Animation principles, production and refrences

Key frame animation

The word "keyframe" comes from the early days of keyframe animation, when each frame was drawn by hand, which was a very time-consuming and difficult task. (<https://www.svgator.com/blog/what-are-keyframe-animations/>) since then key framing in animation has developed a lot to the point where now only the keyframes have to be animated and the software handles rendering the frames in between. Key frame animation defines the starting and/or ending point of any smooth transition. That something can be a drawing in animation or a particular frame of a shot when dealing with film or video(<https://www.studiobinder.com/blog/what-are-keyframes-in-animation/>). It is the process of manually moving and rotating controllers in order to make a mesh move in a certain way that the animator is in control of, this can be controlled In ways such as The speed of the transition is determined by the distance between the two keyframes in the timeline. A longer distance will mean a slower speed for the element to get from (A) to (B) (<https://www.svgator.com/blog/what-are-keyframe-animations/> ). One of the better ways to do this is to create a video in real life after it has been made it can be used to get some select frames throughout the video, these single frames can then be used to make a sketch over it. By doing this you get the exact positions of where things should be at each frame, this makes the animation realistic since the exact speed of movement and place of movement are maintained in the animation.

This has some negatives attached to it one is that this can take a lot of time to do as positioning and getting the exact movement right can be time consuming and making it feel fluid can be difficult at times if the frames are done out of time. The amount of time this method takes can be

This can be the cheapest form of animation in game development as it can all be done within the modeling software, it requires no outside tools or hardware. The main costs in relation to this method of animation is the cost of the employee animating the model and the licenses costs of the software being used. This helps to keep the development costs down

Motion capture

<https://www.studiobinder.com/blog/what-are-keyframes-in-animation/>

<https://www.sfu.ca/~tutor/techbytes/Aftereffects/ae1.html>

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