12 Principles of Animation:
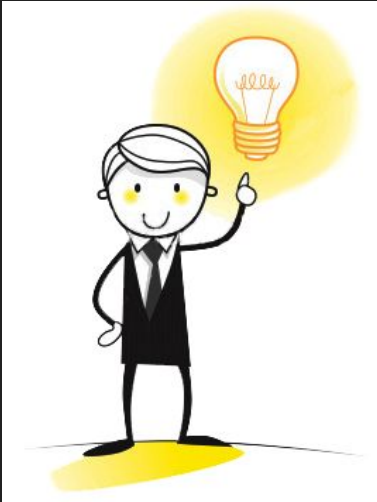
Staging, Straight Ahead & Pose to Pose

By: Mauricio, LeeSang and Angela

Staging

What is Staging?

Staging is a principle used to aid in showing an action or idea to the audience as clear as possible.
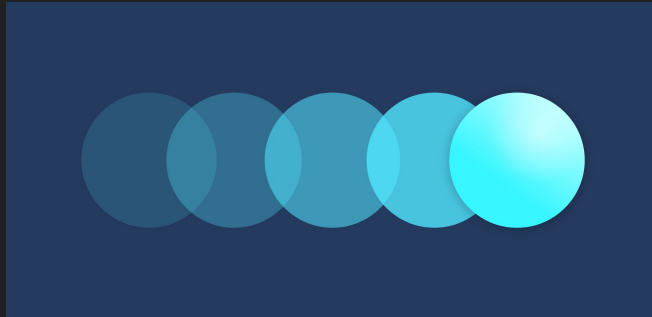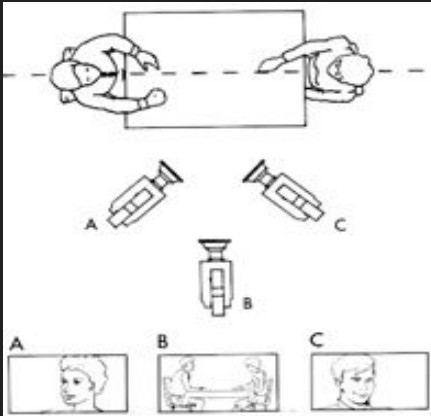
What falls under Staging?

Staging contains many general aspects to help relay the animation idea to the audience such as:

Camera Angle, Setting, Motion and Positioning.

Each has a purpose and if misused can ruin an animation.

Motion

Motion is a key component in providing a path to follow when watching a scene

There should be an order from finish to end to keep focus on what's important

You don't want too much motion to occur at once because you'll have characters fighting for attention
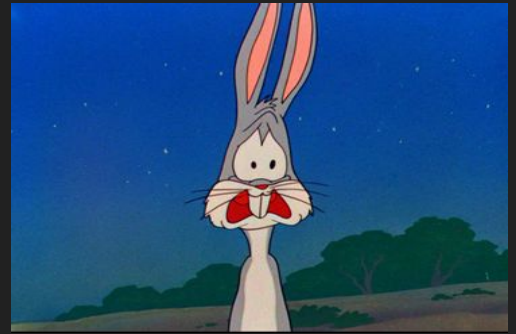
Each set of motion should occur one after another at a pace to retain focus on one space
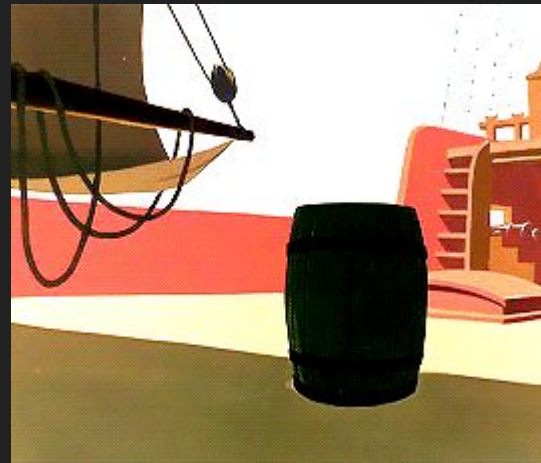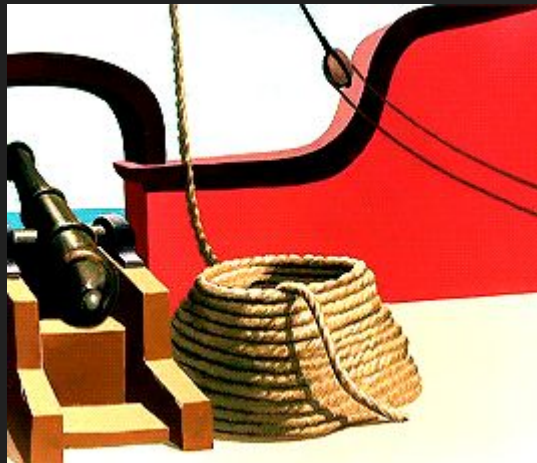
Camera Angle

Camera angles are another factor that contributes to staging

Angles help provide weight to a scene whether it's close up for emotion and focus or far for action

Positioning

When working with characters you want to show their emotion, action or personality clearly as possible on the stage

That is why position of them is key to relay the message they want to send

A clear silhouette will aid providing the message of love, fear or walking

Misuse of positioning can confuse the audience and lose it mood.

Setting

Setting is another important contribution when working with Staging as it holds the role to set the mood for the whole animation

It it key to clearly state what type of setting the viewer is going to watch

Providing a well drawn out setting will only strengthen an animation

Straight Ahead & Pose - to - Pose

Straight Ahead action and Pose to Pose

There are two ways to handle drawing animation: straight ahead and pose to pose. Each has its own benefits, and the two approaches are often combined. Straight ahead action involves drawing frame-by-frame from start to finish. If you're looking for fluid, realistic movements, straight ahead action is best bet.

With the pose to pose technique, you draw the beginning frame, the end frame, and a few key frames in-between. Then you go back and complete the rest. This technique gives you a bit more control within the scene and allows you to increase the dramatic effect of the motion.

Straight Ahead And Pose To Pose

Straight Ahead
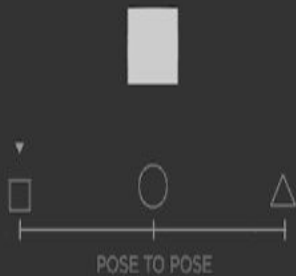
What is Pose to Pose?

- One of the drawing technique used in animation production
- Draws the key frames first, the breakdown and in between frames are added after to fill the rest of the animation
- Movements are planned ahead
- Applies to the animation that require right timing and structure
- Size , portion and volume are controlled

What is Pose to Pose?

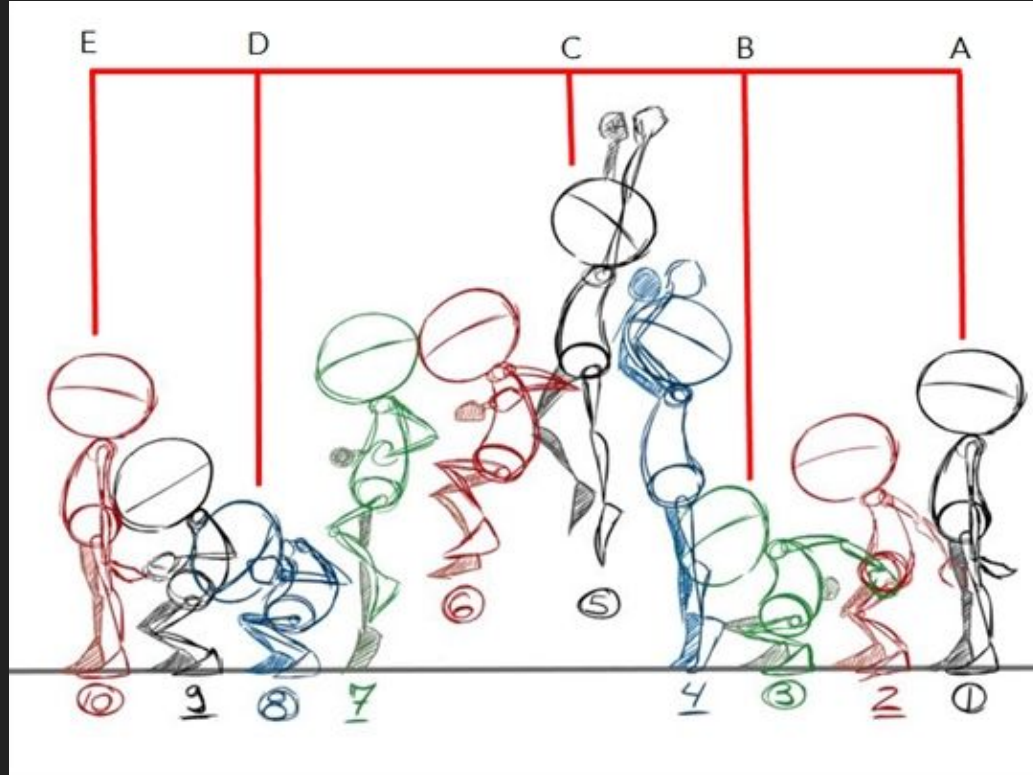Figure source: Straight Ahead and Pose-to-Pose Principe by Toon Boom. Reprinted from
https://learn.toonboom.com/modules/animation-principles/topic/straight-ahead-and-pose-to-pose-principle

Advantage VS. Disadvantage

Advantage :

- Precise timing, accurate result
- Maintain the structure and volume
- Communicating story points
- Greater control over movements
- Efficiency, in bigger project, animator will have assistants to finish the inbetweens where animator focuses on improving the key frames and developing storyline
- Quicker to iterate and more adaptable to director's revision

Advantage VS. Disadvantage

Disadvantage :

-   Possible undesired outcome
-   May result in rough, jerky actions if in-between frames are not drawn properly
-   Excessing or missing in-between frames will result in wrong timing

Pose - to - Pose VS. Straight - Ahead

- Unlike Straight - Ahead which is drawn frame-by-frame
- Both methods are being used in animation for different types of actions

Figure source: Excited Moby Dick by Hilde Buiter. Reprinted from
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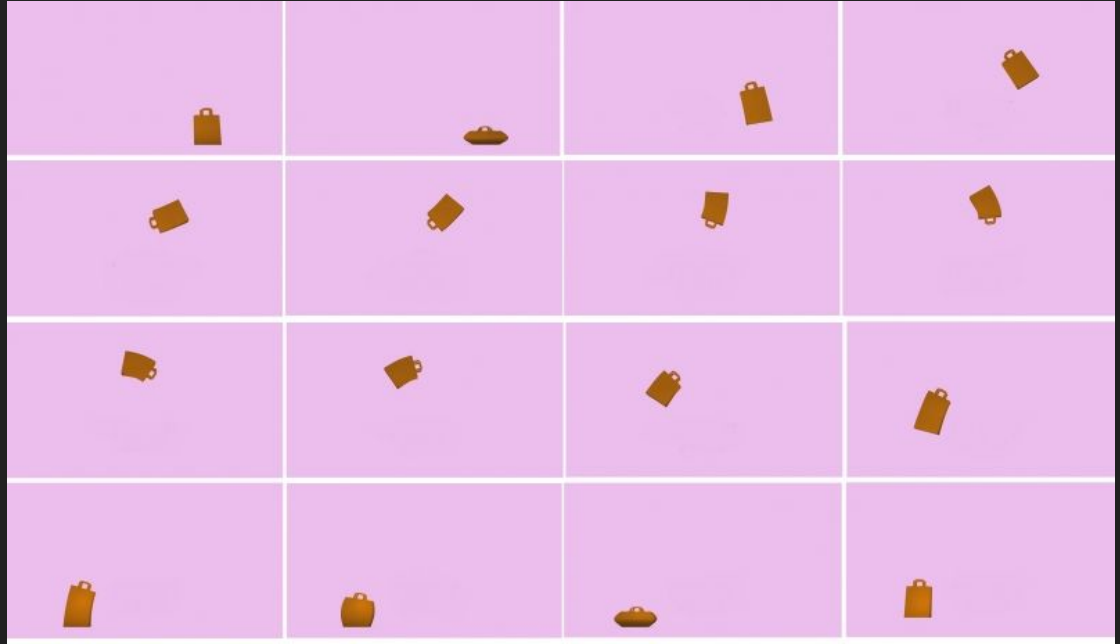
Pose - to - Pose VS. Straight - Ahead

Figure source: 12 Principles of Animation - Straight Ahead Action and Pose to Pose by Anahita Tabarsi. Reprinted from Behind the Scenes, april 26, 2016.
https://www.brownbagfilms.com/labs/entry/12-principles-of-animation-straight-ahead-action-and-pose-to-pose-tutorials

Pose - to - Pose VS. Straight - Ahead

- https://www.youtube.com/watch?v=jFHInTgsBc4&feature=youtu.be

Citations:

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Source Two:

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Source Three:

https://www.howdesign.com/web-design-resources-technology/12-basic-principles-animation-motion-design/

Source Four:

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Tabarsi, A. (2016, April 26). 12 Principles of Animation - Straight Ahead Action and Pose to Pose. Retrieved from
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Straight Ahead and Pose-to-Pose Principle. (n.d.). Retrieved from
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