

Rigging a digital character & and demonstrating the 12 principles of animation

by Ellie Saunders

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Rigging a digital character & and demonstrating the 12 principles of animation

Module Code: ADGD4005

Module Title: Introduction to Character
Animation

Student Name: Ellie Saunders

Student Number: 2502179

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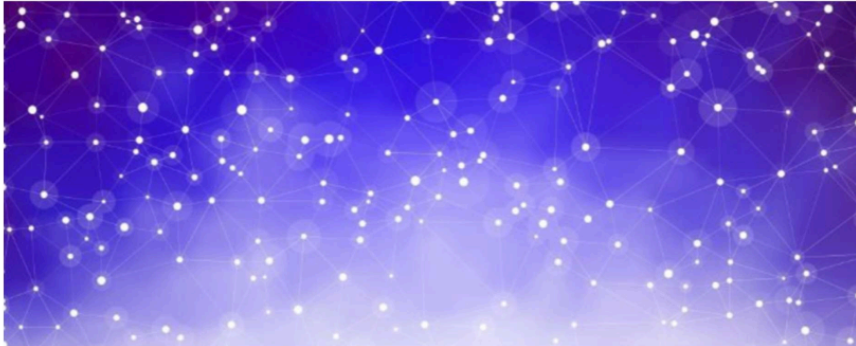
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Link To Video Presentation

<https://youtu.be/A58TpHTyRrl>

Presentation Slides

Slide 1



Rigging and Animation Cycle

Student Name: Ellie Saunders Module Code:ADGD4005
Student Number: 2502179 Module Name: Introduction to Character Animation

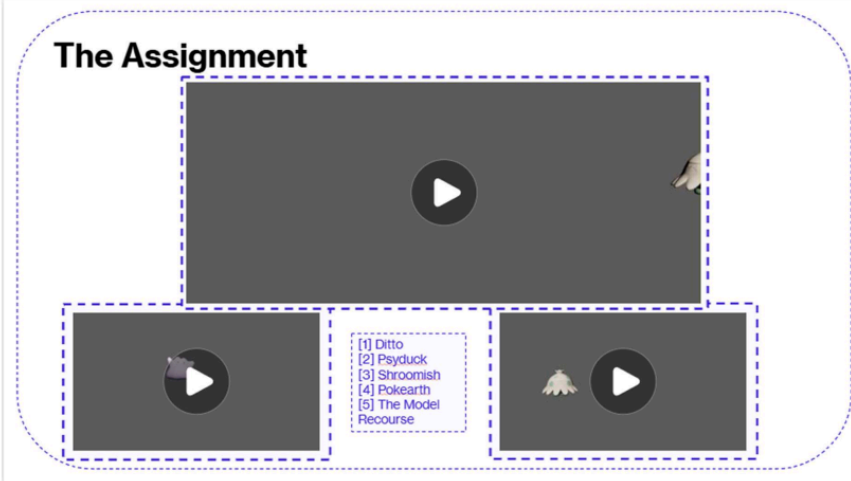
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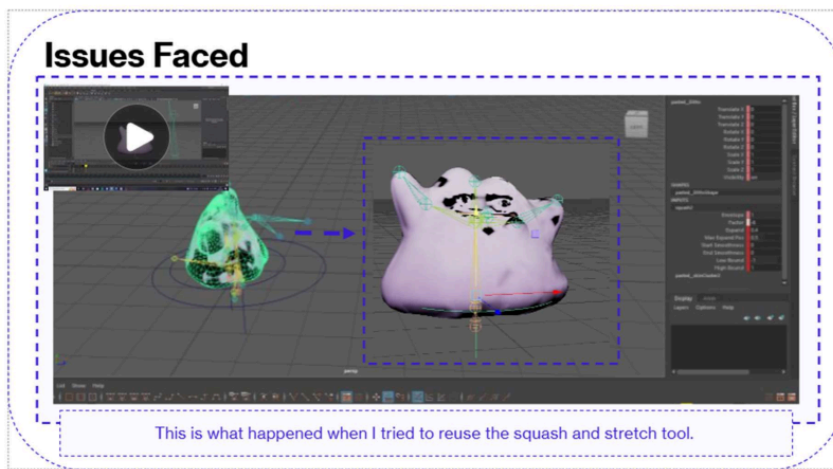
The Assignment



- [1] Ditto
- [2] Psyduck
- [3] Shroomish
- [4] Pokearth
- [5] The Model Recourse

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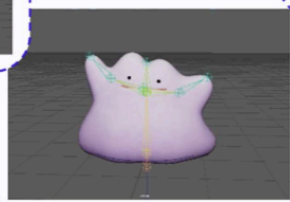
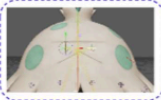
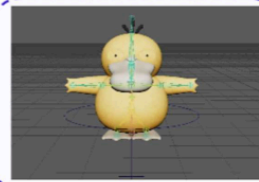
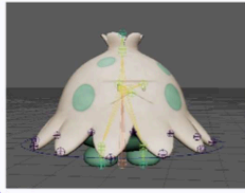
Issues Faced



This is what happened when I tried to reuse the squash and stretch tool.

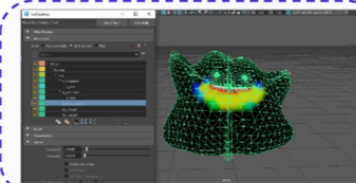
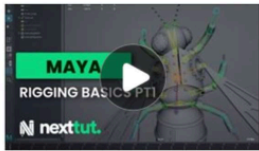
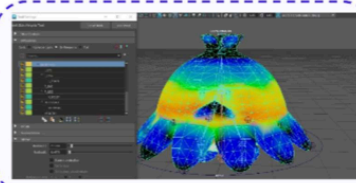
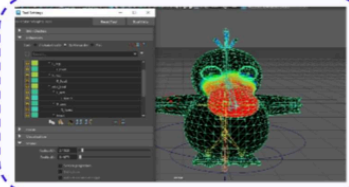
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Building the Skeleton



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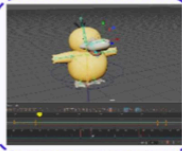
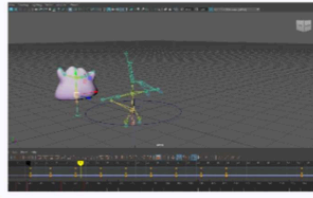
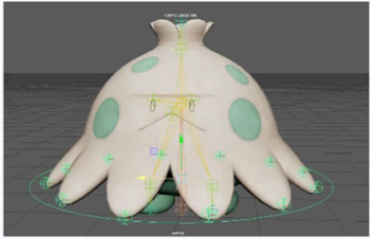
The Skinning Process



[6]

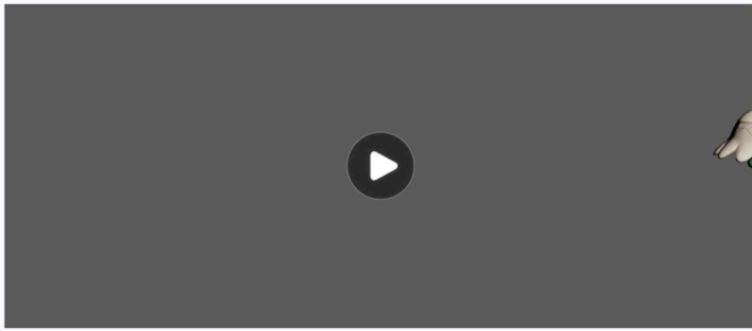
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Building animation controls



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Conclusion



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GRADEMARK REPORT

FINAL GRADE

75/100

GENERAL COMMENTS

Very good work. This submission shows a strong understanding of character animation, with good character, expression, and a clear narrative shown throughout the animation. The presentation also includes good reflection, demonstrating awareness of the process and development of the work. To improve further, more considered camera work could help enhance the staging, readability, and overall impact of the animation. Overall, this is a strong submission with clear creative intent and good technical development.

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