

A Stormy Night Animatic, Critical Analysis

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After watching the example animatics and taking notes on them, I noticed several things that I need to apply to my animatic. The biggest thing I noticed was that the animators had drawn enough frames to still show movement with the characters, although very choppy. With my animatic, I didn't do that and instead had characters pan across the screen. So in this next one, I am going to draw more frames to show choppy movement, like the professional ones. The second thing I noticed was that there was still shading on the characters to not only separate the background but to also show where the light source was in the scene; I am going to apply this as well to mine. Lastly, just a couple others things that I believe I could have corrected would be to show lip movement when character speak and to also show camera movement.