Combining 2D / 3D Animations

Hi, our names are Ari & Sonia. We are grad students in Computer Science and Media, Arts and Technology at UCSB working on a course project on Designing Creative Technologies and understanding different creative domains.

Our aim is to learn how animators combine 2D and 3D animations by exploring their motivations for doing so, the tools and workflows they rely on, and what challenges arise in the process.

This form takes approx. 20 minutes to complete.

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MAT594x Designing Creative Technologies
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* Required

Background & Practice

We'd like to better understand your creative practice in and approach towards animation.

What are some example projects you've worked on that combine 2D and 3D animation? What were the goals of these projects? *

Your answer

How many elements in your work have 2D or 3D animation? *

	0%	25%	50%	75%	100%
2D	○	○	○	○	○
3D	○	○	○	○	○

Do you have anything else to say about the question above?

Your answer

How did you learn animation? *

Your answer

What percentage of your training (informal or formal) involving animation focused on creating 2D animations and 3D animations? *

	0%	25%	50%	75%	100%
2D	○	○	○	○	○
3D	○	○	○	○	○

Do you have anything else to say about the question above?

Your answer

2D Animation

The following questions are about the 2D aspects of your work.

What are you animating in 2D and why? *

Your answer

(2D Animation) How commonly applicable are the 12 fundamental principles of animation from character animation to the 2D animations in the work that you create? *

	Never	Rarely	Sometimes	Frequently	Always
Squash & Stretch	○	○	○	○	○
Anticipation	○	○	○	○	○
Staging	○	○	○	○	○
Straight ahead action and pose to pose	○	○	○	○	○
Follow through and overlapping action	○	○	○	○	○
Slow in and slow out	○	○	○	○	○
Arc	○	○	○	○	○
Secondary action	○	○	○	○	○
Timing	○	○	○	○	○
Exaggeration	○	○	○	○	○
Solid Drawing	○	○	○	○	○
Appeal	○	○	○	○	○

Do you have anything else to say about the question above?

Your answer

Do you have any ideas for how you'd like to use 2D animation beyond your current practice? *

Your answer

3D Animation

Please consider the following questions with respect to the 3D animations in your work.

What are you animating in 3D and why? *

Your answer

(3D Animation) How commonly applicable are the 12 fundamental principles of animation from character animation to the 3D animations in the work that you create? *

	Never	Rarely	Sometimes	Frequently	Always
Squash & Stretch	○	○	○	○	○
Anticipation	○	○	○	○	○
Staging	○	○	○	○	○
Straight ahead action and pose to pose	○	○	○	○	○
Follow through and overlapping action	○	○	○	○	○
Slow in and slow out	○	○	○	○	○
Arc	○	○	○	○	○
Secondary action	○	○	○	○	○
Timing	○	○	○	○	○
Exaggeration	○	○	○	○	○
Solid Drawing	○	○	○	○	○
Appeal	○	○	○	○	○

Do you have anything else to say about the question above?

Your answer

Do you have any ideas for how you'd like to use 3D animation beyond your current practices? *

Your answer

Tools

Please consider the following questions in reference to the top 2 tools you use when creating 2D / 3D animations.

What is Tool 1? *

Your answer

What is Tool 2? *

Your answer

How limited (I'm limited to a specific style / genre / set of outcomes) or expressive (I can express any idea I have) do you feel this tool is? *

	Very Limited	Limited	Neither	Expressive	Very Expressive
Tool 1	○	○	○	○	○
Tool 2	○	○	○	○	○

Do you have anything else to say about the question above?

Your answer

To what degree does your practice with this tool rely on a deep knowledge of theory (abstract understanding, i.e. I have to be able to do the math by hand to get the matrices I need) or involve experimentation through trial and error (tinkering, i.e. manually adjusting exposed parameters)? *

	All Theory	Mostly Theory	50/50	Mostly Experiment	All Experiment
Tool 1	○	○	○	○	○
Tool2	○	○	○	○	○

Do you have anything else to say about the question above?

Your answer

How easy (intuitive to use, good documentation, online support community, etc.) or hard (few available resources, multiple ways to do the same task, hard to predict outcomes, etc.) is it to learn how to use this tool? *

	Very Easy	Somewhat Easy	Neither	Somewhat Hard	Very Hard
Tool 1	○	○	○	○	○
Tool2	○	○	○	○	○

Do you have anything else to say about the question above?

Your answer

Which (if any) of these properties are applicable to way you work with the tools you've selected?

	Tool 1	Tool 2
Easy to quickly try new ideas	☐	☐
Lose sense of time when working	☐	☐
Process leads to new ideas	☐	☐
Coding	☐	☐
Adjust parameters (x = 10)	☐	☐
Direct manipulation (moving a vertex)	☐	☐

Do you have anything else to say about the question above?

Your answer

Are there specific features that draw you to these particular tools? *

Your answer

What would you change about each of these tools? If you could change the way you accomplish a particular task using this tool, what would it be and why? *

Your answer

Wrap-Up

Before we go, we'd like to check in with you on a few important matters.

What would your dream tool be for creating animations and why? *

Your answer

If there is anything else you'd like to share about your practice combining 2D and 3D animation, please feel free to do so here.

Your answer

Would you be open to conducting a semi-structured follow-up interview with us regarding your experience with animation tools? *

- ◯ Yes
- ◯ No

If you answered yes above, will you please share your email below? This is only for us to follow up with you and we will not be distributing it with anyone.

Your answer

Thank you so much for your time!

We'll follow up with you to share our results and next steps. Feel free to reach out to us if you have any questions at ariellalgilmore@ucsb.edu and shashim@ucsb.edu.

Submit