LEARNING ACTIVITY SHEET
SPECIAL PROGRAM IN ICT 8
FREEHAND DESIGN 8
Second Quarter, Week 2

Name of Learner: _____ Grade Level: _____

Section: _____ Date: _____

KEY DRAWINGS AND ANIMATION BREAKDOWNS

Background Information for Learners

What is Animation? *Animation* is a method in which figures are manipulated to appear as moving images. It shows illusion of movement.

There are changes happened in the world of animation, one of this is the used of technology in producing drawing. The traditional animation figures or images was drawn by hand but today's animation , animator used technology or they call it *computer-generated imagery* (CGI).

Key drawing are the drawings that are essential to animating a character and it is one of the main poses in an action or movement. A character's action is broken down into key drawings that represent the extremes of that action.
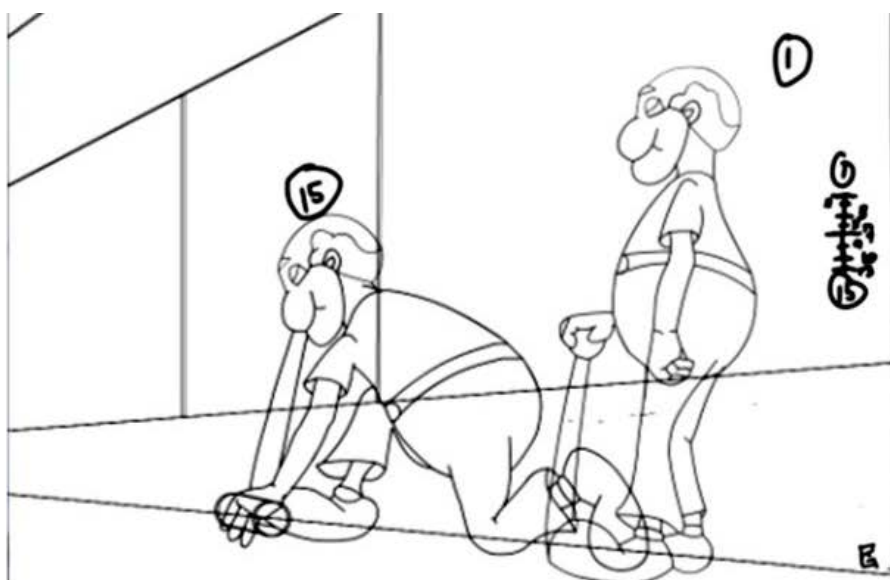
Example #1:

Figure 23. (Sample of key drawing)

taken from my short animation "crossing with style"   created by Tyrone Gepte

Another important ingredient of a good animation is breakdown. *Breakdown* are the poses that are between two *key drawing* or *key pose* , and they really define the kind of motions that you want to convey Breakdown poses are the animator's most important tool to define motion.

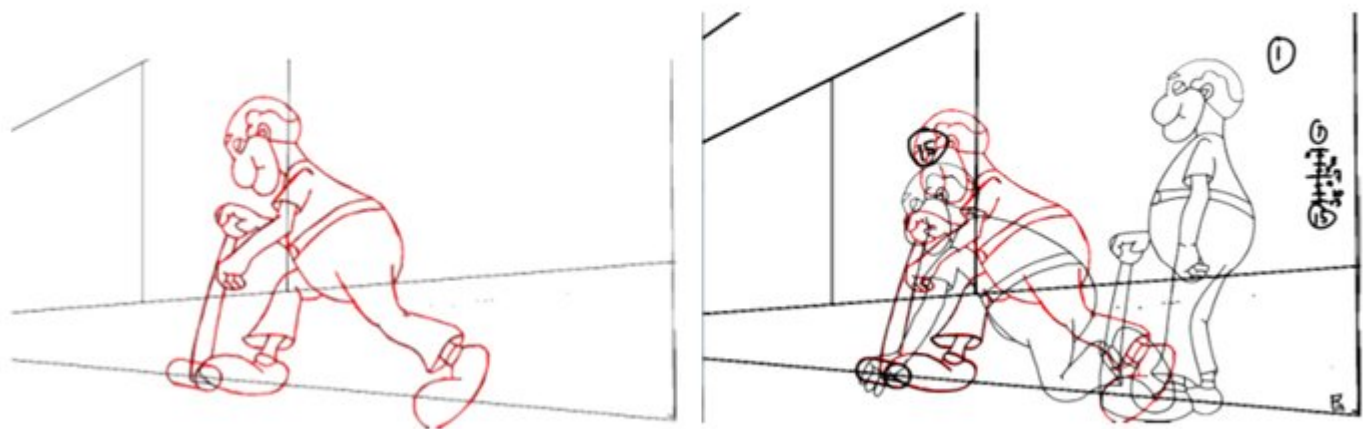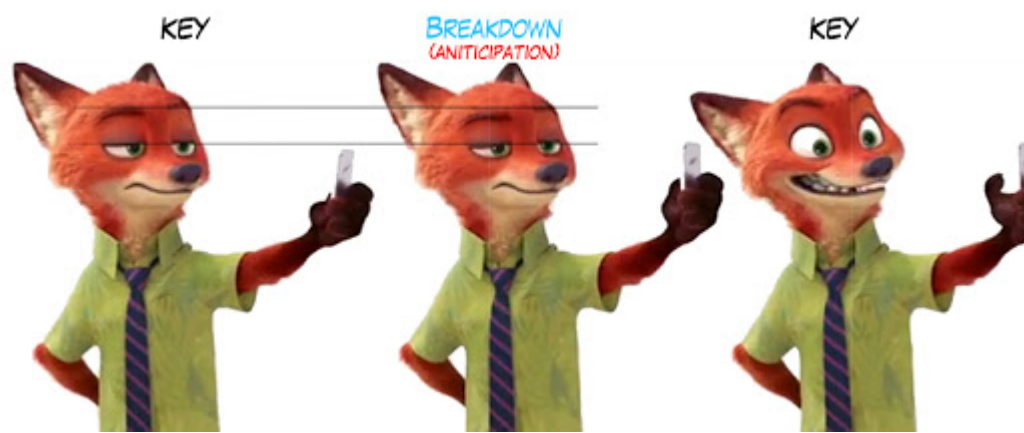Figure 24. (Sample of Breakdown drawing)

taken from my short animation "crossing with style"   created by Tyrone Gepte

Example #2:

http://www.timrudder.com/animationmentor/breakdowns-zootopia/

Note : The poses used to fill-in between the key poses and breakdown poses is the *in-betweens pose* . These are the extra drawings used to make the animation smooth.

Learning Competencies
1. Identify requirements for cleaned up-drawings in actual scene folder (cartoon simple)
2. Produce key drawings and animation breakdown.

Direction / Instruction
        Do the following activities that will help you deepen your understanding on Key Drawing and Animation Breakdown

ACTIVITY 1: MY OWN ANIMATION

Direction: Create simple cartoon character by producing key drawings and animation breakdown.

If you have a smartphone you can download the FlipaClip App. If none you can use a pad paper/bond paper and pencil.

Procedure:

1. Draw the key pose or the main position of your character.

2. Copy the key.

3. Draw the intended movement or motion (breakdown).

4. Draw the final key pose.

(Optional) For smooth movement of your animation you can add in-between pose. This pose used to fill-in between the key poses and breakdown poses.

Rubrics

Criteria	Percentage
Cleanliness of the drawing	20%
Creativity and Originality	35%
Relevant	15%
Overall impression / presentation	30%
	Total : 100 %

GUIDE QUESTION:

- What new skills or knowledge did you try out during this project ?

  _____
  _____
  _____
  _____
  _____

- How can you differentiate the traditional animation in today's animation?

  _____
  _____
  _____
  _____
  _____

- What is the most convenient way in doing animation? The traditional or the computer-generatedimagery (CGI). Why ?

  _____
  _____
  _____
  _____
  _____

REFLECTION

- You do a simple cartoon animation. What do you think you might do differently if you tried this again?

_____
_____
_____
_____
_____.

References for Learners

https://www.youtube.com/watch?v=1rY2h_vOMeQ&ab_channel=AnimatorIslandTV
https://www.mustangbols.com/animation-2d/key
https://www.youtube.com/watch?v=x5R4j3fTEEM&ab_channel=CeeSaw
https://www.youtube.com/watch?v=sKHCl7yoQpE&ab_channel=ScottPetersen

Prepared by:
ROXANNE N. BARLES
Writer

Noted by:
LABERNE A. LADIGNON, JR
Division ICT Coordinator/ OIC EPS

Note: Practice Personal Hygiene Protocols at all times.