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

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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

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BURNIE ANIMATION

DANCE MOVE 3

WHAT'S HERE:

This is the **animation pass** for Dance #3 based off the reference footage.

WHAT'S NOT:

The following notes are already being worked on:

- Adding more wiggle/bounce in his shoulders that follow his arm rotations so he doesn't feel so stiff
- Tilting head a bit further back
- Reducing sheen on jersey
- Final lighting

WASSERMAN FEEDBACK:

- Reference Salsa footwork -
  · Burnie steps with front foot
  · Then back foot steps to match
  · Then second step with front foot
  · Now Burnie turns to shuffle back the other way
- Watch where the tongue of his shoe bisects his leg texturing