

Production Principles

Week7 Traditional Animation

This project for this week is hand-drawn animation, the Traditional Animation. However, since I am not in the UK, I cannot use Dragonframe and LightBox provided by the school, so I use Procreate instead. I made a little boy with sticks in both hands to try out the first animation at 24 frames a second. However, I wanted to try the effect from slow speed to rapid speed, so I only did the east in of the character and did not complete the East out. This is also done to better connect with the second half of the animation. For the second half, I tried "bouncing ball". I added some distortion in front to make the animation a little more interesting. I made it more natural by adjusting the trajectory of the ball.

Although the software was used to produce animation and digital painting made it easier to modify each frame, it was more difficult than I expected. Especially in the drawing of characters. While it's possible to replicate parts of it, the dynamics of the human body are much more difficult to control when broken down into many frames.

