Animation

Design Of Animation Sequence

Computer Animation

What is Animation?

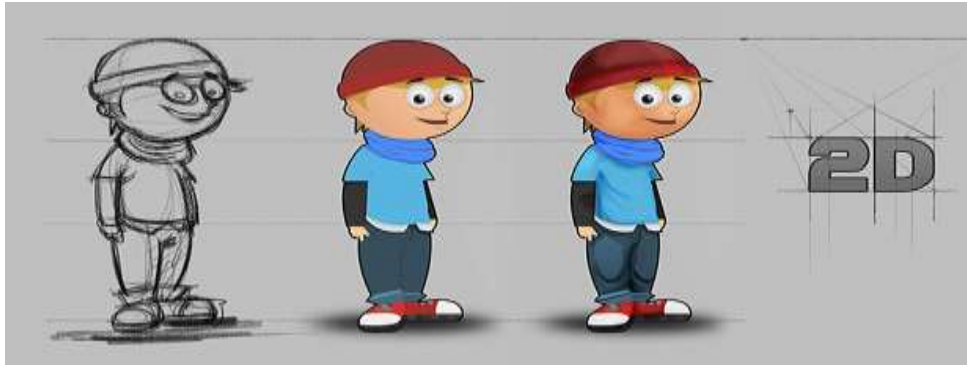– Moving objects change over time according to scripted actions

Introduction

Computer animation is the process used for generating animated images (moving images) using computer graphics.
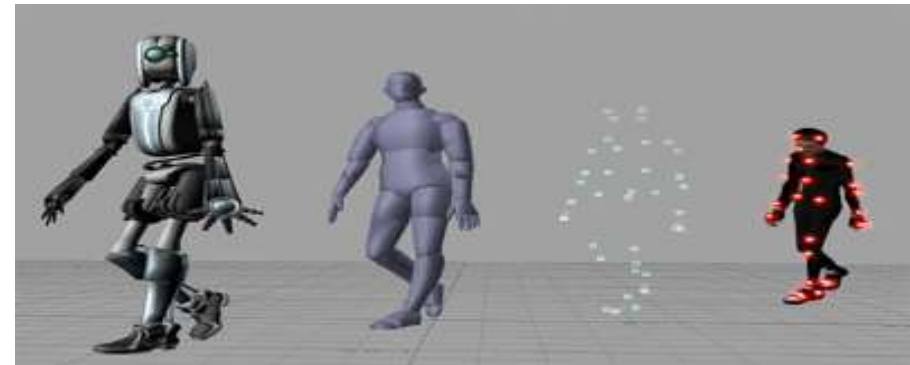
Animators are artists who specialize in the creation of animation.
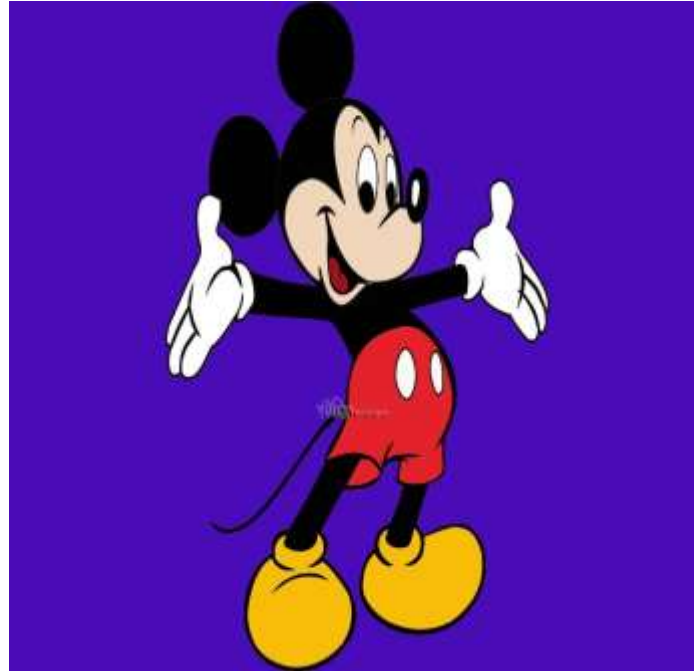
INTRODUCTION

2D Animation

3D Animation

APPLICATIONS

Video Games

Cartoon


Mobile Phones

Steps for designing animation sequence

1)Storyboard Layout

2)Object Definitions

3)Key frame specifications

4) Generation of in-between frames

STORYBOARD LAYOUT

It is the outline of a action. It defines the motion sequences as a set of basic that are to take place.

Depending on the type of animation to be produced, the storyboard could be consist of a set of rough sketches or it could be a list of basis ideas for motion.

Storyboard Layout
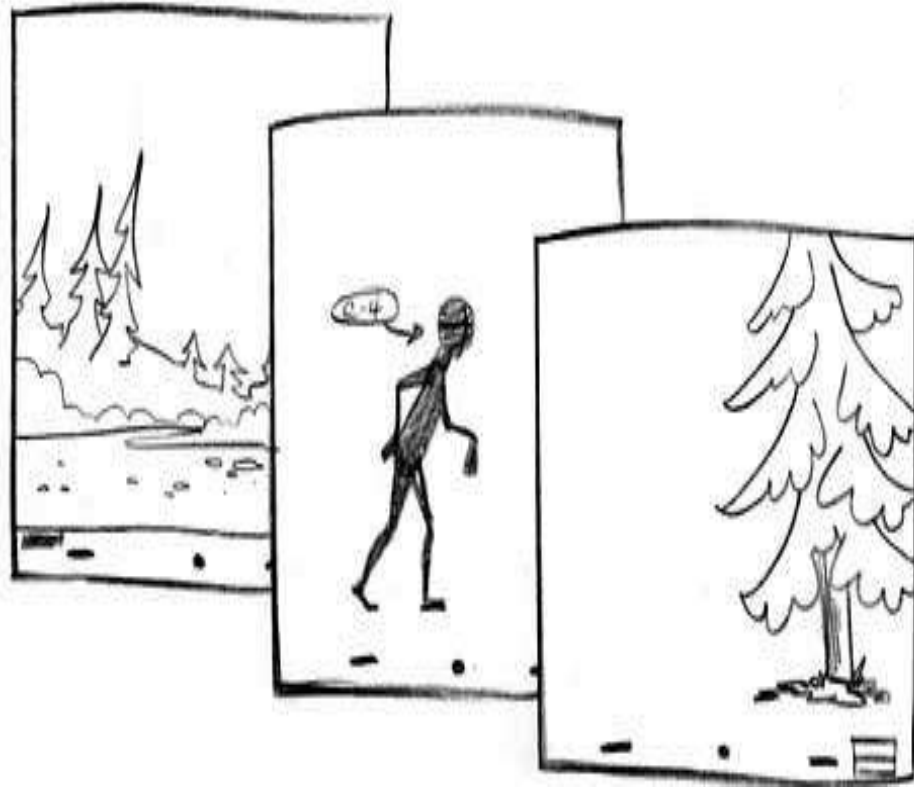
OBJECT DEFINITIONS

Each object participating in the action is given object definition, such as terms of basic shapes, such as polygons or splines.
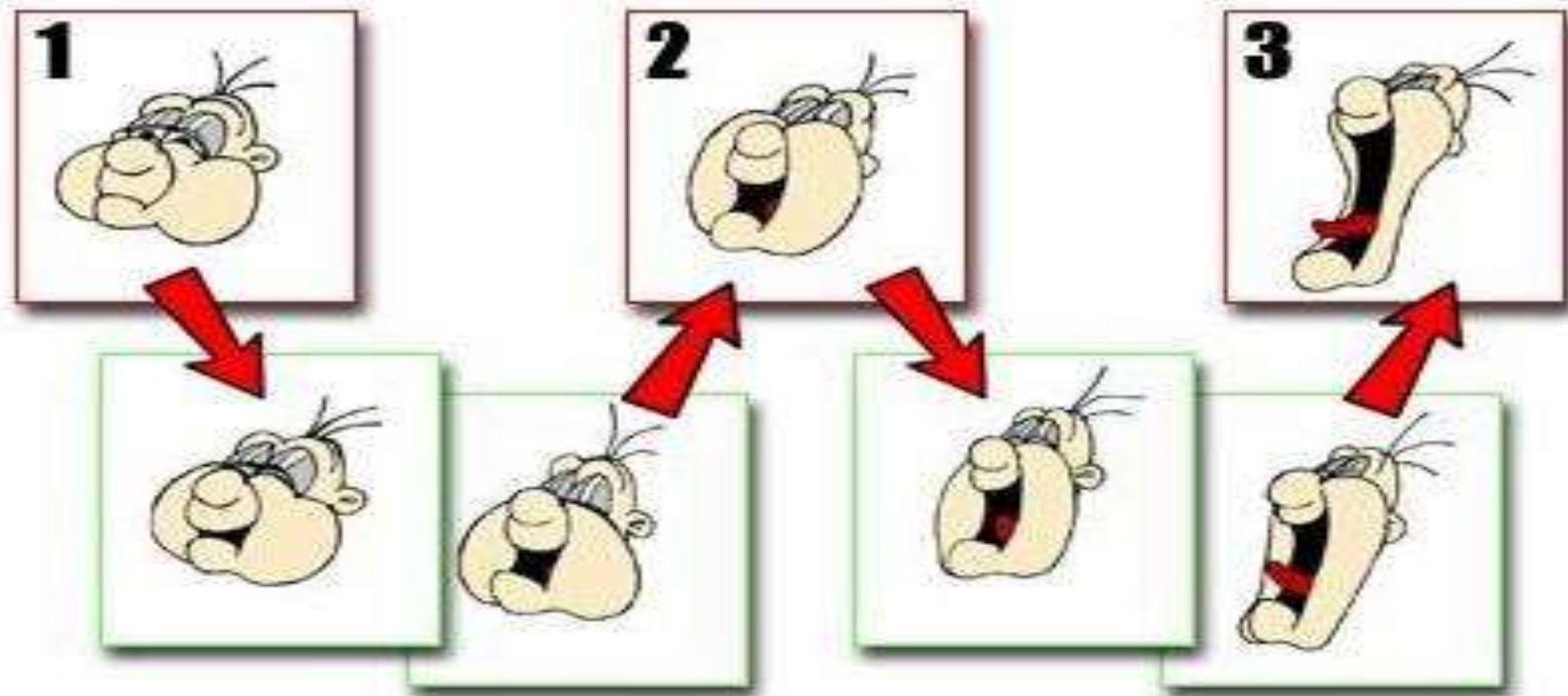
Object Definitions

FRAMES

➢It is one of the many single photographic images in a motion picture. The individual frames are separated by frame lines. Normally, are needed for one second of film.
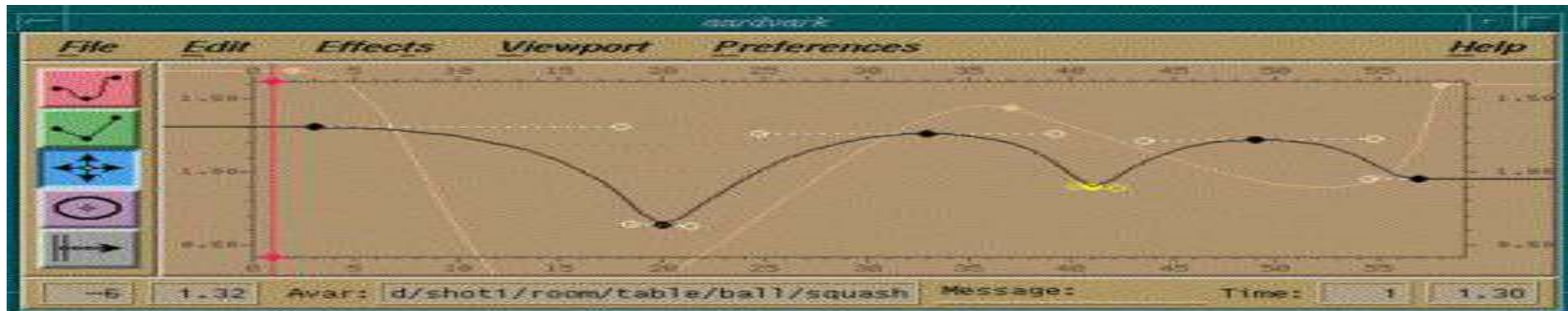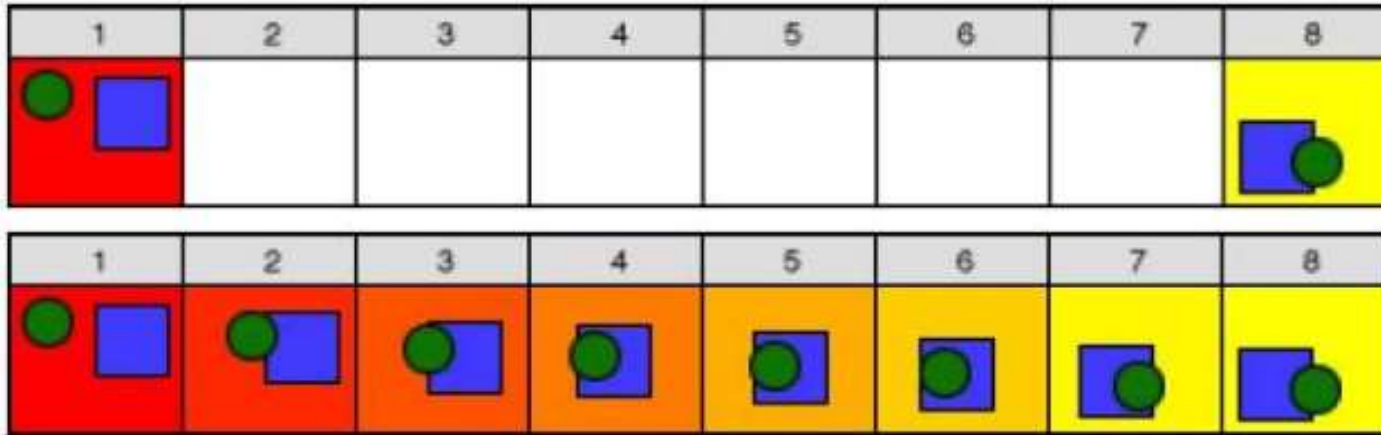
Frames

KEY FRAME

A key frame in animation and filmmaking is a drawing that defines the starting and ending points of any smooth transition.

A sequence of key frames which movement the spectator will see.

KEYFRAME

TWEENING (OR) IN BETWEEN

It is a process of generating intermediate frames between 2 images to give appearance that the 1st image evolves smoothly into the second image.

In-betweens are the drawing between the key frames which help to create the illusion of motion.

.

RASTER ANIMATION

On raster systems, we generate real-time animation in limited application using raster operation.

Such as 2D or 3D transformations on objects.

We can also animate objects along 2D motion paths using the color table transformation.