2D Animation Using 3D Tools

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Abstract

Expressiveness is a major part of hand-drawn animation. The techniques used by traditional animators allow for artists’ intentions to be fully expressed, which is fundamental for stylized animation. The game industry largely focuses on photorealistic rendering techniques for modern game development. Creating better tools and techniques that allow studios to mimic traditional animation will allow for more expressive work. This paper will be covering some techniques that allow for an artists’ intentions to be accurately represented when creating game assets using Unity3D. The techniques covered include creating dynamic character outlines and shadows.

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