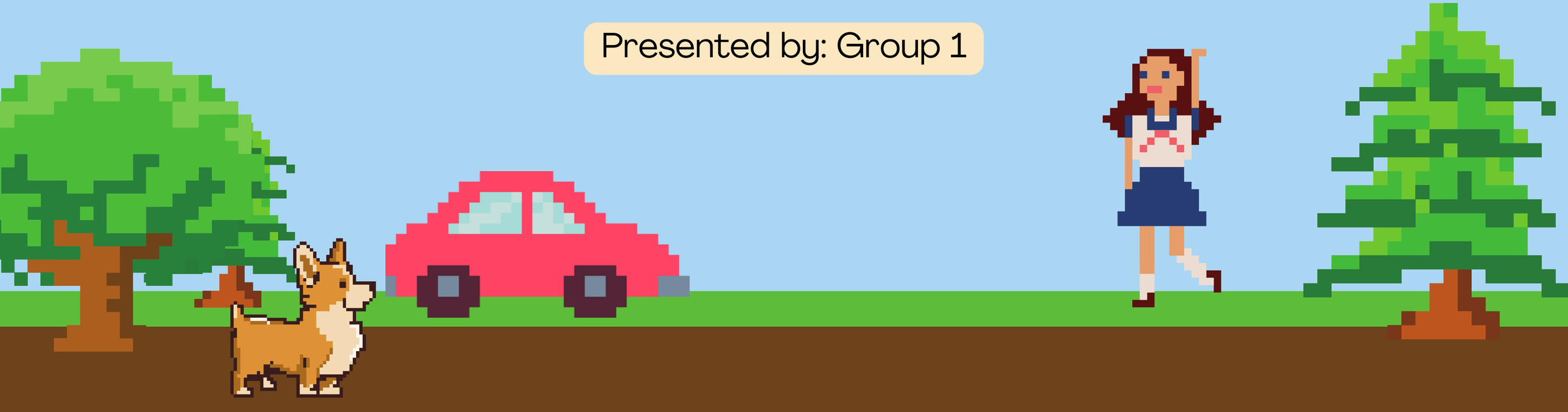
ANIMATION TECHNIQUES AND THEIR PROCESSES

Presented by: Group 1



DEFINITION OF ANIMATION

Animation is the art of making an illusion of motion through the use of rapid progression of sequential images [1]. Animation is the process of creating the illusion of motion and shape change by means of the rapid display of a sequence of static images that minimally differ from each other.

BRIEF HISTORY

Animation started with cave drawings and evolved with the development of stroboscopic principles and the rise of cinema. Techniques included stop-motion, puppets, clay, cutouts, and hand-drawn animation. The early 20th century saw the beginning of theatrical showings of cartoons, launching the careers of famous cartoonists.

IMPORTANCE

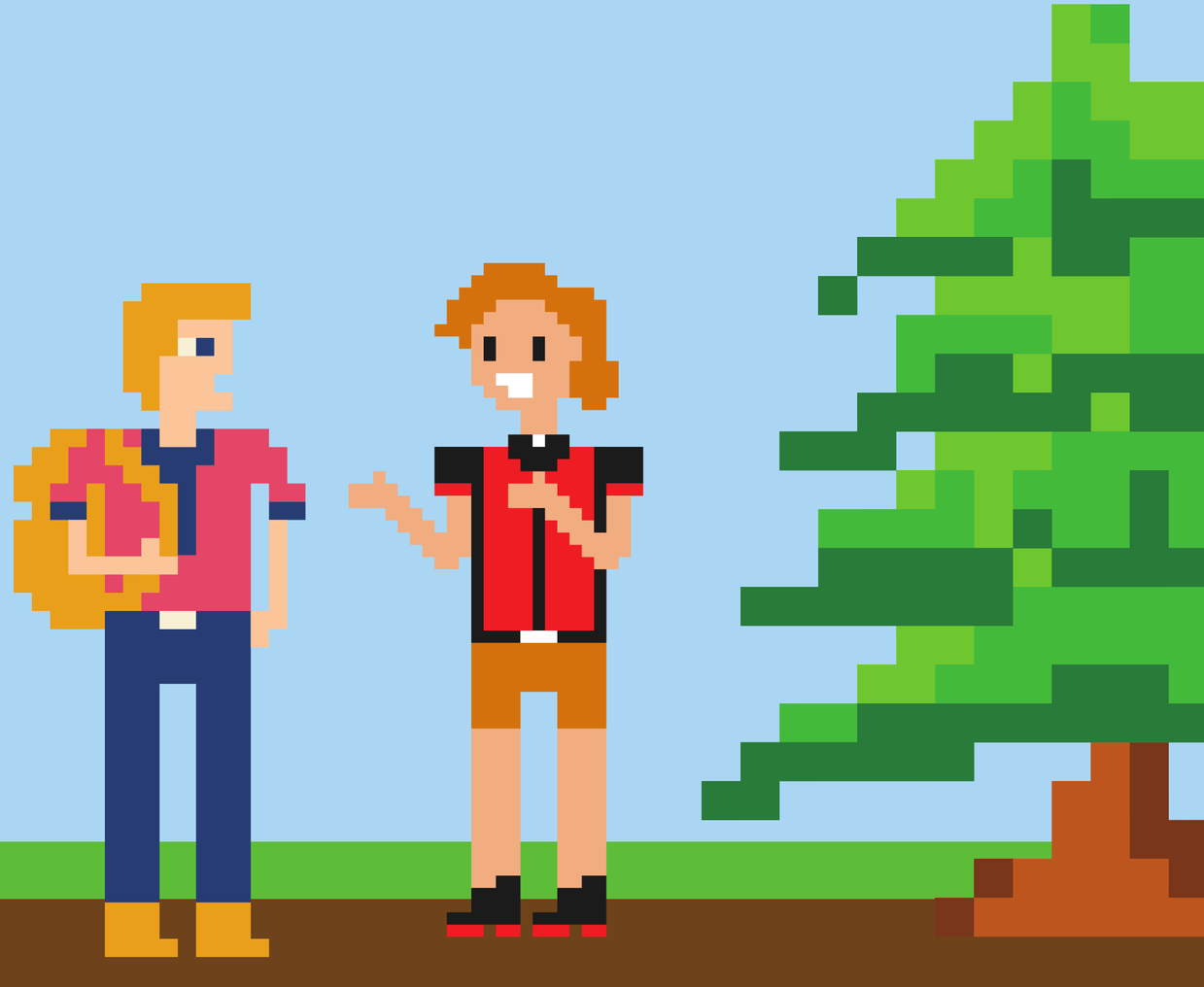
- Used to deliver lessons that directly involve the communities in one way or the other.
- The second important role that animated films have is entertainment.
- Animation today is used in many fields such as TV programs and series, multimedia, game design, web design, films and TV advertisements.

DIGITAL ANIMATION TECHNIQUES

2D ANIMATION

WHAT IS 2D ANIMATION?

The art of generating movement in a two-dimensional environment is known as 2D animation. This covers backdrops, creatures, FX, and characters.



3D ANIMATION

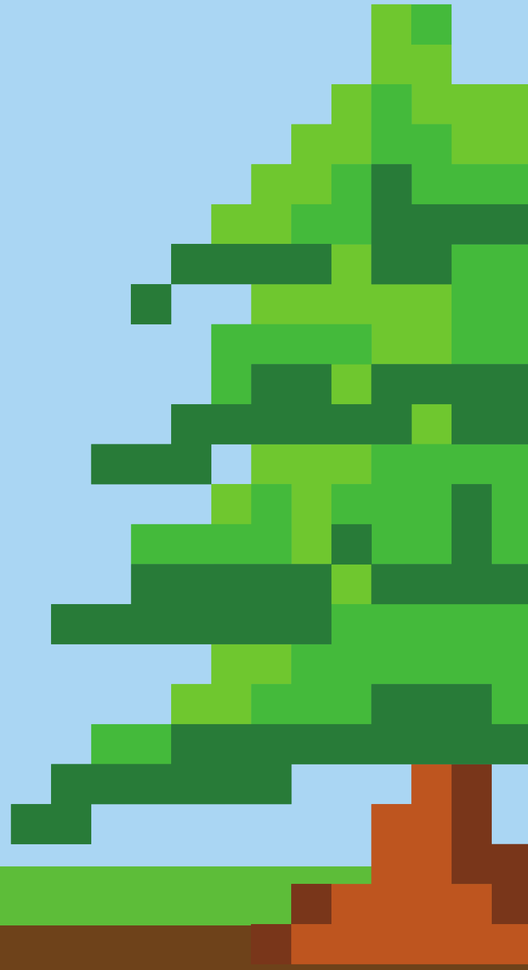
WHAT IS 3D ANIMATION?

The process of bringing digital things to life by giving the impression that they are moving through three dimensions is known as 3D animation.

PROCESS OF CREATING 2D ANIMATION

The processes include:

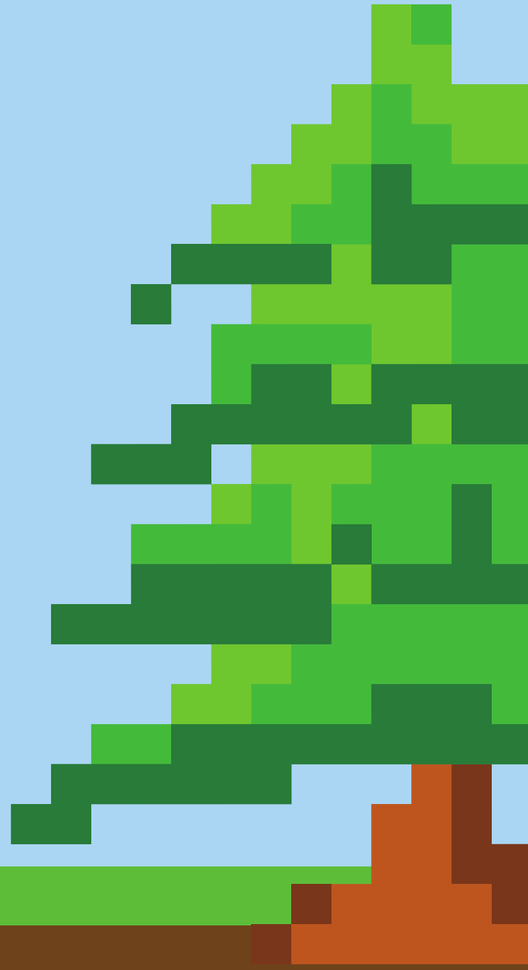
- Pre-production
- Production
- Post-production



PROCESS OF CREATING 3D ANIMATION

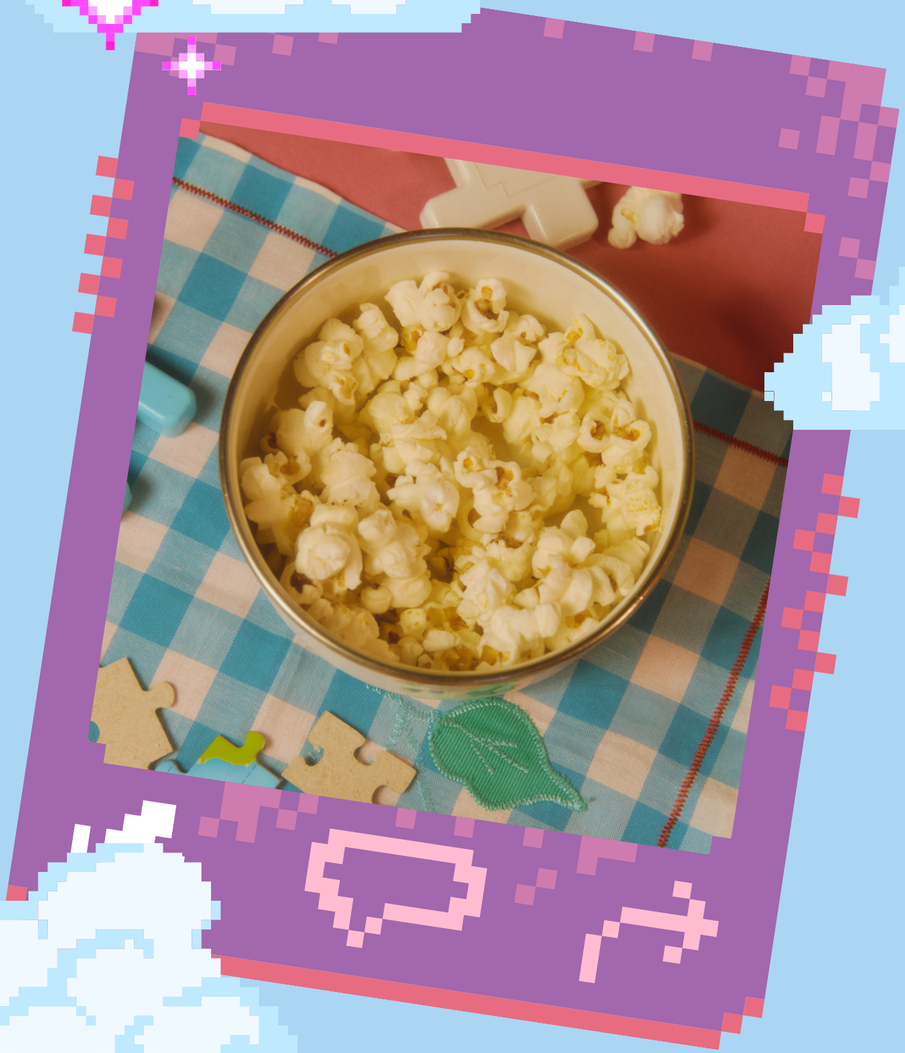
The processes include:

- Modeling
- Layout and Animation
- Rendering



MOTION GRAPHICS ANIMATION TECHNIQUES

It typically refers to shorter animations that are educational or entertaining. For instance, 3D motion graphics are frequently utilized in advertisements.



PROCESSES OF CREATING MOTION GRAPHICS ANIMATION

PROJECT PLAN

BRIEF

BRAINSTORMING

MOODBOARD

TRADITIONAL ANIMATION TECHNIQUES

This method entails drawing each frame of an animation by hand, frequently on paper and with a pencil, and photographing each frame to give the appearance of movement.

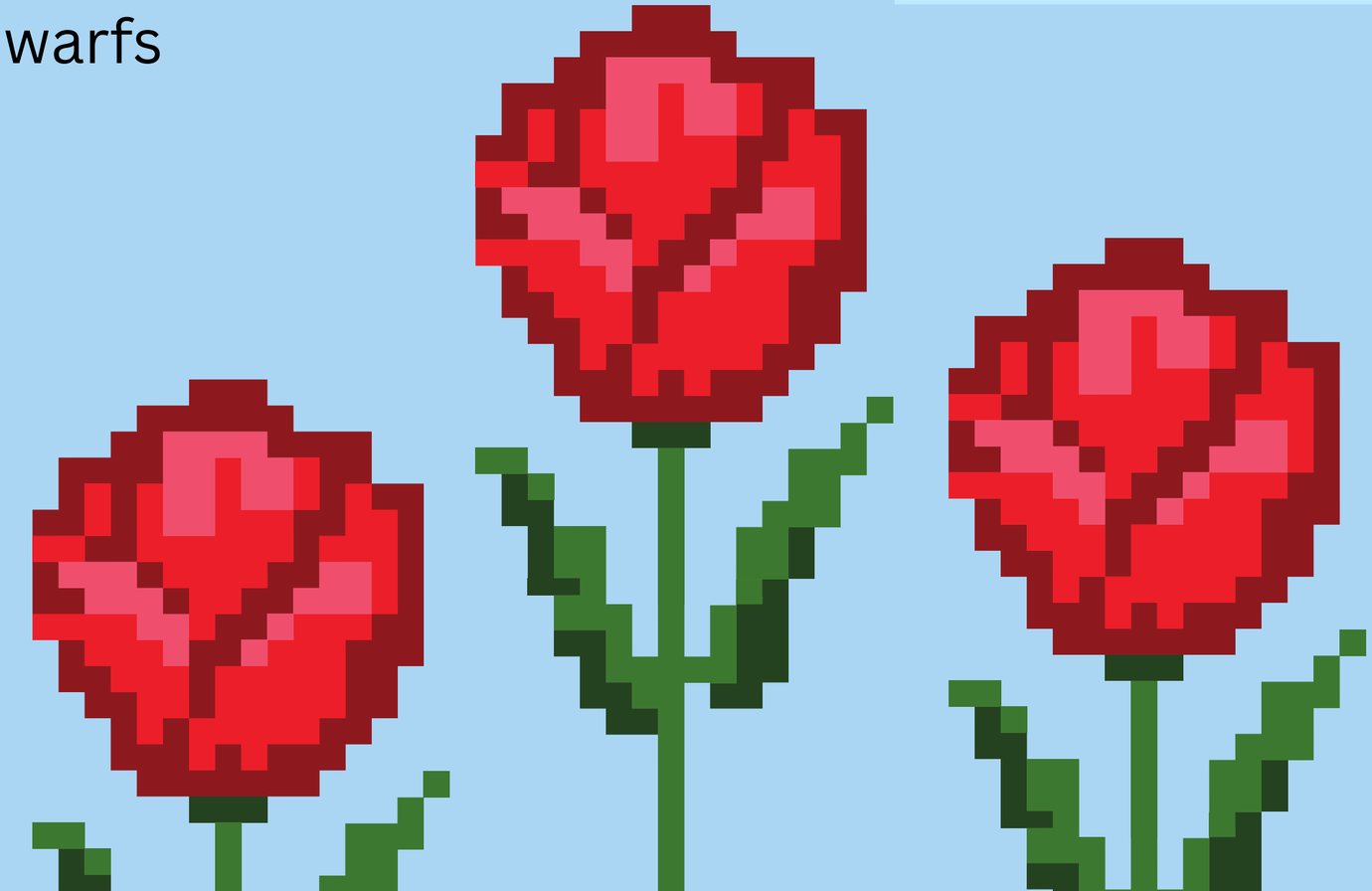
EXAMPLES OF HAND DRAWN ANIMATION FILMS

Disney's snow white and the seven dwarfs

Sven Universe on cartoon network

Klaus on Netflix

Looney Tunes



PROCESSES OF CREATING HAND DRAWN ANIMATION

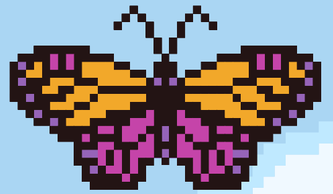
1) The development of a storyboard

2)Making of the frame of each frame of animation

3) Capturing on Camera

4)Painting of the pictures using water colors or other materials

5)Assembling into a sequence using Composition technique
6)The completed sequence is then adjusted and improved to ensure it looks good



FUNDAMENTAL PRINCIPLES

1.TIMING AND SPACE

2. SQUASH AND STRETCH

3. ANTICIPATION

4. ARCS

5. STAGING

6. STRAIGHT AHEAD ACTION AND POSE TO POSE

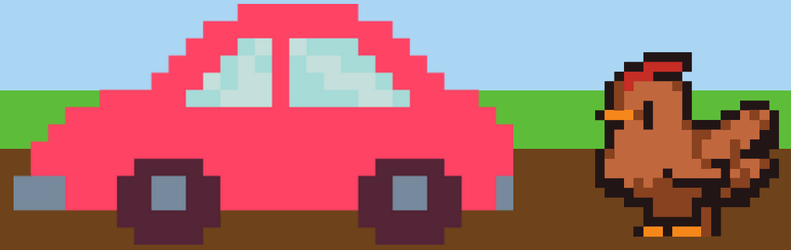
7. EXAGGERATION

8. SECONDARY ACTION

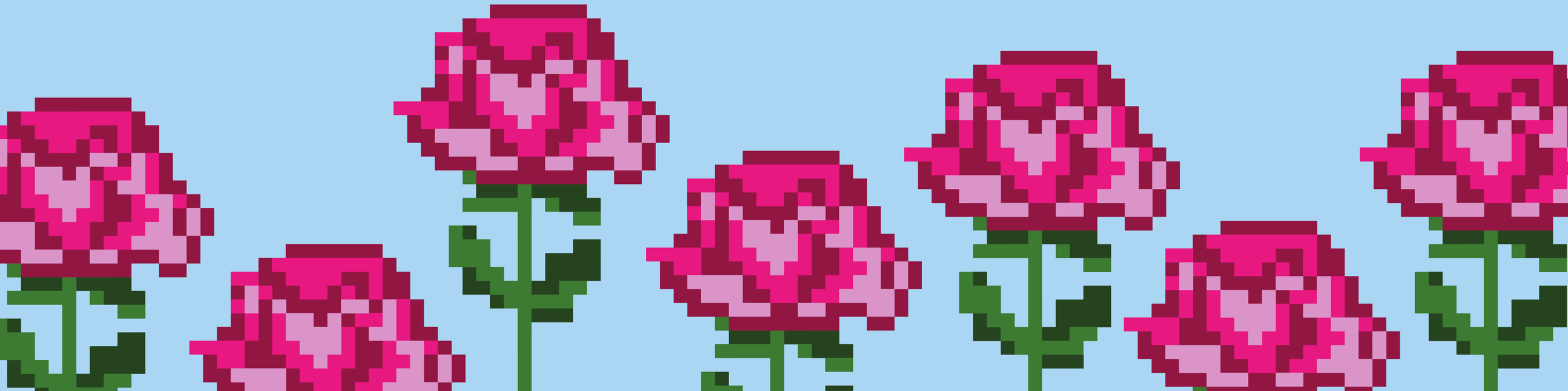
9. FOLLOW THROUGH AND OVERLAPPING OPTION

10. SLOW IN AND SLOW OUT

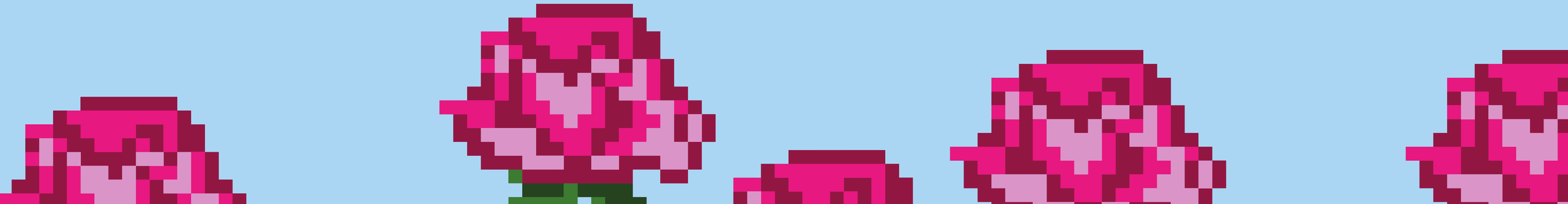
11. SOLID DRAWING



STOP MOTION ANIMATION



Stop motion animation is a traditional animation technique that involves taking photographs of objects or characters in small increments, and then playing them back in sequence to create the illusion of movement.



IMPORTANCE OF STOP MOTION

1. Its unique visual style
2. Versatility
3. Attention to detail
4. Tangibility

THANK YOU FOR LISTENING!

Don't hesitate to ask any questions!