

Joshua Campbell

Animation Tech Log

Description

Most emphatic use of animation technic per frames Blocks

Frames 1 - 130 - **Setup**

Please describe the animation action, and the technique used (2 lines):

The bouncing ball uses arcs and squash & stretch. There is anticipation where the robot leans in close to the ball. The cannon points towards the ball to show defensiveness.

- ☒ Squash & Stretch
- ☒ Anticipation
- ☐ Staging
- ☒ Straight Ahead Action and Pose to Pose
- ☐ Follow Through and Overlapping Action
- ☐ Slow-in and Slow-out
- ☒ Arcs
- ☒ Secondary Action
- ☐ Timing
- ☐ Exaggeration
- ☐ Solid Drawing
- ☐ Appeal

Frames 131 - 200 - Conflict

Please describe the animation action, and describe the technique used (2 lines):

When the robot jumps from being scared, it lands on its legs and lowers to show weight. The appeal is the robot is scared. Staging is used to make the ball look more intimidating.

- ☐ Squash & Stretch

Anticipation

- ☒ Staging
- ☒ Straight Ahead Action and Pose to Pose
- ☐ Follow Through and Overlapping Action
- ☐ Slow-in and Slow-out
- ☐ Arcs
- ☐ Secondary Action
- ☐ Timing
- ☐ Exaggeration

☒ Solid Drawing

☒ Appeal

Frames 200 - 280 - Climax

Please describe the animation action, and describe the technique used (2 lines):

Timing is used to show that the robot is hurriedly trying to get away. Staging takes the focus from the ball to the robot getting away showing that it might work.

☐ Squash & Stretch

Anticipation

☒ Staging

☒ Straight Ahead Action and Pose to Pose

☐ Follow Through and Overlapping Action

☐ Slow-in and Slow-out

☐ Arcs

☐ Secondary Action

☒ Timing

☐ Exaggeration

☐ Solid Drawing

☐ Appeal

Frames 281 - 312 - Resolution

Please describe the animation action, and describe the technique used (2 lines):

Squash & stretch is used on the ball. The appeal of the ball jumping up & down at the end shows it wasn't scary. The robot's legs move at the end after the fall to show it was hurt (secondary action).

☒ Squash & Stretch

☐ Anticipation

☐ Staging

☒ Straight Ahead Action and Pose to Pose

☐ Follow Through and Overlapping Action

☐ Slow-in and Slow-out

☐ Arcs

☒ Secondary Action

☐ Timing

☐ Exaggeration

☐ Solid Drawing

☒ Appeal