Joe Ross

Game Engines – Crosbie

Animation

In the animation I made, I want the story to be a rectangle performing on a stage when it is crashed by a sphere. The rectangle sees the ball and tells the audience “No”. Then, the Rectangle kicks the ball away and takes the stage for itself. The rectangle bows to the audience and then starts to perform (not shown).

Some principles of animation I implemented are:

Straight ahead action and pose to pose.

Secondary Action.

Slow in and slow out.

The emotions I wanted to portray are pride and showing off. But then when the ball comes into to play I want to show emotion of “ Really? Get a load of this guy”. The ball shows emotion of somewhat innocence, and jokingly annoyance. Then the rectangle shows slight anger and frustration. more of an emotion like “get outta here kid”.