Anyone can Animate

(Even if they can't draw)

Andy Dent's

strongly-held opinions

weakly-held pencils

Animation as Life?

(but not as we know it)

See lots of links on my github site that will also be on the last slide

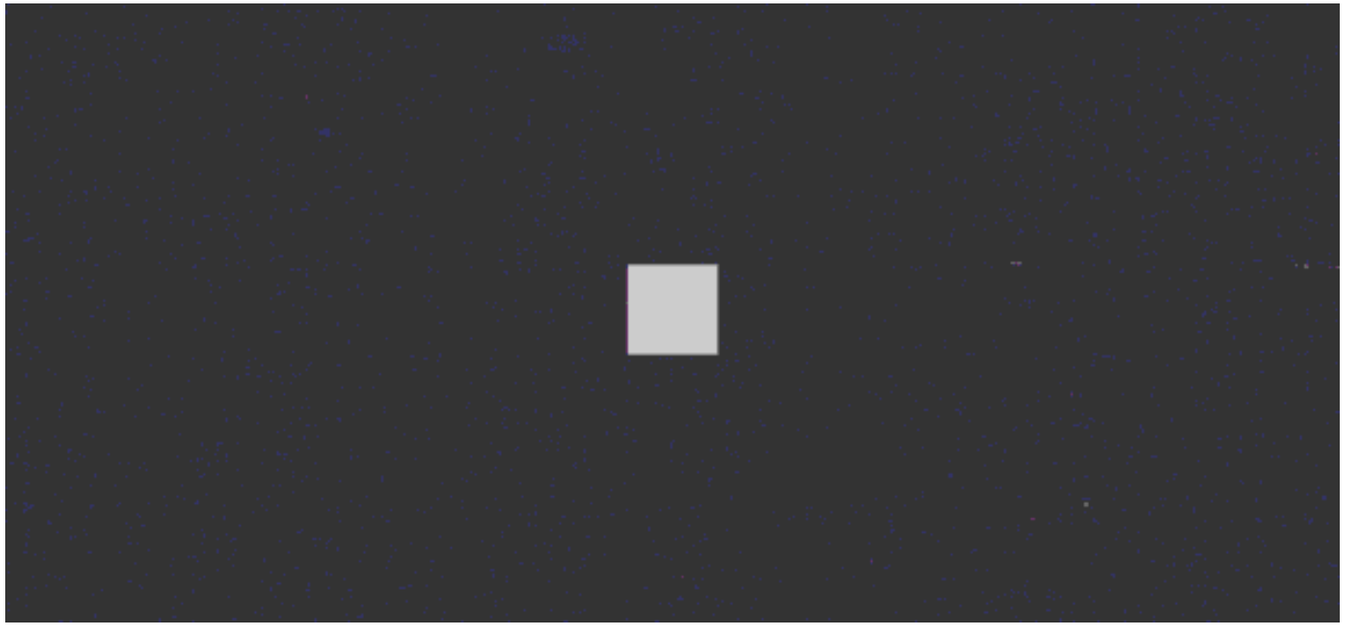
github.com/AndyDentFree/DDD19

Top recommendations:

- Val Head's book *Interface Animation*, articles and videos
- Disney's book The Illusion of Life
- As video and gifs which are on the following pages

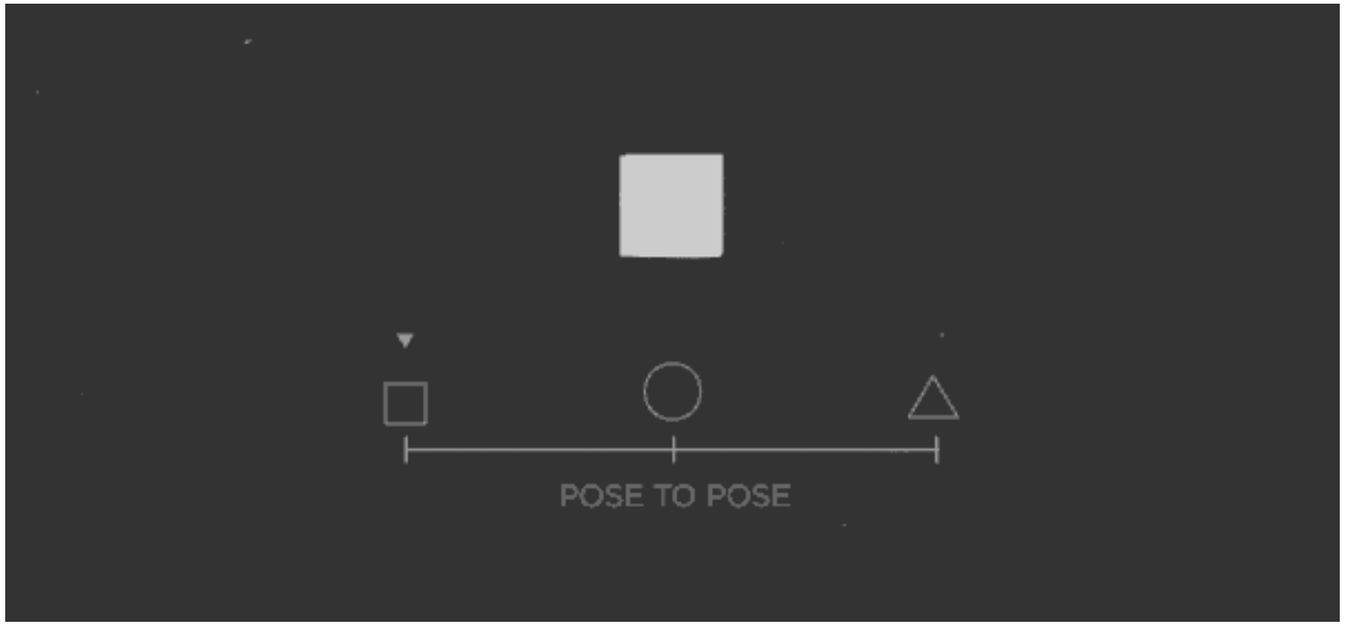
12 Principles - Anticipation

12 Principles - Staging



12 Principles - Squash and Stretch

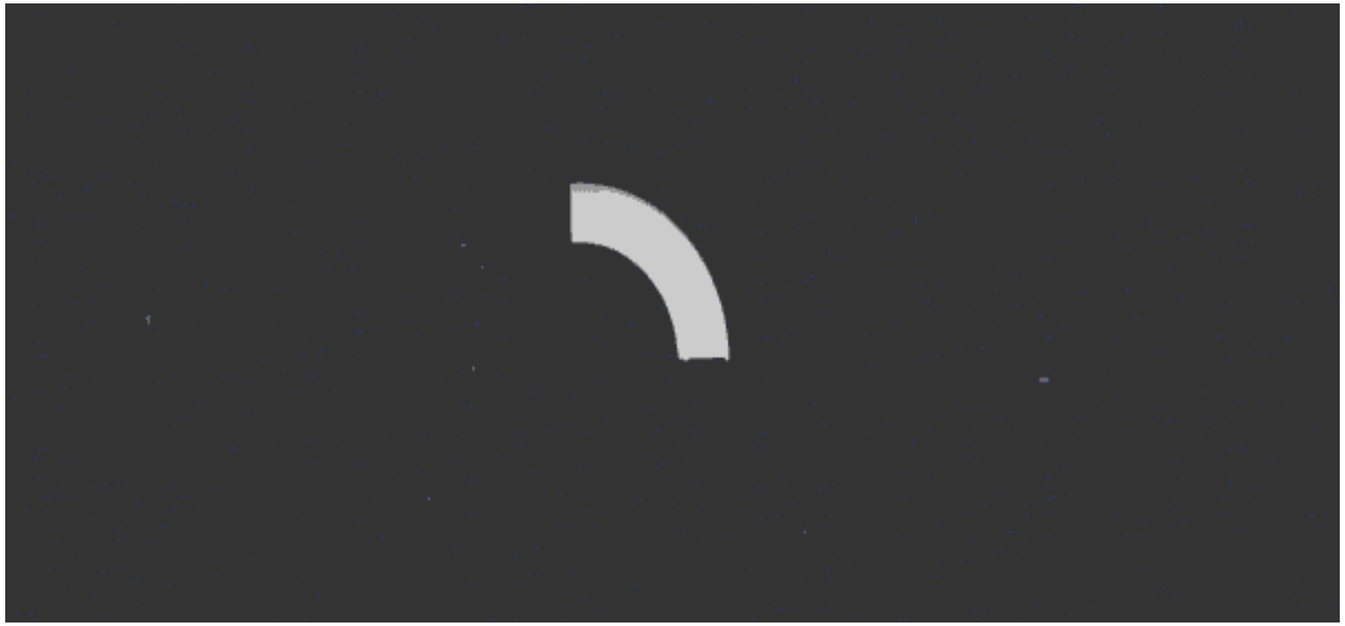
12 Principles - Straight Ahead and Pose to Pose



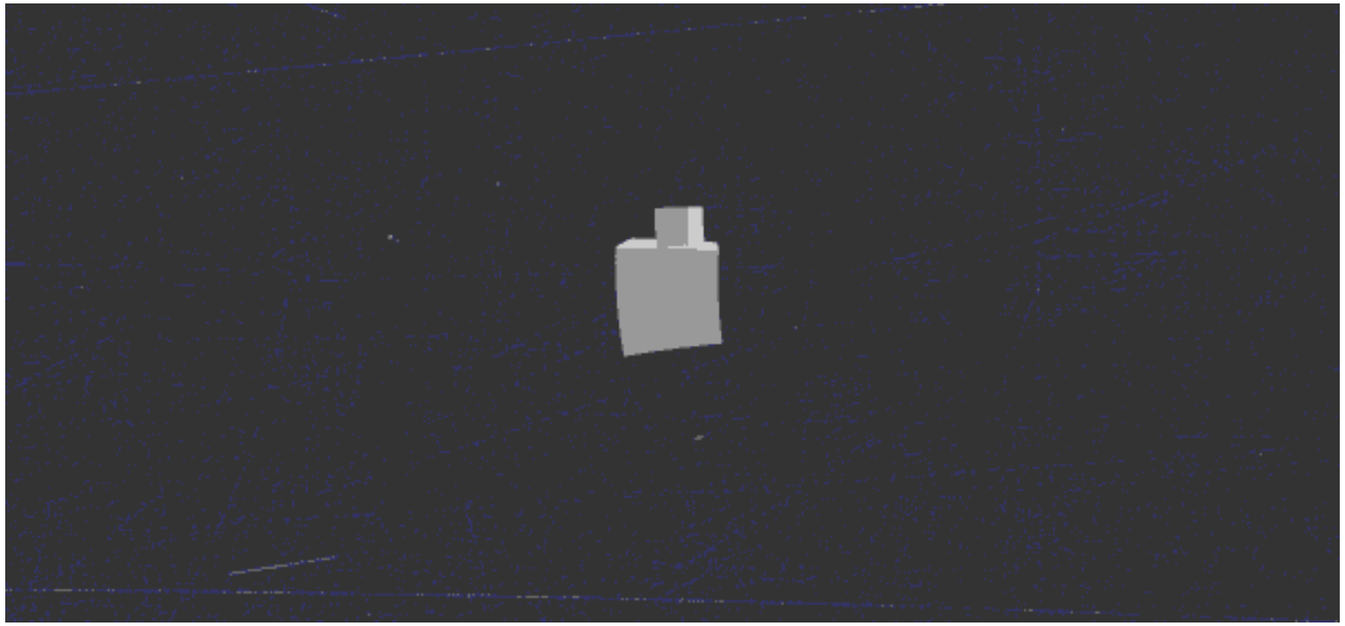
12 Principles - Follow Through & Overlapping

12 Principles - Slow In and Slow Out

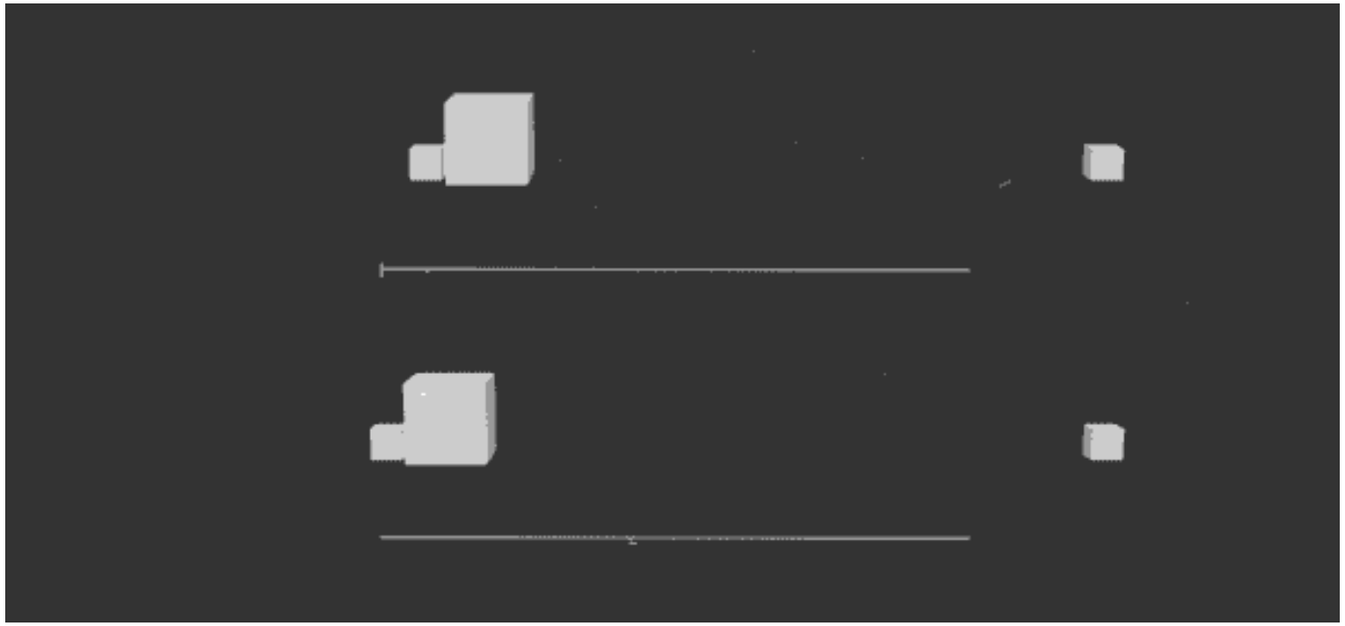
12 Principles - Arcs



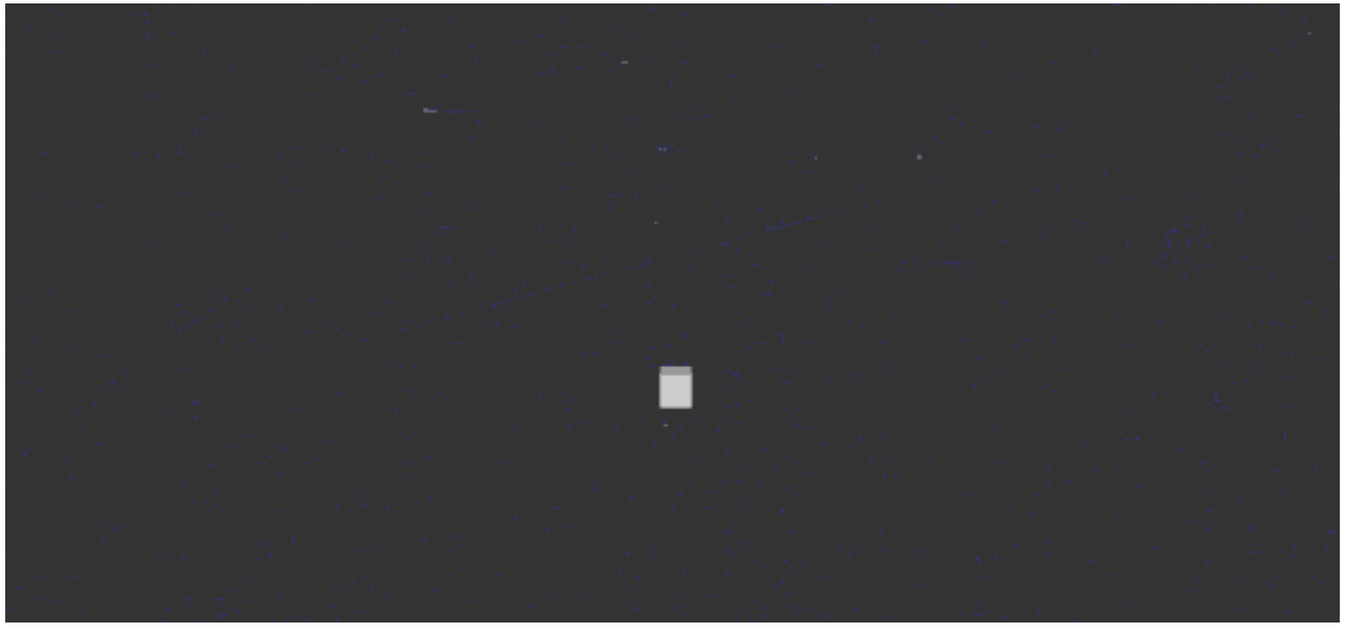
12 Principles - Secondary Action



12 Principles - Timing

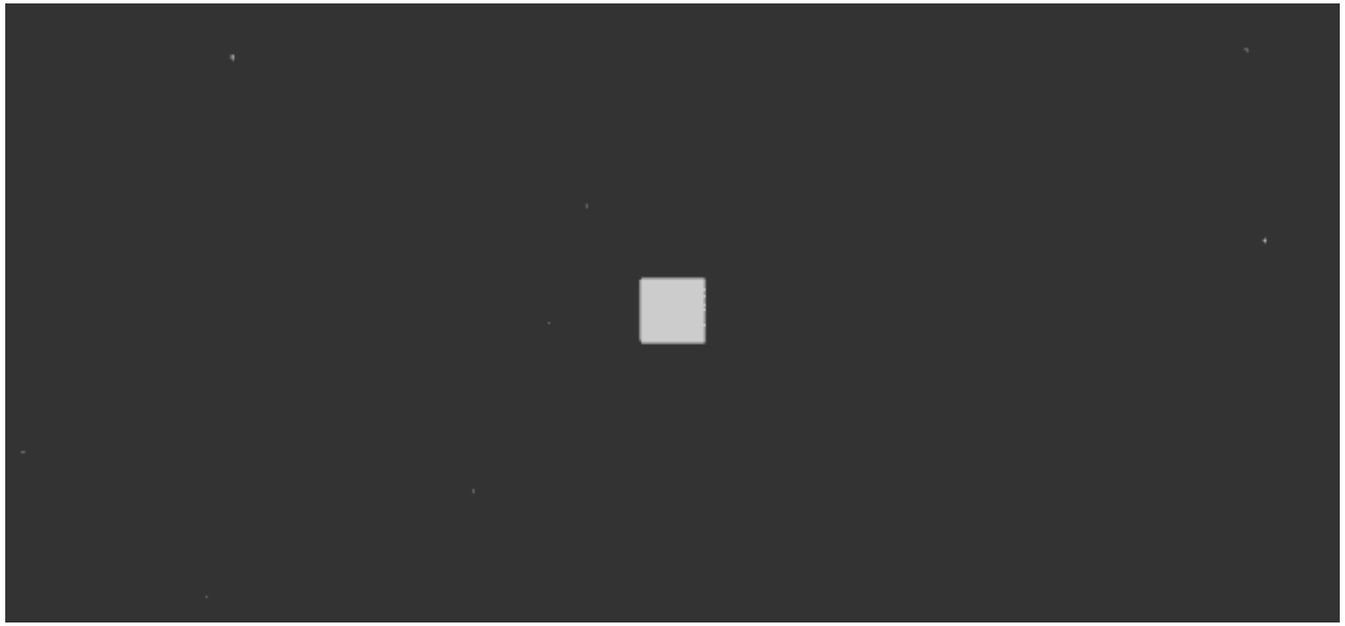


12 Principles - Exaggeration



12 Principles - Solid Drawings

12 Principles - Appeal



Why Animate? - Designers

Distract

Amuse

Inform

Why Animate? - Developer's View

D istract

I nform

E ntertain

Animation as a new Developer Hell

Animation's aren't the only thing that go in circles.

The designer-developer loop finds new things to design that have to be manually translated to code.

and then the loop closes

Coming to save us (last time)

New Breed of Tools

Start with Sketch or other vector prototype

Add animation

Generate working code

Tools

Supernova Studio

Haiku

Flow

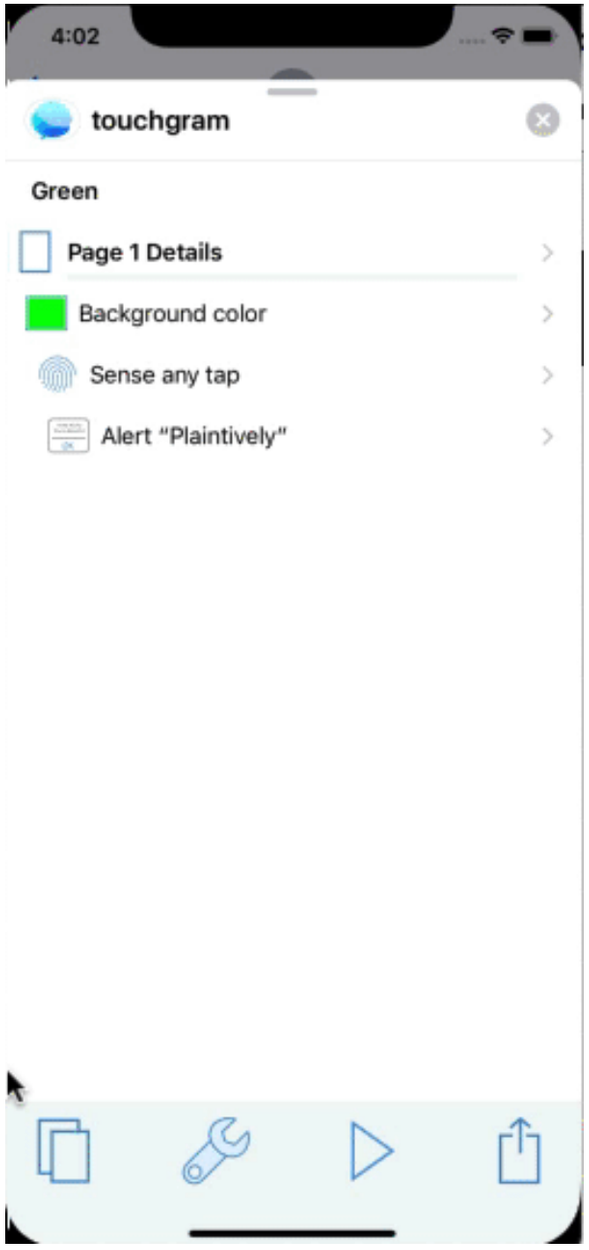
Web world

SVG-based

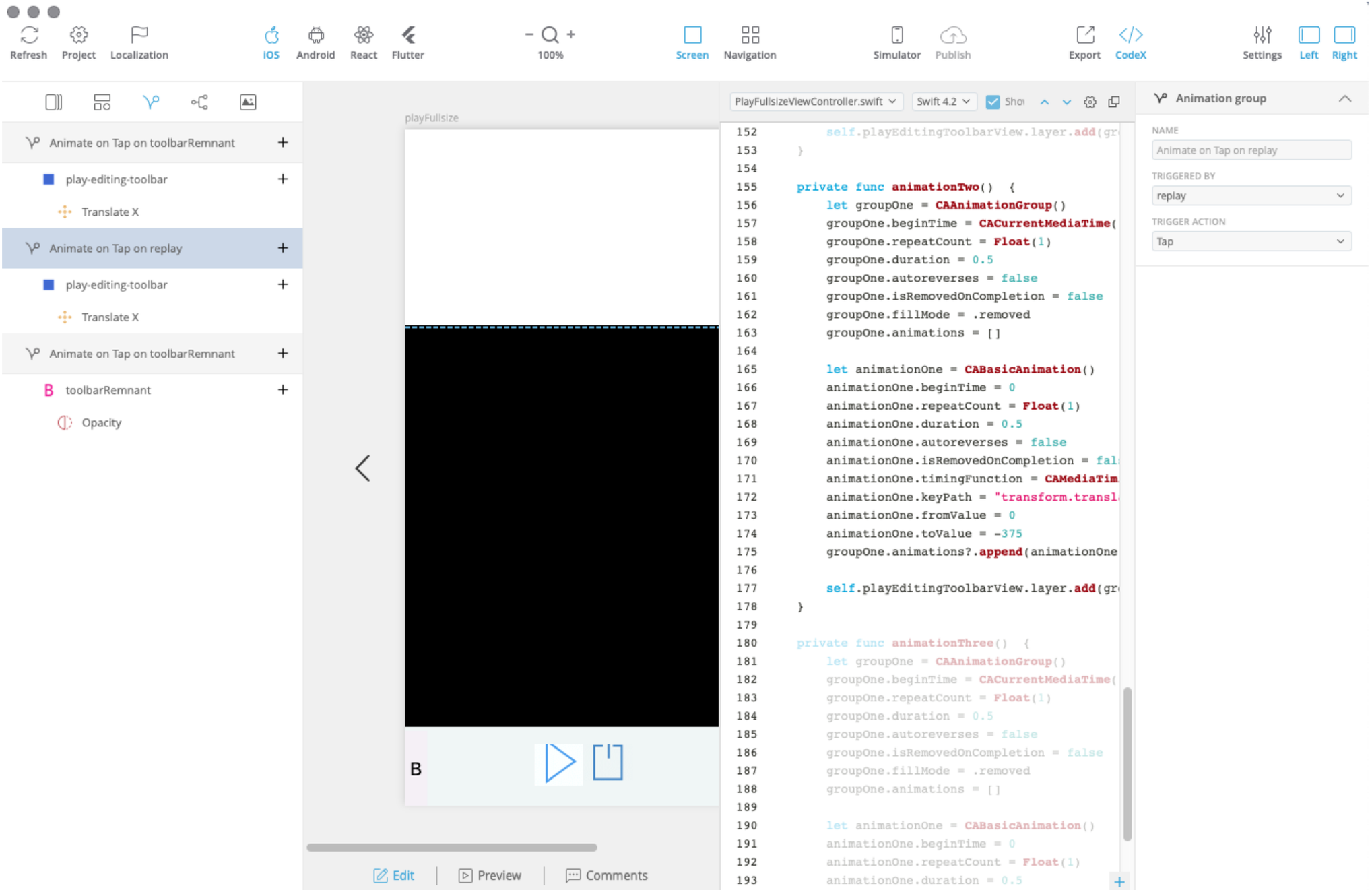
GSAP Greensock JS-driven

other?

Simple Animation Example



Supernova Editor



Further Details

github.com/AndyDentFree/DDD19

Contains this presentation and links to all tools mentioned, full samples and media to build anything shown in the movies.

Twitter: @andydentperth