**P6 – design an animation**

My first animation will be of a person walking, with scenery moving past in the background. This is simple enough that I can create it using any animation software, but is also complex, as it will require several different techniques, such as;

* Hand-drawn cel shading
* Parallax
* Motion tweens
* Colour
* layers

**Layers**The first layer will be the person walking. The top of the body will remain static, while the legs will be a short frame-by-frame animation, separate from the body. The person will stay in the centre of the shot.

**Foreground**This will be whatever the person is walking on, such as a pavement.

**Background - close**This will be scenery immediately behind the person, such as houses or plants.

**Background - mid**This will be scenery behind the close background, such as hills, the rest of a town, or structures that are a few dozen meters away.

**Background - far**This will be everything behind the mid background, all the way to the horizon.

**Parallax**This is the technique of moving different layers at different speeds to create the illusion of movement. The foreground moves the fastest while the background moves more slowly.

**Storyboard/frame timing**  
The person’s body will be a single frame, repeated for the duration of the animation. The legs will be a looping series of frames, perhaps 8-10. The foreground will also be a repeating animation, moving in sync with the persons legs so it looks like they are walking on the ground and not sliding along.  
The foreground will be a longer looping animation, 50 or more frames in length.  
The background will be a motion tween, in which each layer continuously moves at different speeds.

The second animation will be a time-lapse of the clouds outside my window, recorded with a computer and webcam. Because the video is recorded and played back at completely different speeds, a time-lapse is very similar to stop-motion, a method of animation that has been used for over a century.  
I will place the webcam on my windowsill facing the sky, and take one picture every 2 seconds for 2 hours. When played back at 60FPS, the video will be 1 minute long.  
I chose these timings as it captures the most detail - space the pictures further apart, and detail is lost, playback at a lower FPS and the detail is more spread out.