LEARNING ACTIVITY SHEET
SPECIAL PROGRAM IN ICT 8
FREEHAND DESIGN 8
Second Quarter, Week 6

Name of Learner:_____ _____ Date:_____

Grade Level /Section: _____

PRODUCING CLEAN-UP DRAWINGS FOR CARTOON-SIMPLE

And ANIMATOR KEYS

BACKGROUND INFORMATION FOR LEARNERS

In this lesson, you will learn and understand how to produced clean-up drawings for simple Cartoon character. You will also learn and understand the Animator Keys.

Clean-up is a part of the workflow in the production of hand-drawn animation. In traditional Clean-up drawings for animation, the first drawings are called "roughs" or "rough animation" because they are often done in a very loose fashion. The artist is responsible for the final line and finished look of the shot. It is also the process of creating the final drawings you see in the finished film. It does not necessarily mean a "clean" fine line. The artist, usually a team of artists, uses key drawings and animation charts from the animator, making it appear as though one artist has created the whole film.

CLEAN-UP DRAWING PREPARATIONS

1. **ANIMATION DISC-** are designed with slots or cut patterns, or are made of painted glass, and give the impression of movement of light.

2. **SHARP PENCIL-** is a classic Japanese item-a mechanical pencil designed to look like the wooden pencil it replaces, and brilliantly- it's actually made from a wooden pencil.

3. **PEG BAR-** is a piece of plastic, or if you get fancy a piece of metal, that is meant to hold your papers in place when you draw and shoot your animation.

4. **ANIMATION TABLE-** sometimes called light tables, or peg boards are still around. These are specialized surfaces which have pegs to hold several layers of paper in place with a light box underneath so that successive frames can be viewed at once.

5. **ANIMATION PAPER-** a high-quality, semi-opague, 17lb paper with good formation, 12f Finch Animation Paper erases easily without smearing or smudging. Choose punched or un punched paper

ANIMATOR KEYS

**KEY ANIMATOR –** is the artist responsible for producing the principal key frames of an animation. Basically key animators draw the essential frames that mark a distinct position or expression of a character in a particular scene. In other words, they draw the structure of animated scene.

A **key** (also called "extreme" is a key moment in an animated sequence, where the motion is at its extreme. The number of keys in an animated sequence depends on how complicated the movement is.

Concept to Creation: Key Animation

In key animation, the animators take the character sheets and start roughing in the actions of the character.

1. **Rough Animation**- allow animators to quickly capture the characters motions without worrying about the details of the character.
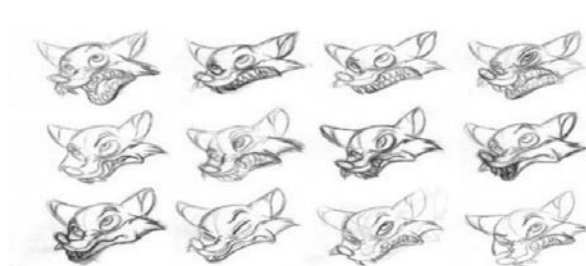
[Figure 1] Rough animation of the foxs head talking to Timmy.

2. **Flipping Sheets -** many golden age (1940-1960s) when most animation shorts were produced for theatrical distribution) animators could flip the drawings at the exact projection speed of 24fps.


[Figure 2] Example of flipping sheets. (Note: Normally the art is right-side up when flipping from the top peg, but we didnt have any scenes that were animated on the top pegs.)

3. **Rolling pages-.** This chart shows how many drawings need to be drawn between the keys and how close each drawing needs to be to the next or previous one.
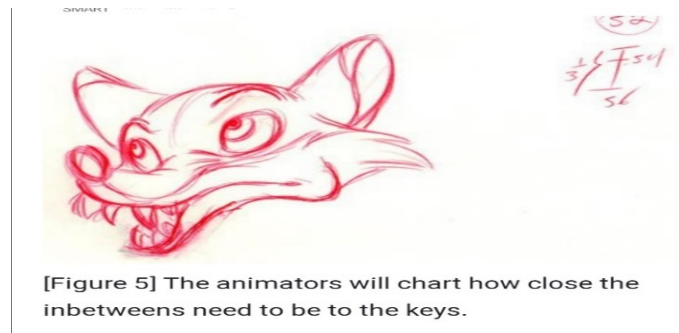

[Figure 3] Example of rolling pages.

4. **Tied down key-** The closer the drawings are, the slower they seem to move. The farther apart drawings are, the faster they seem move.
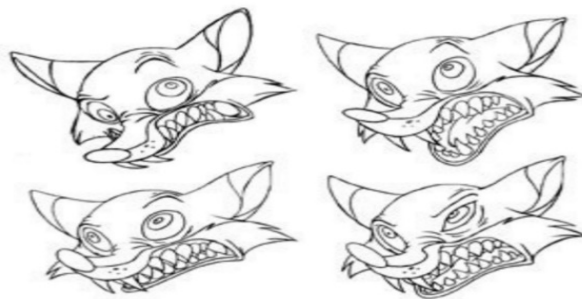
[Figure 4] Tied down key poses of the fox. Animation by R.B.

5. **The animators chart-** the chart shows the key and the next drawing.

[Figure 5] The animators will chart how close the inbetweens need to be to the keys.
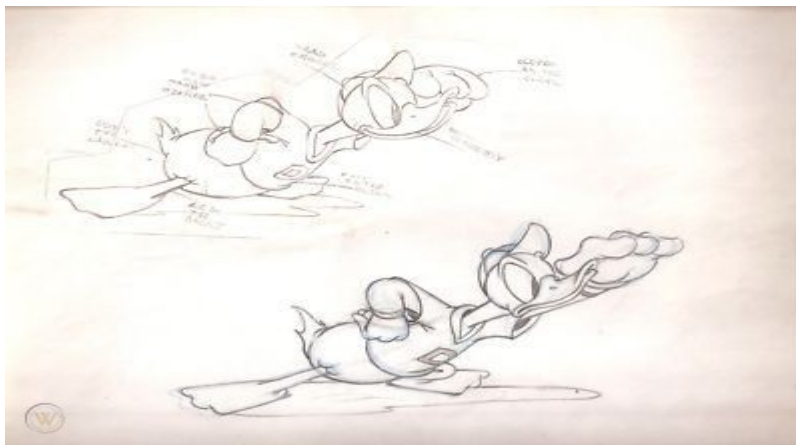
LEARNING COMPETENCY

To arranged and cleaned-up drawings in actual scene folder.

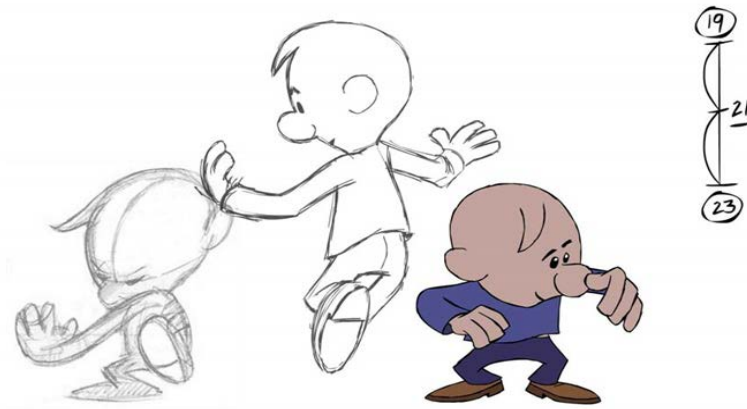To learned and understand about hand-drawn animation.

ACTIVITIES

ACTIVITY 1

Directions: Draw the rough and clean-up animation of Cartoon Character.

ACTIVITY 2

*Directions***:** Sketch, draw and clean-up the Simple Cartoon Character Hand-Drawn Animation.

Rubric for Scoring:

Cleanliness	50%
Accuracy	30%
Timeliness	20%
TOTAL	100%

REFLECTION

What is the importance of clean-up in drawing simple cartoon character?

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REFERENCES

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Prepared by: **GINENA F. DACAYO**

                      Name of Writer

Noted by: **LABERNE A. LADIGNON, JR**

                      Division ICT Coordinator/ OIC EPS