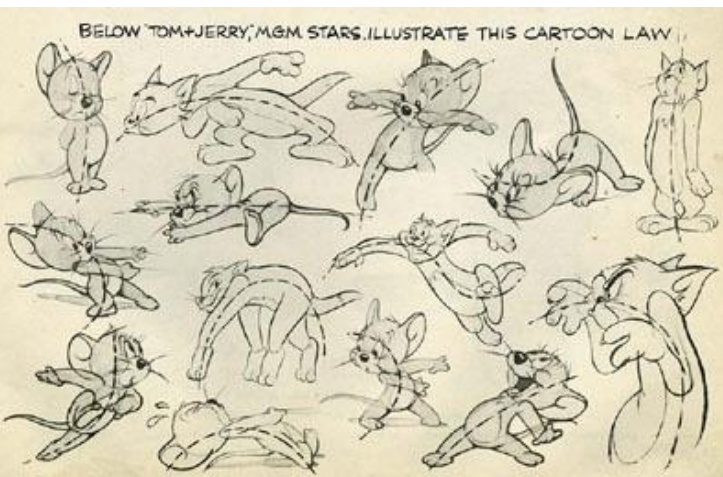
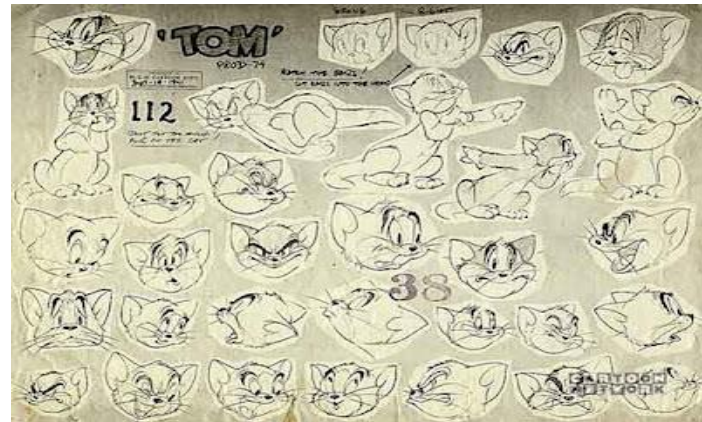
Advanced Character Performance

Lowri Hart



My Goal

- For my animation. my aim is to create a 2d, cartoon styled animation. Using smear frames and over exaggeration to express emotion, personality and to push my creative capabilities.
- I want to really show off my creative prowess by using a different style of animation I have chosen for my personal project and display my range of styles.
- Show emotion and reaction.



Characters in cartoons like Tom and Jerry, never really stand straight and a lot of cartoons. The movements are bendy and always arching.

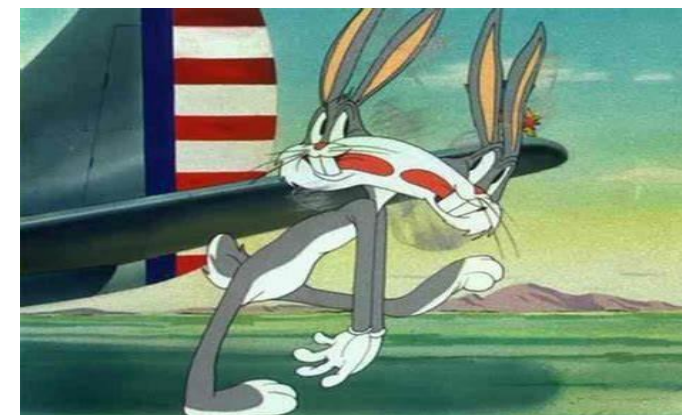
With 2d cartoons, there is no limit to how far they can bend, stretch, or how much damage their bodies can take. It is all up to the animator.

“Animation is not the art of drawings that move but the art of movements that are drawn.” - Norman McLaren.

"What's most important in animation is the emotions and the ideas being portrayed" Ralph Bakshi.

The movements of a character is what makes a character.

For my animation I want little to no point where my character is still. No pause, never straight faced. Even when you're not moving, your face is, and I want to show that in my performance.



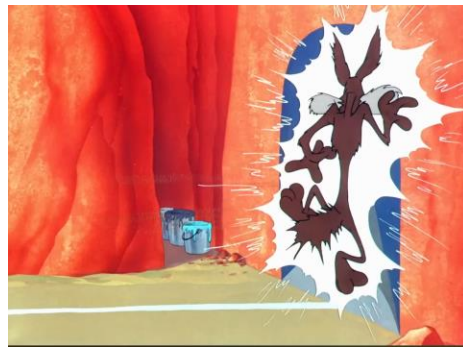
Squash and Stretch

The quick frames in between scenes are what emphasises the movements of characters. Some are more obvious to add comedic effect, like running away or fighting.

Whilst some are so short that the animators can add anything in between and no one watching would realise because of how fast they are.

Comedic timing

Comedic timing is extremely important in cartoons. A good cartoon knows how to articulate a joke. Like in Wiley coyote and road runner. Whilst the overall plot, is that we know the road runner gets away. It is still funny watching Wileys plans fail and how they do, even at times when you think nothing can go wrong for him. But it does. And that is what makes good comedy. Imagination is the key to unlocking your full potential.



Animation can explain whatever the mind of man can conceive. This facility makes it the most versatile and explicit means of communication yet devised for quick mass appreciation." (Walt Disney)



A character I favour a lot in 2d animation is Marvin Martian. Like characters such as Gromit the dog, he has no mouth. Whilst he does still speak, the lack of mouth gives more room on his face for his eyes to move and stretch. He is a character that is driven by the same goal every episode, which is to invade planets, however, is stopped by another character, or his own actions. He also has an iconic walk cycle, which is a small scuttle. It's what makes a unique character in Looney Tunes, but also to poke fun of his small height.

My idea

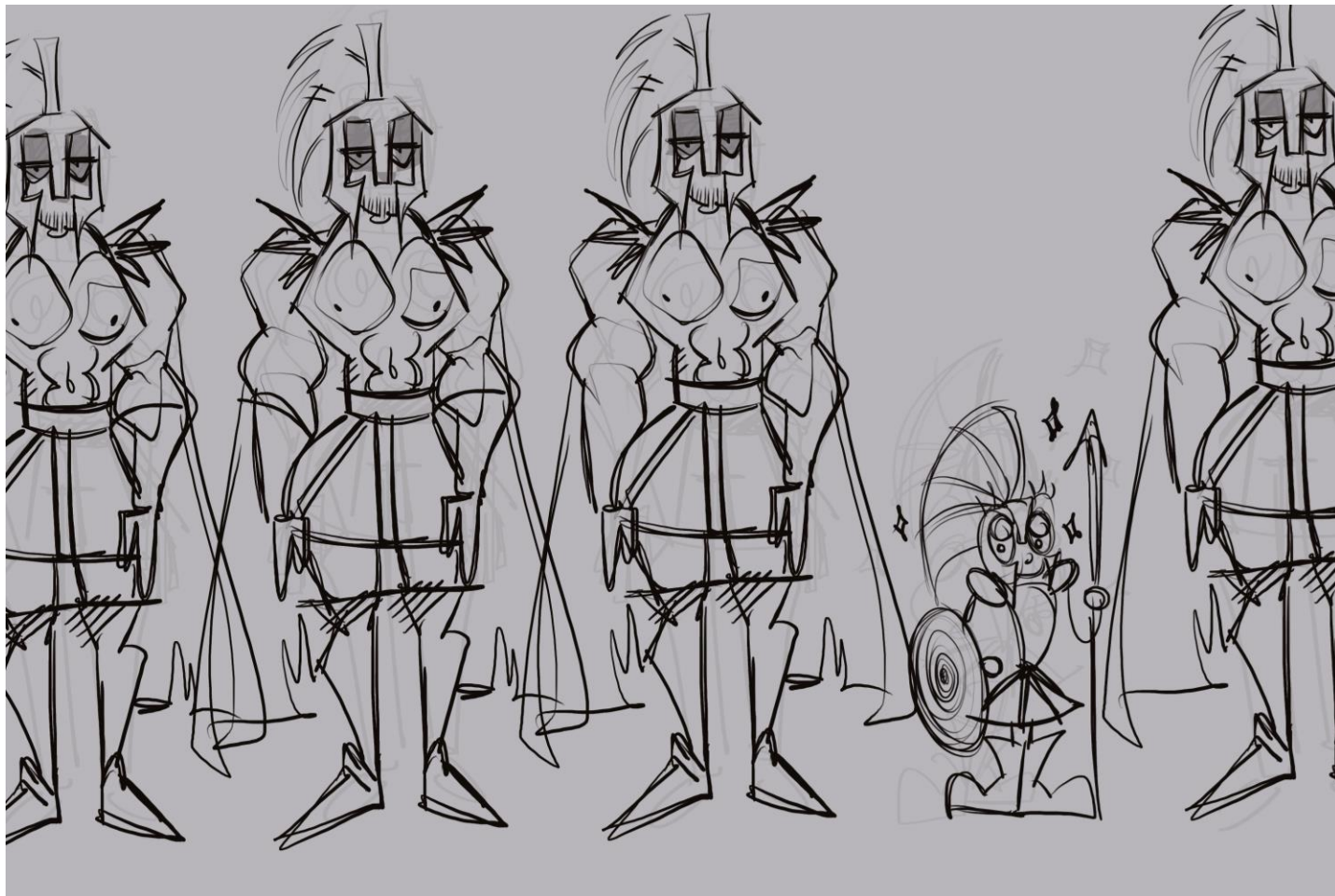
For My final idea, I want to create a 20 second, 2d looney tune styled Roman fight scene. The focus of the animation, will be a smaller Roman, who is a lot more cartoonish than the others, running into battle. However, off screen, the camera starts to rumble, stopping the small Roman in his tracks. He realises he's in danger and goes to turn away. However, he ends up getting severely trampled and comedic sly flattened to the ground.

By the end of this, I hope to show my range of animation, my advanced knowledge in character movement. And be able to create a comedic scene that lands and fits in well with the scene.

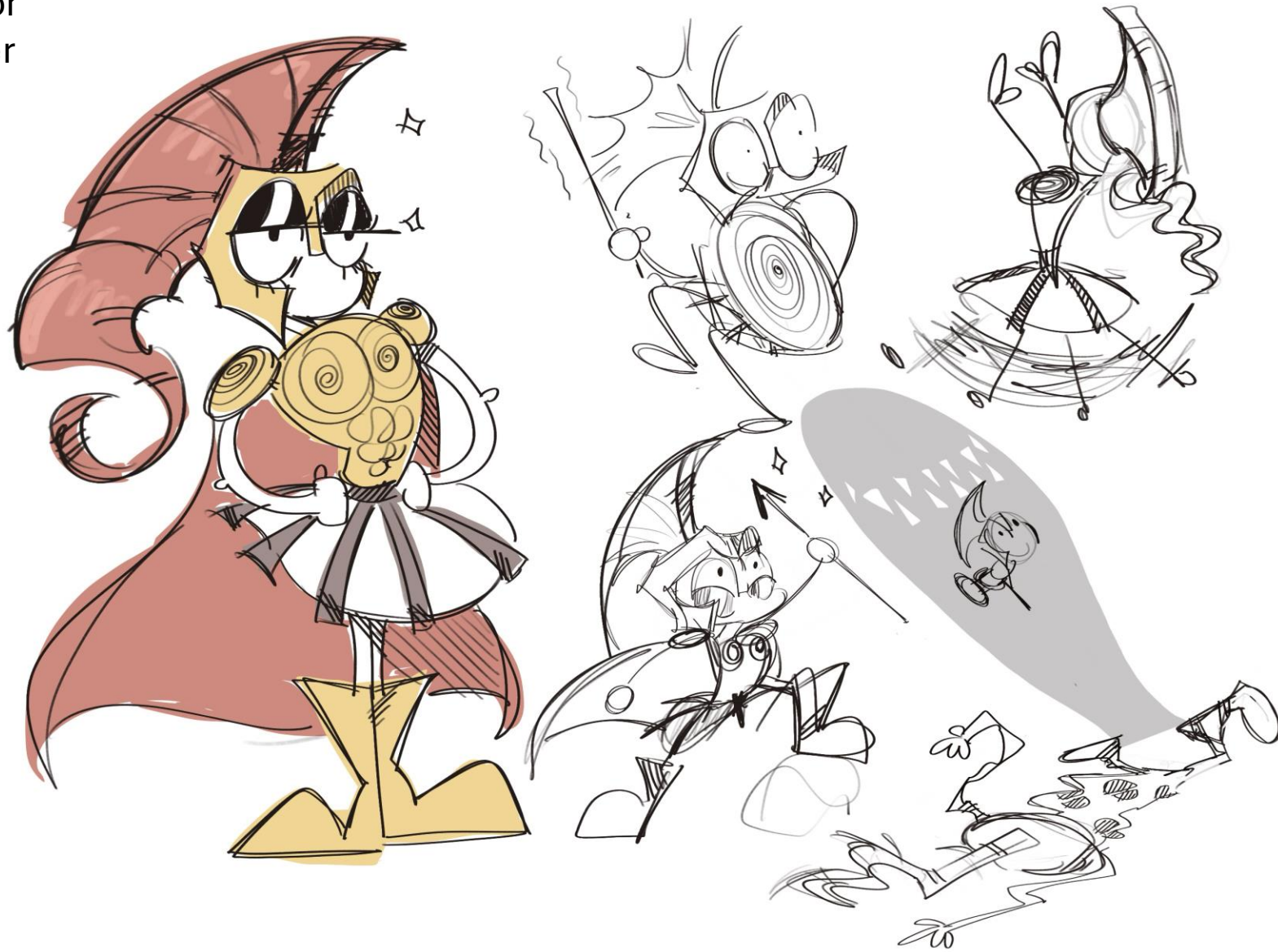
Concept art

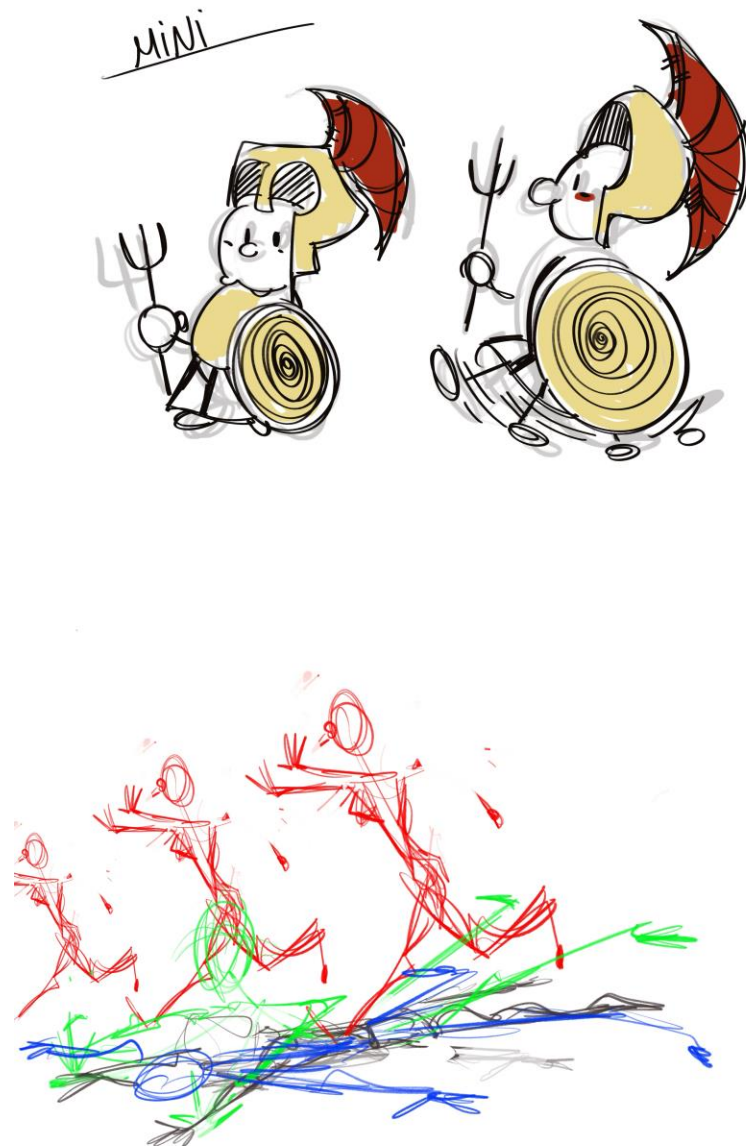
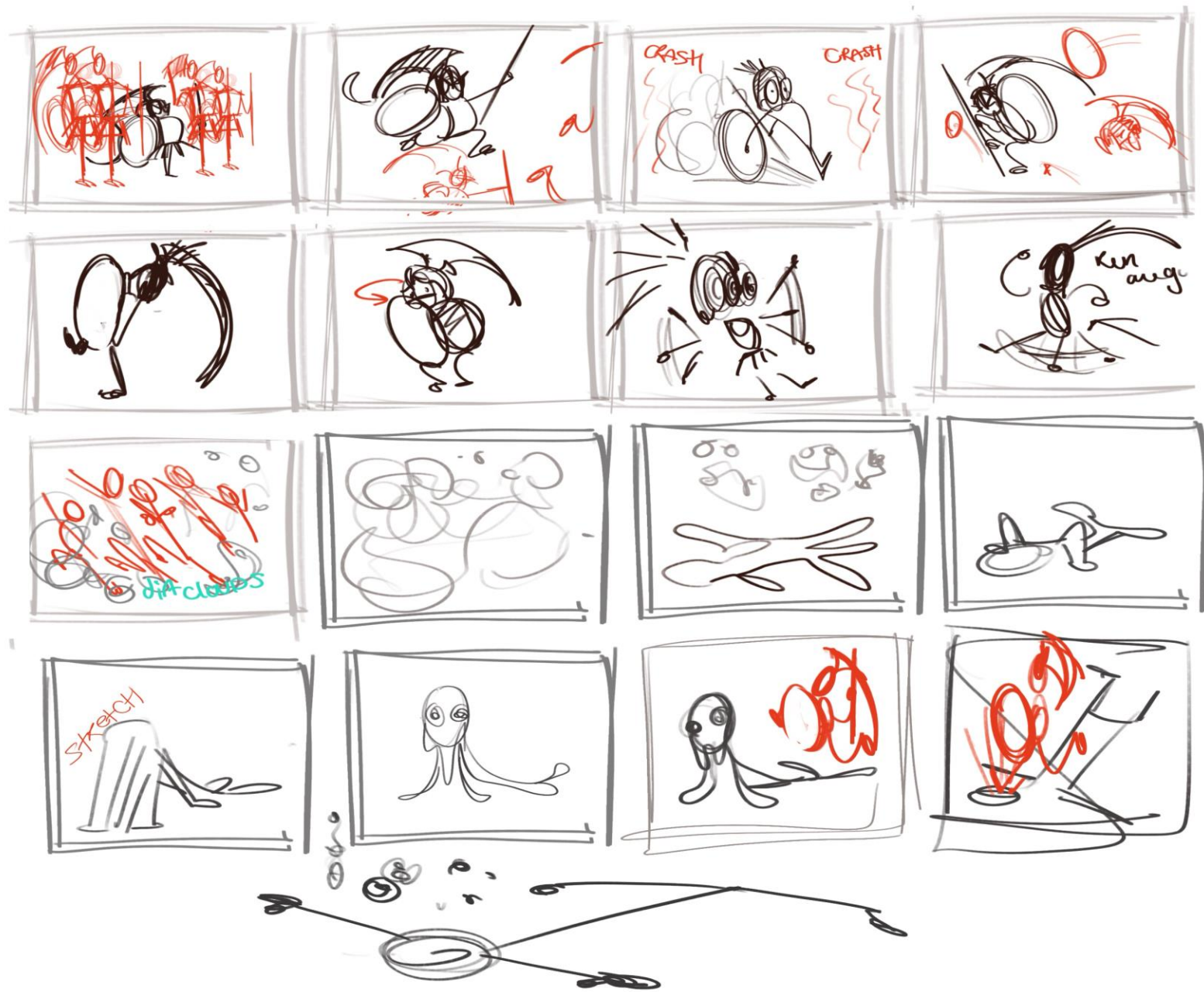


Concept art



Final Design for
main character





Visual's Research

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