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PROQUEST





FTX AREN'T AVOIDING

October 18, 2021









## WHAT'S HERE:

This is the **animation pass** for Dance #1 based off the reference footage.

## WHAT'S NOT:

The following notes are already being worked on:

- Changing arm gesture to more of a lasso/finger wag  
arm rotation that is constant
- Reducing sheen on jersey
- Final lighting

## WASSERMAN FEEDBACK:

- Hands need to be on his hips during the belly jiggle - no hip thrusting
- Swap order of moves, jiggle first, then hand up
- Reduce speed - quantize to a 95-100bpm range
- Watch where the tongue of his shoe bisects his leg  
texturing





**DANCE MOVES**







BURNIE ANIMATION

# DANCE MOVE 1

WHAT’S HERE:

This is the **animation pass** for Dance #1 based off the reference footage.

WHAT’S NOT:

The following notes are already being worked on:

- Changing arm gesture to more of a lasso/finger wag  
arm rotation that is constant
- Reducing sheen on jersey
- Final lighting

WASSERMAN FEEDBACK:

- Hands need to be on his hips during the belly jiggle - no hip thrusting
- Swap order of moves, jiggle first, then hand up
- Reduce speed - quantize to a 95-100bpm range
- Watch where the tongue of his shoe bisects his leg texturing







BURNIE ANIMATION

# DANCE MOVE 2

WHAT’S HERE:

This is the **animation pass** for Dance #2 based off the reference footage.

WHAT’S NOT:

The following notes are already being worked on:

- More attention and expression needed in the hand and wrist movement.
- Hands should be swiping rhythmically upwards instead of slapping downwards.
- More pronounced high step
- Add slight foot shift and slide
- Reducing sheen on jersey
- Final lighting

WASSERMAN FEEDBACK:

- Reduce speed - quantize to a 95-100bpm range and on half-time beat

