



During this rotation we were introduced to the 12 principles of animation and worked on a series of workshops focusing on: timing, spacing, animation charts, ease in and out, straight ahead and pose to pose animation. Throughout the rotation week, I created five different animations.

The first one was a straight ahead one and for it I drew one frame after another, using the previous as an inspiration. The second animation was a pose-to-pose animation of a face, for which I had to draw three different key facial expressions and then all the breakdowns and in-betweens. The third was a bouncing ball for which I had to first draw an arc of motion and then work out the timing and spacing before creating the animation. The fourth animation was a bouncing character that followed the same path as the ball from the previous exercise. The last, fifth one was a debating character, for this one I used a pre-created animation chart to achieve an ease-in and ease-out effect from pose to pose.

I didn't really have any problems with any of the workshops. The biggest challenge I encountered was probably working out the in-betweens. Overall, I think that all my animations came out well considering that I haven't done anything like that before. All the workshops gave me a better understanding of traditional animation and allowed me to develop my animation skills. I particularly enjoyed the straight ahead one as I had the most creative freedom with it.