

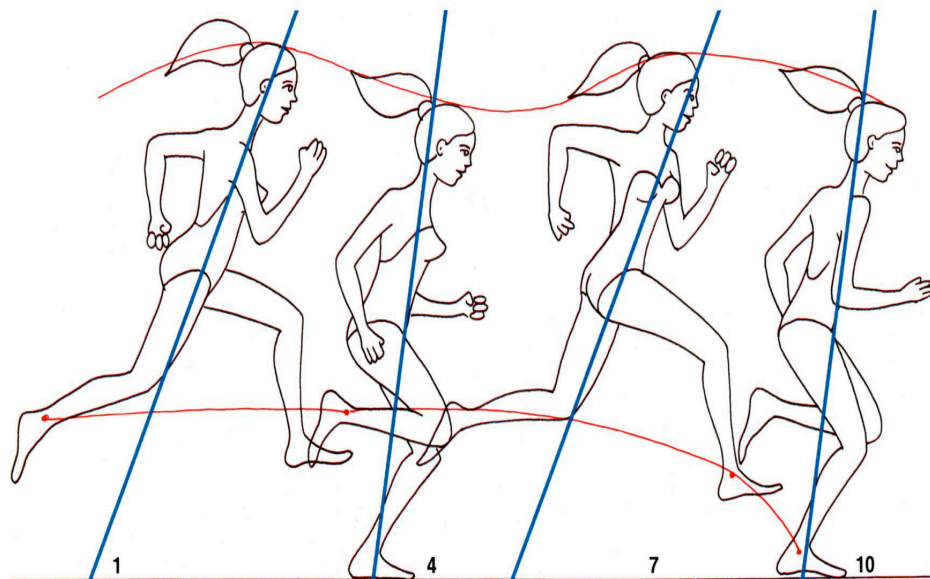
The Running

Similarities and differences with the walking

Running also has 4 keyframes.

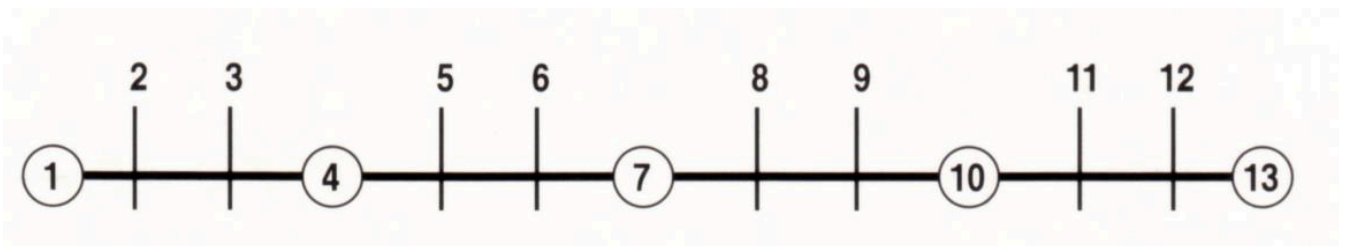
- Two legs open and two legs closed.
- The running speed is significantly higher than when walking for the same figure.
- The 2 key frames with the open legs are in the air and determine the height of the jump. The shaft of the body usually tilts forward to match the speed.
- Hands have a more dynamic movement, depending on the intensity of the run.
- 2 keyframes with closed legs have a more upright axis and are relatively “cracked” on the ground.
- The foot pressing on the ground is bent, while the other bends higher than on foot.
- The resulting moves are much more intense.

The 4 keyframes

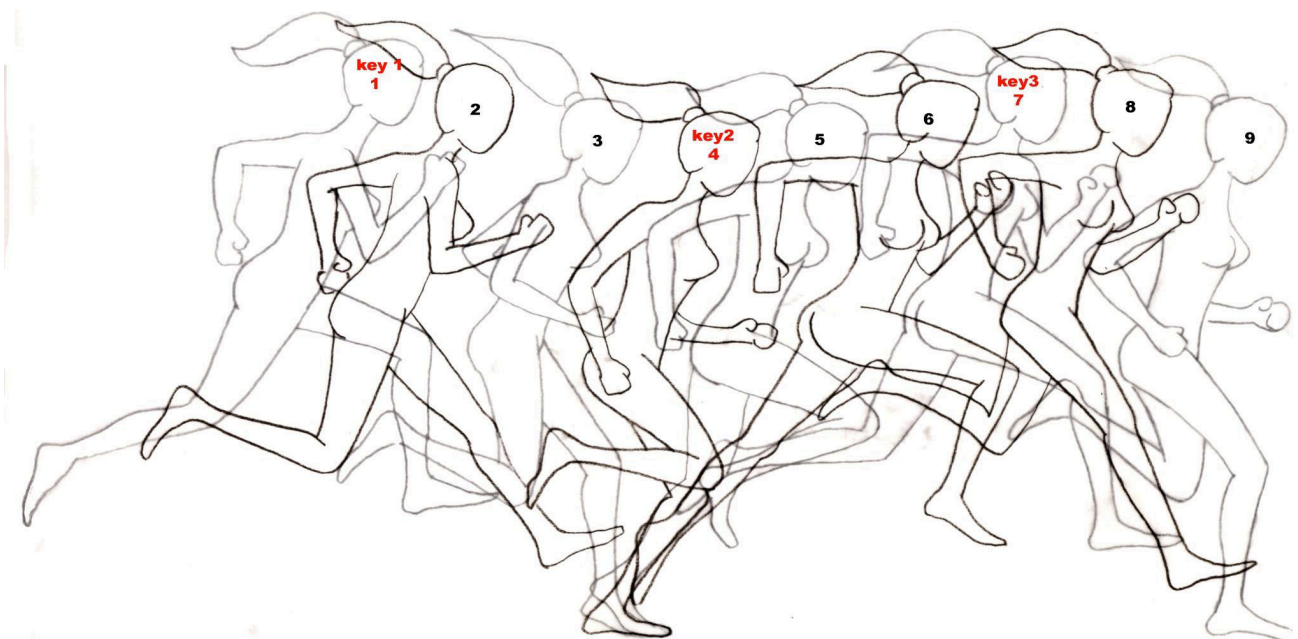


intermediate steps

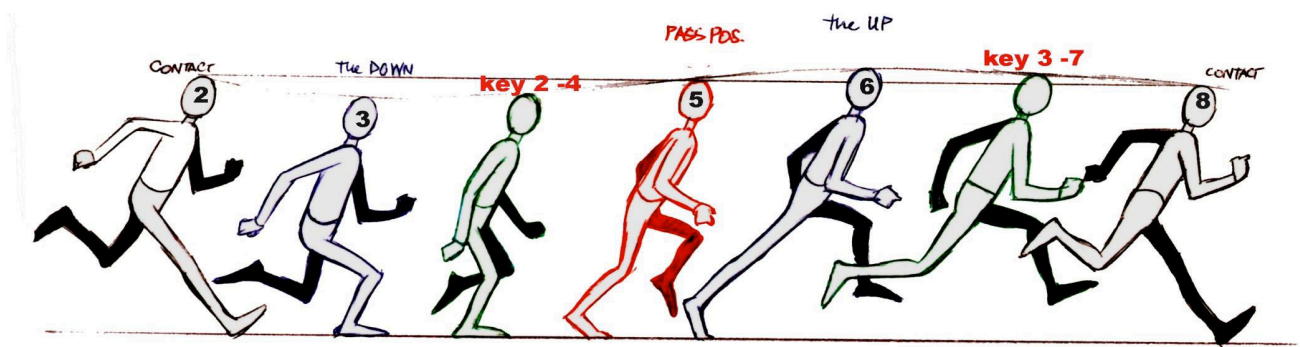
- This steps gives us a pretty human run, a full movement, two hits, in one second.
- The foot is not under heavy use.
- Intermediaries are designed in the third.



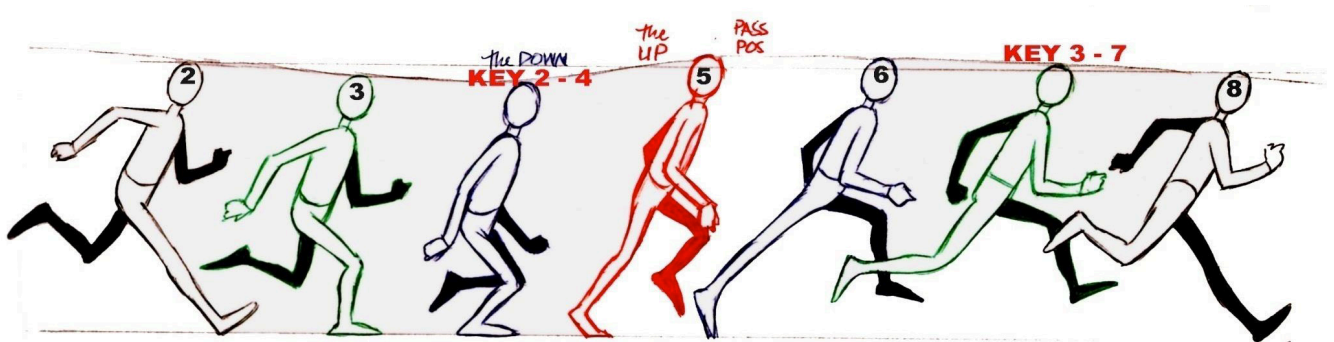
the keyframes and the intermediate steps



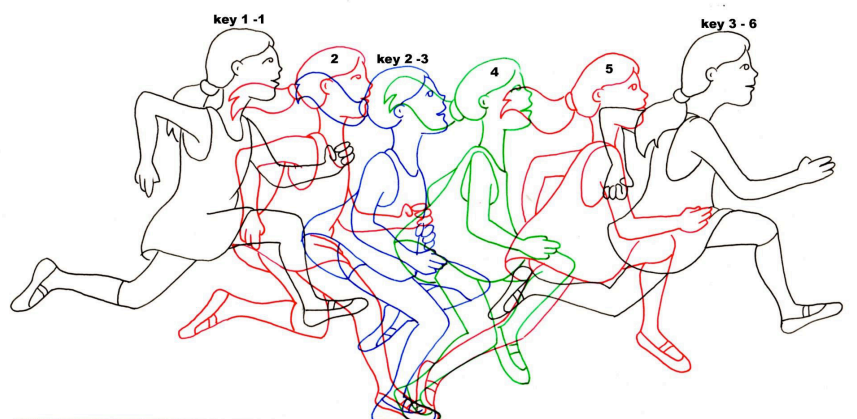
intermediate steps
with intense footstep



intense at the begging

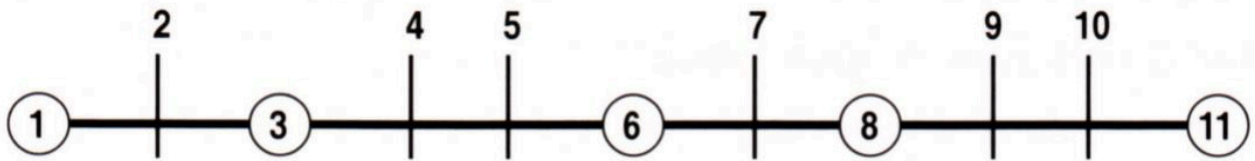


A faster running



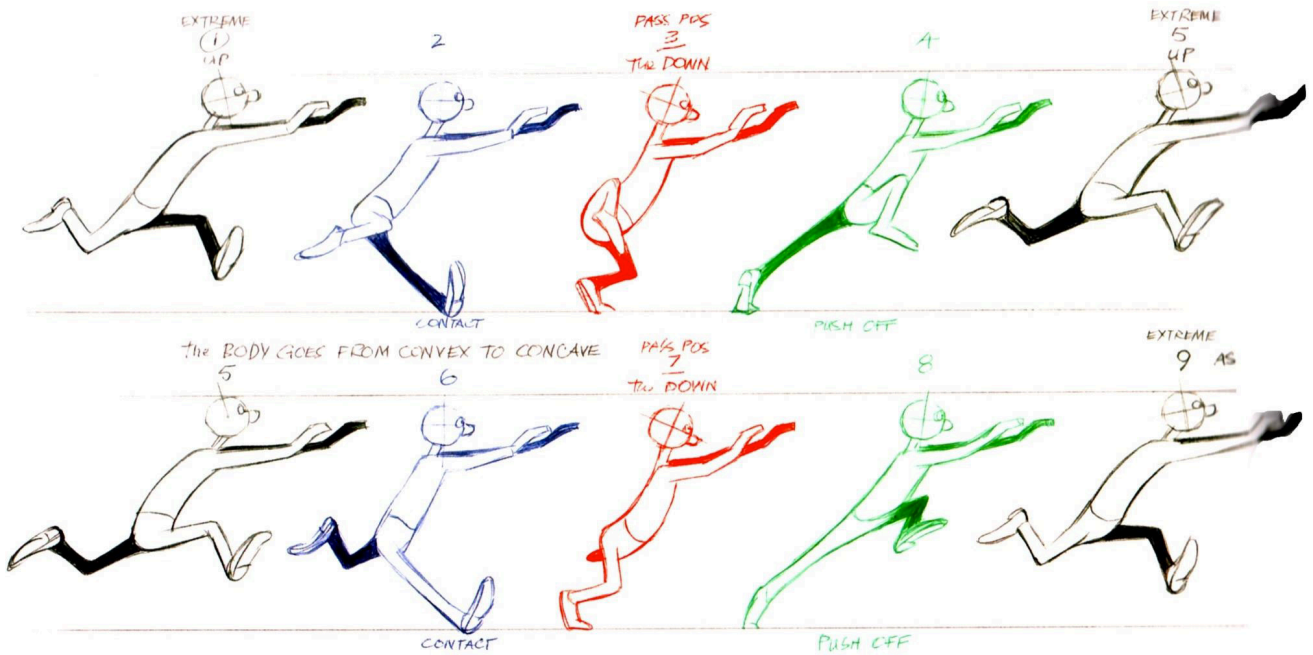
intermediate steps

- This steps gives us a run that is quite dynamic, for example, of a child, with a full movement, ie two strokes, in 4/5 seconds.
- There is a lot of tension on the foot of the foot on the floor.



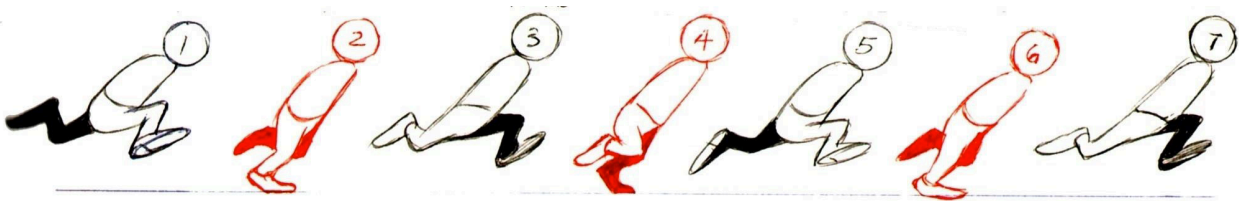
intermediate steps even faster running

Attention to the arch of the leg in the air. This gives the tone of over speed.



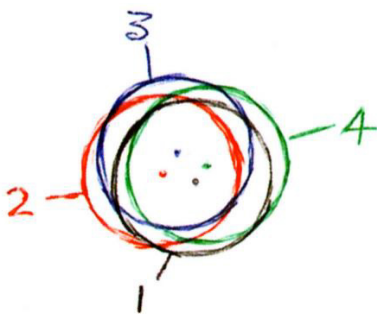
the keyframes only

This type of run is used only in situations where we want to emphasize extravagance. Frequently the patterns are overlaid and the excess is reproduced without actually showing the patterns. Often also drive brass is used.



The movement of the head.

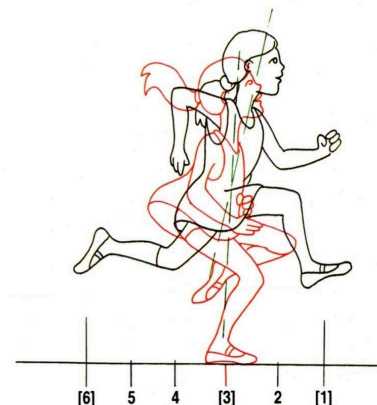
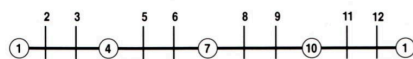
The order of the drawings may be forward or backward.



Running in a circling movement

If we have two intervals between the keyframes, we shape the open legs and place the closed legs between and in the middle.

- The hand positions of the closed keyframes are defined by those of the open keyframes and also placed approximately in the middle of the arc.
- All designs, except keyframes with open legs, should be in contact with the ground so that the figure does not stand in the air for long.
- The foot on the ground always moves at the same speed as the background at the point of contact.
- If we have a staircase two - one between the keyframes, we will shape the open legs and place the closed legs between and $\frac{2}{5}$ towards the point where the foot descends.
- The positions of the hands of the closed keyframes are determined by those of the open keyframes and they are also placed at $\frac{3}{5}$ and $\frac{2}{5}$ of the arc.
- All drawings, except keyframes with open legs, should be in contact with the ground so that the figure does not stand in the air for long.
- The foot on the ground always moves at the same speed as the background at the point of contact.



Running cat

Blue is at the top of the jump, returning to the original black.

