**Blender Animation**

**CPSC 501 Assignment 2**

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For this animation project I chose to animate a flip phone. It is made of three parts: the bottom (buttons and such), the top (the screen), and an antennae.

In the beginning, the phone is closed, or asleep. The phone vibrates from frames 1 to 100, then explodes upwards from frame 100 to 114 because it is shocked. I wanted to portray the phone as scared or surprised, so I made it do a jump, a cartoony freeze in the air and vibrate, and then finally land (frames 114 - 144). Before the jump, the phone bends down and extends upwards like a real person would. This is the anticipation part of the jump. The overshoot occurs when the phone stays in the air. The phone’s antennae is also fully extended when scared.

The second motion is confusion (frames 145 to 380). The phone doesn’t know what is happening, so it looks around the place searching for anything. The phone twists its top portion around like a person would turn his head from side to side. When the phone twists around, the bottom part twists, akin to how a person would twist their hips when turning around. The antennae also stays up and alert.

The next emotion is sadness (frames 380 to 504) as the phone fails to see anyone. The phone first anticipates this motion by taking in a gulp of air (369 - 410), letting it out, and then it droops its top part forwards, kind of like how people sigh hang their heads when sad. It shakes its ‘head’ several times in disappointment, and its antennae slides back down.

In frames 516 to 535, the phone hears or catches a glimpse of something or someone off screen. It raises its head apprehensively to take a peek. It obviously likes what it sees, because it instantly becomes alert, snapping its head up and its antennae sticks straight up. The phone then does a jump of joy (frames 584 to 619). It bends over and extends upwards once again, but this time not staying in the air. When the phone lands, it flexes slightly to absorb the fall, as a real person would. The antennae also moves up and down with the jump.

The phone does a happy side to side jump (frames 619 - 682), with the antennae following the motion. After it is finished jumping, the antennae wags back and forth, similar to how a dog wags its tail when happy (frames 690 - 732).

Tired from all its jumping around, it gathers itself and then stretches and yawns (frames 734 to 872). I portrayed this by having the phone lean its bottom part forward, and bend the top part backwards, kind of like how people lean backwards when stretching or yawning.

The phone then returns to its sleeping state.