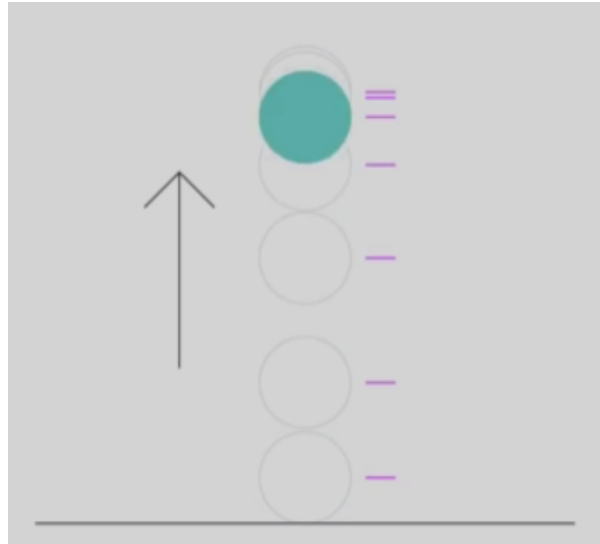
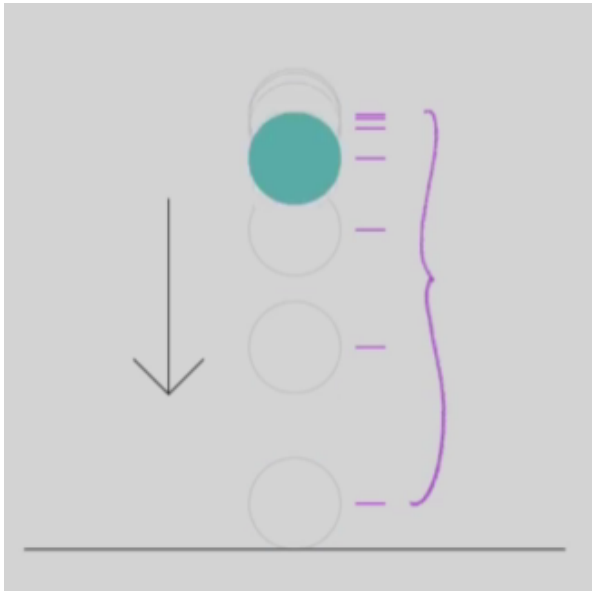


Character Animation Basics: Combining Techniques in AE, AN, and PS .

by **Gui Jorge Porto** | SKANFU01 - Character Animation Basics

[Course link](#)

- Physics / Acceleration:



- Timing and Spacing:
 - Timing: time span of animation
 - Distance from each frame

The main role of the animator will always be to manage **Timing and Spacing**

- How to make it more convincing by using 2 of the animation principles:
Squash and Stretch
 - The ball must keep its mass constant

- Squash → Impact
 - Stretch → Acceleration
 - The very fast change of shape is what gives the animation weight
 - **The Graph Editor:** *The Holy Grail of animators*
 - 'Edit Value Graph': x and y positions
 - right click propriety > 'Position' > 'Separate Dimensions'
- 👉 **Play around with the handles. You're ready to create your bouncing ball!**

Character Design

The Bouncing **Ball has** everything to do with Character Animation!!

- Mess around with shapes and positions, use **Contrast** to generate interest
- Pro Tip: leave imperfections to give character and style to the animation



👉 **Create your character!!**

Animating the Character ★

- 'Follow through': it's when secondary elements move in a different timing in relation to the main ones, in this case, the body parts of the main character

would present a delay

- 'Posterize Time' Effect for changing the frame rate
 - Working with 12fps cuts the amount of work in half
- Pencil Tool vs Brush Tool in **Adobe Animate** (very important!!)

✍️ **Apply the same principles of the bouncing ball to each part of your character. Don't forget to use follow through as well!**

