

CASE STUDY : TO CREATE 1) BOUNCING BALL AND 2) FACIAL EXPRESSION ANIMATION USING TOOLS PROVIDED IN SYNFIG STUDIO SOFTWARE.

PROCEDURE :

1. The Synfig Studio Software was opened.
2. By default, a new workspace was created.
3. To create a background, we selected the rectangular tool and created a rectangular box as per our requirement.
4. We selected the colour of the background using color tool and chose Black → fill.
5. We changed the foreground colour to red and background color to white and selected circle tool to draw a circular ball on the workspace.
6. We changed the time duration as well as the frame rate of our animation from Canvas → Properties → Time.
7. On top of the timetrack bar, on the right hand side, we can toggle the animation mode on/off by selecting the 'man' shaped button. We toggled the animation mode on.
8. On the same bar as animation mode, we toggled the default interpolation to 'linear', as our ball bounces linearly. For the facial expression, we selected the 'clamped' interpolation.
9. The bottom left menu bar was loaded with keyframes panel to add new keyframes at required time stamps.
10. The position of the ball was changed at different time interval, along with the shape of the ball from the

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timebar at bottom of the timetrack panel. Similarly, for facial expression, similar process was repeated by selecting facial objects like eyes, lips, eyebrows etc.

11. After making the necessary changes and giving life to the still objects and figures, the animate editing mode was toggle off and the animation was played/previewed.
12. Finally, the animation output was exported as a video file to the local machine.

CONCLUSION:

We learnt animation techniques and tools available on Synfig Studio and animated a bouncing ball and a smiling face.