

THE 2D ACADEMY



MODULE 03 / CLASS 01

| <i>Week no.</i> | <i>1st YEAR</i> | <i>2nd YEAR</i> |
|-----------------|----------------------------|---|
| | | |
| 01 | Character design 01 | Fire animation (<i>Special Effects</i>). |
| 02 | Character design 02 | Fire animation (<i>Special Effects</i>). |
| 03 | Character design 03 | Fire animation (<i>Special Effects</i>). |
| 04 | Character jump action 01 | Earth animation (<i>Special Effects</i>). |
| 05 | Character jump action 02 | Earth animation (<i>Special Effects</i>). |
| 06 | Character jump action 03 | Earth animation (<i>Special Effects</i>). |
| 07 | Character throw action 01 | Air animation (<i>Special Effects</i>). |
| 08 | Character throw action 02 | Air animation (<i>Special Effects</i>). |
| 09 | Character throw action 03 | Air animation (<i>Special Effects</i>). |
| 10 | Weight animation 01 | Water animation (<i>Special Effects</i>). |
| 11 | Weight animation 02 | Water animation (<i>Special Effects</i>). |
| 12 | Weight animation 03 | Water animation (<i>Special Effects</i>). |

DRAWING FOR ANIMATION

05: SINGLE PERSON OBSERVATION

4 x 5-minute sketches



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06: TWO PERSON OBSERVATION

4 x 3-minute sketches









07: POSE & SILHOUETTE

4 x 3-minute sketches









"How Does Animation Work?" ~ by Tyler Pacana

[https://www.facebook.com/100009417959006/videos/2595177070806199/
UzpfSTExNjgxMDUzMjg6MTAyMjE4OTUzMjIxNDk1Mzl](https://www.facebook.com/100009417959006/videos/2595177070806199/UzpfSTExNjgxMDUzMjg6MTAyMjE4OTUzMjIxNDk1Mzl)

"Late Afternoon" - written and directed by Louise Bagnall

https://www.youtube.com/watch?time_continue=1&v=CvHj_AwFg_g&feature=emb_logo

CHARACTER DESIGN
&
EFFECTS ANIMATION

ASSIGNMENT

Pick any TWO characters from the following list.

Design them in very contrasting ways to each other.

Place them side-by-side on your finished drawing.

| | |
|--|---|
| <p>HERO</p>  <p>CHARACTERISTICS Strength, courage, stamina, faith, competing against great odds CHALLENGES Arrogance, delusions of grandeur</p> | <p>SOVEREIGN</p>  <p>CHARACTERISTICS Order, stability, control, tradition CHALLENGES Entitlement, greed, irrelevance</p> |
| <p>SAGE</p>  <p>CHARACTERISTICS Wisdom, intelligence, clarity of thought, rational decision making CHALLENGES Feeling disconnected, passiveness, arrogance</p> | <p>MAGICIAN</p>  <p>CHARACTERISTICS Surprise, powers of perception, intuition, cleverness CHALLENGES Trickery, hubris, manipulation</p> |
| <p>INNOCENT</p>  <p>CHARACTERISTICS Openness to experience, trust, honesty CHALLENGES Naïveté, denial that problems exist</p> | <p>CREATOR</p>  <p>CHARACTERISTICS Nonconformity, imagination, sense of aesthetics CHALLENGES Over-dramatization, perfectionism</p> |
| <p>LOVER</p>  <p>CHARACTERISTICS Belonging to a group, willingness to sacrifice for others CHALLENGES Lack of own identity, obsession, jealousy</p> | <p>EXPLORER</p>  <p>CHARACTERISTICS Independence, testing limits, bravery, non-conformity CHALLENGES Aimlessness, alienation, self-indulgence</p> |
| <p>CAREGIVER</p>  <p>CHARACTERISTICS Compassion, steadiness, loyalty, empathy CHALLENGES Arrogance, delusions of grandeur</p> | <p>JESTER</p>  <p>CHARACTERISTICS Humor, originality, irreverence CHALLENGES Cruelty, being misunderstood, inefficiency</p> |
| <p>CITIZEN</p>  <p>CHARACTERISTICS Fairness, stewardship, accountability CHALLENGES Righteousness, recklessness</p> | <p>REBEL</p>  <p>CHARACTERISTICS Leadership, risk taking, individuality, bravery, honesty CHALLENGES Negativity, lawlessness, fanaticism</p> |

You have THIS WEEK to deliver your final artwork!

Esther





Story: Ivan and Jace are brothers. Jace is in high school and Ivan is in 1st grade in elementary school. The two brothers are living in a bad money situation with their mother who has a illness; because their father left them at a early age and their sick mother who can't get a job; Jace has found a new way to earn money. Jace decides that the only in the family left that could help provide for the family is him. He becomes a thief. Stealing things after entertaining his audience at parties and at school and sometimes shoplifting but was a fool when he got caught. With no way to prove his own innocent he becomes a face on wanted posters after running away from the crime scene. Still sending money to his family to try to help. Ivan only I first grade couldn't understand what was going on. When father left he thought it was because he was going of to the military and to find a new job. He confused why the family is unable to buy him more candy and why mother is always laying in bed. Ivan doesn't understands what's going on but he tries to stay positive. Even on the days where brother has gone missing.

Michael





Backstory: Character 1 is a loving, caring mother, (caregiver). Character 2 is a tricky, cunning magician. Their relationship is, mother-son.

EFFECT ANIMATION

~ FIRE ~

ELEMENTAL MAGIC

The Art of Special Effects Animation



Joseph Gilland

Foreword by Michel Gagne



Fire can be drawn in any number of styles. There is no right way to draw fire. What is absolutely essential though is that the drawing contain the right energy and flow!



The fire on the left is drawn in a highly detailed style, slightly stylized, with a combination of smooth flowing lines and angular corners combined. The fire above is drawn with a very smooth and liquid style. Next to that we have an extremely stylized angular style of drawing fire. Finally on the right is a very smooth, swooping style of drawing fire. All of them are perfectly valid styles, depending on the style of the animated film you are working on. Anything goes, as long as the energy is in the drawing!

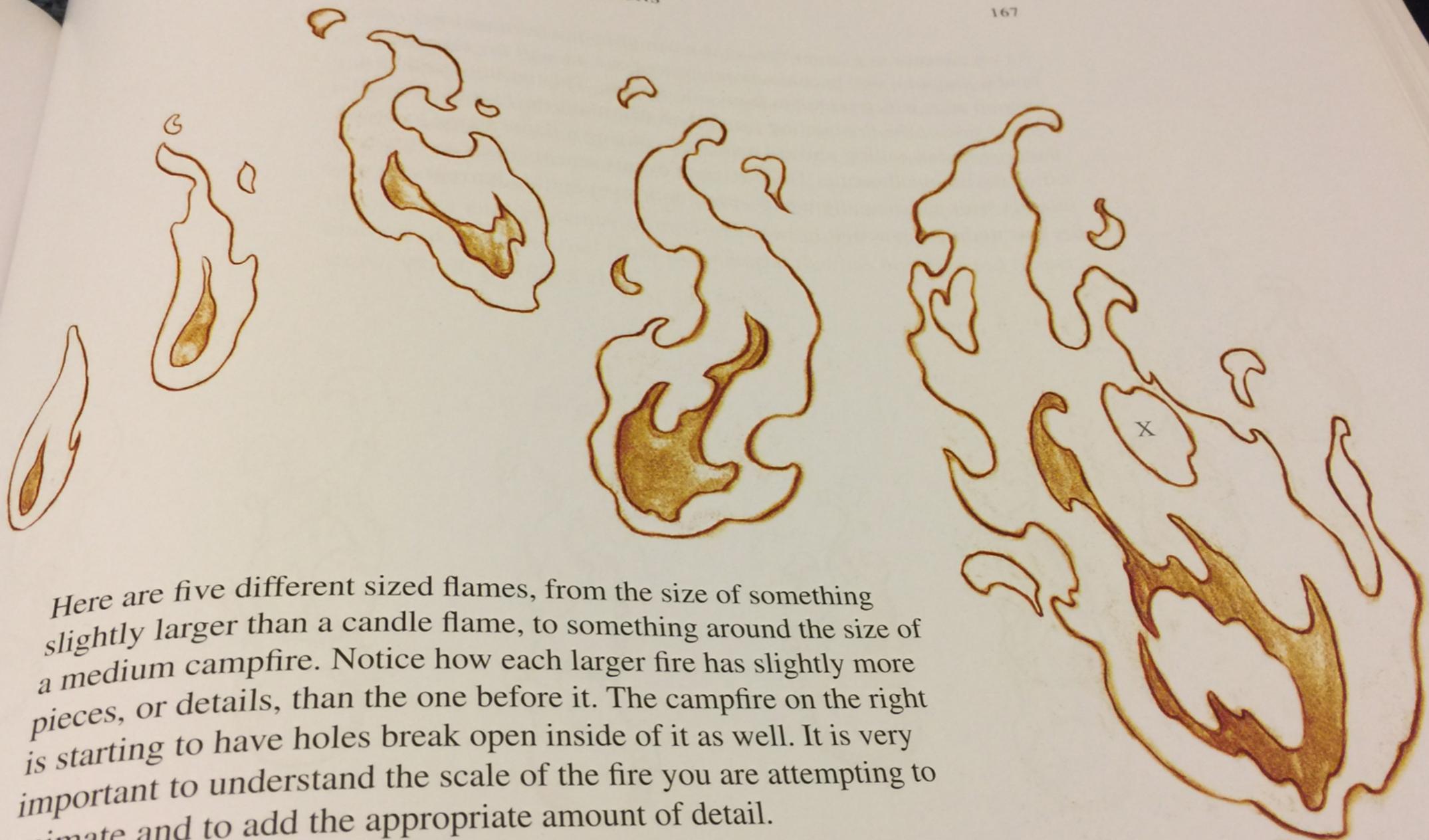


... introducing opposing curves, billows and flickers.

If the wind gets any stronger, a candle flame is quite easily extinguished. In its last dying breath, the flame may momentarily flare out with a burst of oxygen, become larger for one or two frames, stretching out to maybe three times its normal length, and then snapping off a little flicker before ultimately dying. This will usually be followed by a small puff of linear smoke, which appears two to six frames after the flame is extinguished, and is generally very short-lived, maybe a second or two at the most.

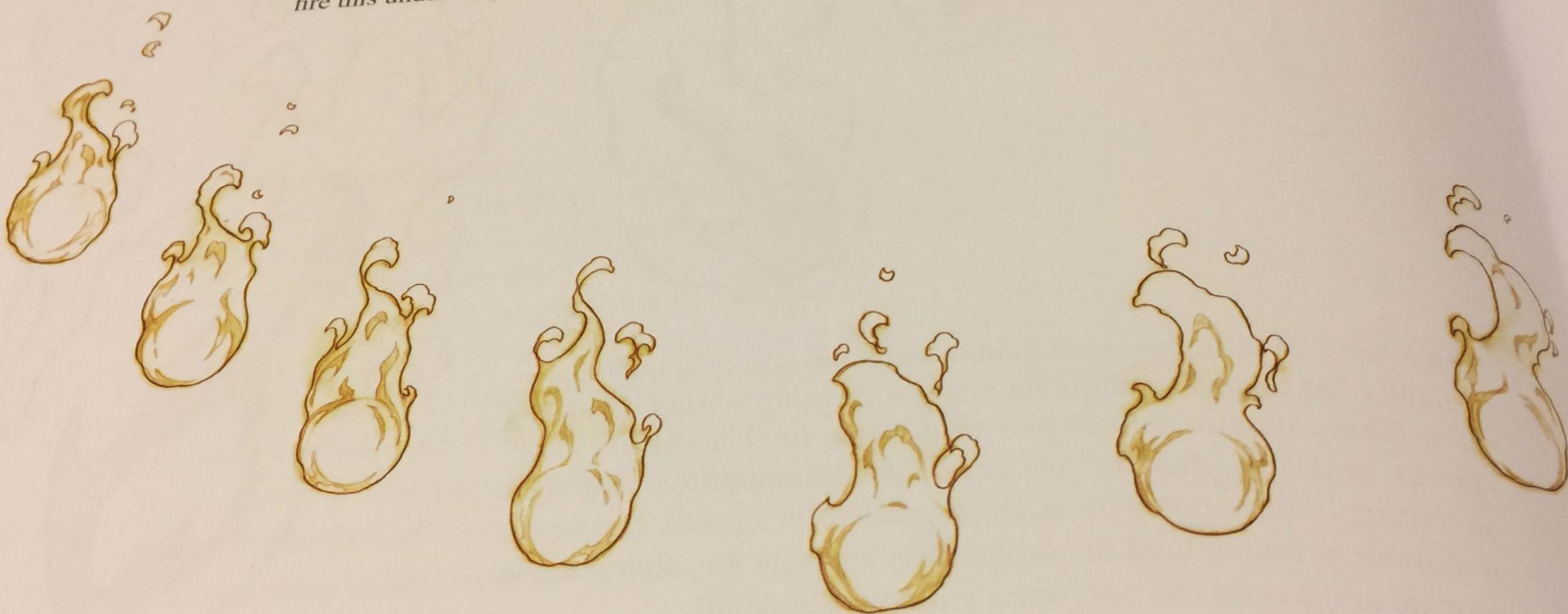


Remember those imitation flames made out of flimsy fabric in Chapter 2 with a fan blowing straight up from underneath them? This is a perfect example of how fire animates. Hot and cool air colliding causes the wind and turbulence that creates the shapes we see in a real fire, which is why this illusion works so well.

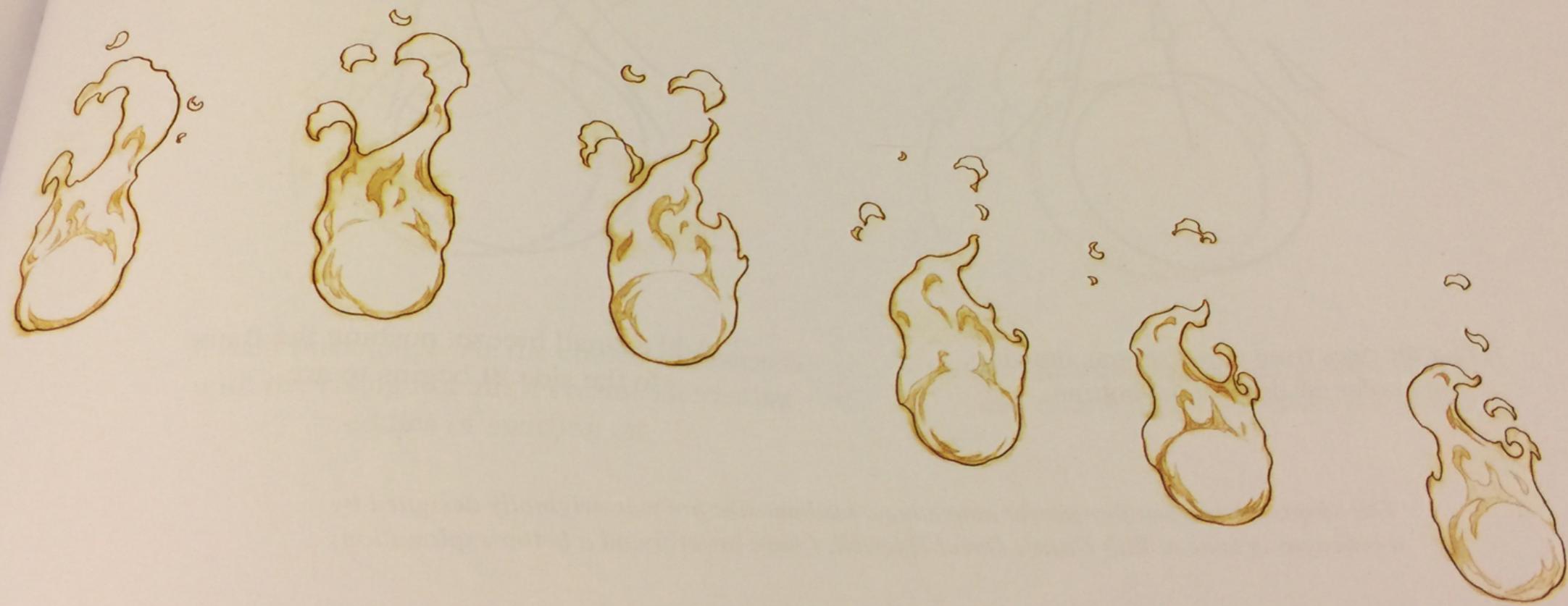


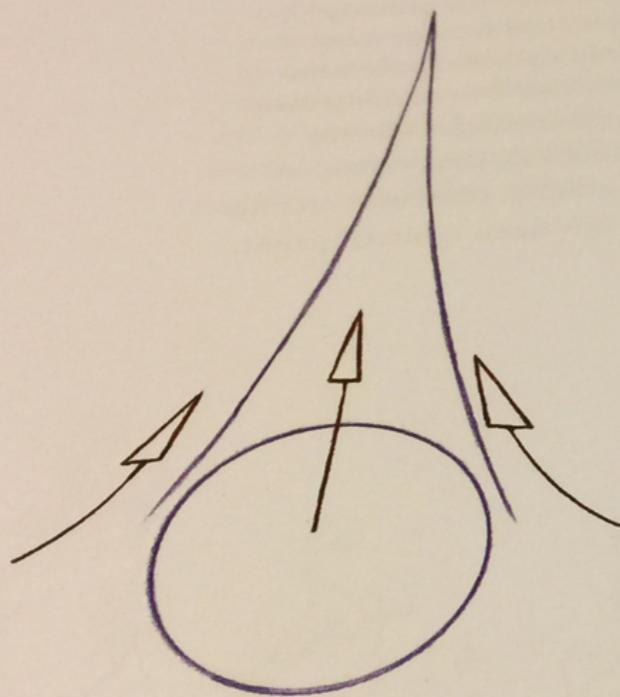
Here are five different sized flames, from the size of something slightly larger than a candle flame, to something around the size of a medium campfire. Notice how each larger fire has slightly more pieces, or details, than the one before it. The campfire on the right is starting to have holes break open inside of it as well. It is very important to understand the scale of the fire you are attempting to animate and to add the appropriate amount of detail.

As we advance to a larger fire, as in a campfire or a burning torch, the bobbing motion will become more pronounced, as will the reversing internal arcs, which undulate from side-to-side. This motion is caused by one side of the fire cooling faster than the other; the hotter side will then rise faster, rolling upward and over, causing a flame shape to break off of the main silhouette. This series of events repeats itself as forces interact with it, especially wind—even an imperceptible current can give fire this undulating action.

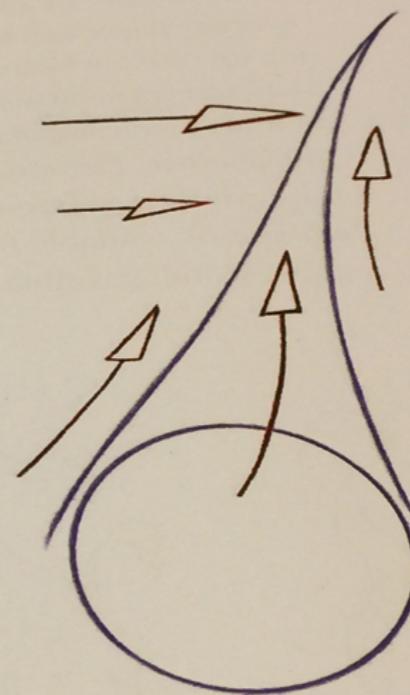


Before any interior details can be considered, it is best to construct the basic flow, or gesture, of the fire. On the second pass, the primary interior shapes can be conceived as sections of spherical masses moving upwards, which then diminish in size. We build the silhouette with sharper edges, connecting these spherical masses. The over arching idea of a fire is a triangular shape, or a series of triangular shapes feeding one another. These quickly unite into larger silhouettes, depending on the severity and frequency of the forces (wind, gravity, pressure) and the amount of available fuel from the material that has been ignited (paper, straw, wood, gasoline, etc.).



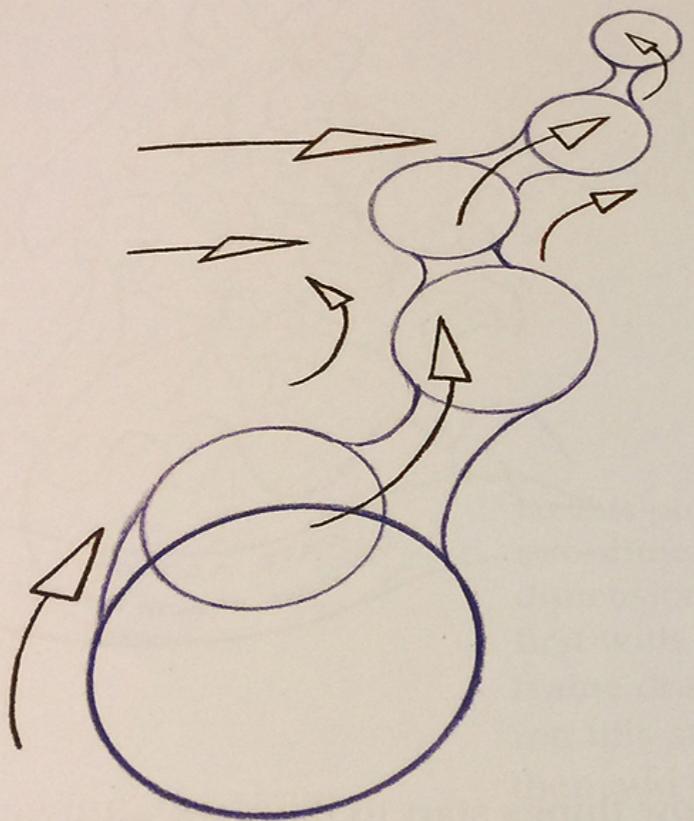


1. Hot air rises from a fuel source, drawing in cooler air in from the bottom.

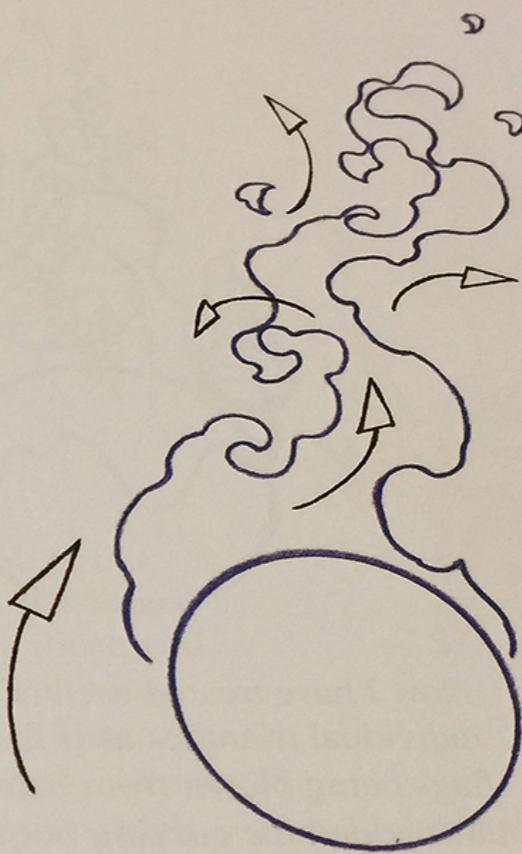


2. Add a small breeze, pushing the flame to the side. It begins to arc.

This simple yet effective formula for animating a medium-size fire was originally designed by a colleague of mine at Walt Disney, David Tidwell. I have never found a better explanation!



3. Add turbulence. As the cooler air interacts with the rising hot air, it creates alternating eddies of swirling air.



4. Add details. The energy pattern is simply and clearly described within the details.

FREE ANIMATION SOFTWARE FOLKS!

Autodesk software has just made their 2D animation FREE!

Download link...

<https://sketchbook.com>

QUICK INSTRUCTIONS:

Goto the menu file>new flipbook> New flipbook from image sequence. Shift select images you want to use. Then play for export go to file> export flip book choose movie type and export.

REMINDER!

When you scan your drawings, make sure you use a peg bar taped to the scanner, so your drawings will be accurately registered!

ASSIGNMENT

You have THIS WEEK to deliver your
final pencil animation.

RESOURCES

<http://www.2dacademy.com/resources.html>

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