

Research

I wanted to focus on the 3D animation so started out making my own model that I was going to rig but realised that would take too long so found an already rigged model instead.

I picked a skeleton dragon to animate and wanted it to be kinda a proud dragon but also relaxed.

I used some reference from world of warcraft for the idle to just get a relaxed kinda effect and used an animation of a dog for the walk animation because it looked quite proud. I redid a lot of the animations, I struggle with trying to get it perfect and feel like I have to redo instead of continuing working on what I'm doing.

I got some critique on the idle animation, the movement of the head was really repetitive and it was a bit stiff. So I redid it and tried to make it move more natural.

For the 2D animation I animated peanutbaby, the personality I went for where a bit goofy. I didn't have any references for the 2D animation.

Reflection

I really like animating, I wish we had more time to actually make our own 3D models and rig it. I started trying to make my own 3D model that I wanted to rig, but realized that would take too long and decided to find an already rigged model. I found one that I really liked which was the skeleton dragon but what I didn't think about was that there aren't really many dragon references. I tried to animate it without reference but kept redo and scrap a lot so chose to shoot my own reference. It helped but I didn't use all the reference I made but used the Idle the most, I then decided to use a reference to a dog walking animation instead of trying to find a dragon walking.

I need to figure out a workflow that works for me, I think one of the reasons I didn't get it to the point I wanted because I don't know how to work efficiently. So to improve my animation skills I will look at more YouTube tutorials.

I learnt that having multiple parts moving on the same keyframe makes it look less realistic. In the future I will look at more tutorial and try to manage my time better.