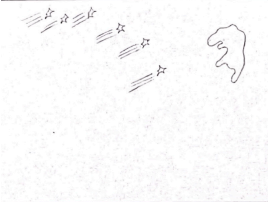

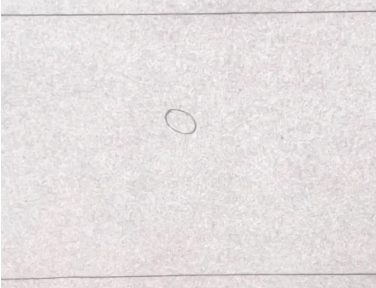
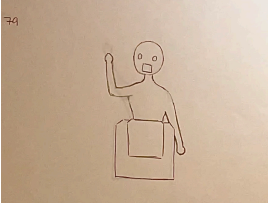


TRADITIONAL ANIMATION Xanthe Pollard	x.pollard0120211@arts.ac.uk
	<ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=6rGdW7ql49I 2. Straight Ahead Animation — This animation was the first one we did in the workshop and the aim of this animation was to create a simple, transformative animation in which an object would morph into something else. The animation was shot on twos and actually ended up being 5 seconds long with 131 frames in total. I began with a simple bouncing ball animation which initially was supposed to morph into a square shape, however, this began to seem quite boring for the task brief. I began making completely random movements which led me onto the next section of the animation and so on. This was intended to create a fluid movement. Overall, I learnt the general process of how straight ahead animation works and something to improve might be the fluidity of the animation due to some hesitation before starting a new design.
	<ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=fSc4A8uX8Eg 2. Pose to Pose Animation - This animation was a lot different in comparison to the straight ahead animation as we needed to draw three key frames, then the in-between shots. The animation ended up being 33 frames long, was shot on twos and had 17 drawings in total. I wanted to try a very simple animation with a wide range of expressions to show clear changes between the frames. One thing to take from this exercise would be to have clear differences between the keyframes so that the breakdowns and in-between shots would be easy to draw, and not too similar.
	<ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=-qb0u9lvk9c 2. https://www.youtube.com/watch?v=t-NjTTYZ-ng 3. Bouncing Ball Animation - The focus was the 12 animation principles (e.g squash and stretch, arcs of motion, timings and spacing) and thus was more difficult due the demand of more intentional decisions. After completing the first bounce of my animation, a line test was conducted and my motion arc came in at an unusual angle and was modified. I realised overall that at some points the ball bounced too quickly and looked like there was a change to the weight and gravity of the ball. To fix this, I duplicated some of the frames and added a couple additional ones. This was a lot more difficult than the previous animations but at the same time, was fascinating to apply some of the production principles. The next animation link takes you to the same animation but the ball changed to a character design. I went with a design as close as possible to a ball to make the animation clean and simple, however, did not end up being my favourite design. It worked in the end but if I had more time, I would have liked to go with something more creative and incorporate something more stylistic into the animation.
	<ol style="list-style-type: none"> 1. https://youtu.be/vs4REYU6060 2. Ease in, Ease Out Animation — This animation, for me, was by far the most difficult due to the timings and spacings needed to make the design flow smoothly. When creating the composition, character and poses I really struggled with a comprehensive design and ended up settling on a basic design to get the motion across easily. The aim of this animation was to create action and acceleration and needed be planned in advance using an animation chart. Pose to pose animation as used and each keyframe lasted for 30 frames whilst the breakdowns and in-betweens lasted only 1 frame each. I believe this ended up being my least successful animation, however, there is room to development in my abilities and overall I need to work on my timings and spacing for 'ease-in, ease-out' as well as the overall character design.
<p>Live Link to blogspot: https://xanthePollard.myblog.arts.ac.uk</p>	