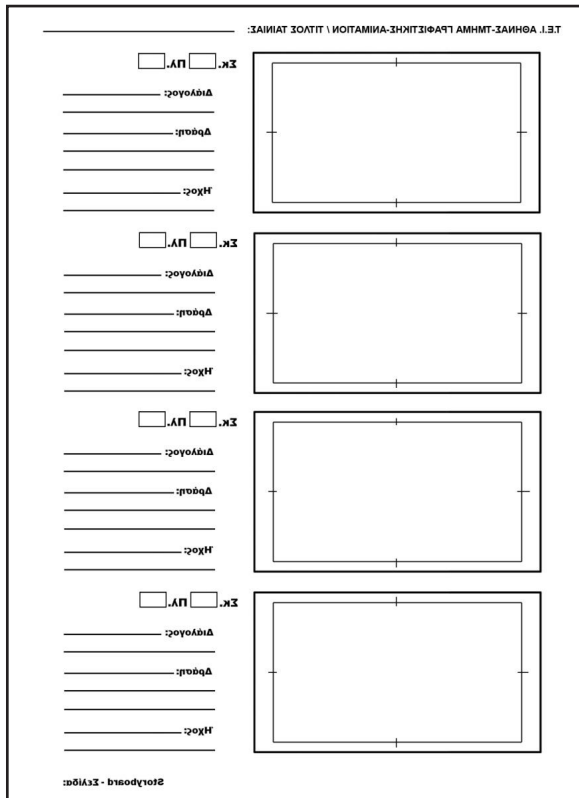


the basics of animation

Production Process the stages



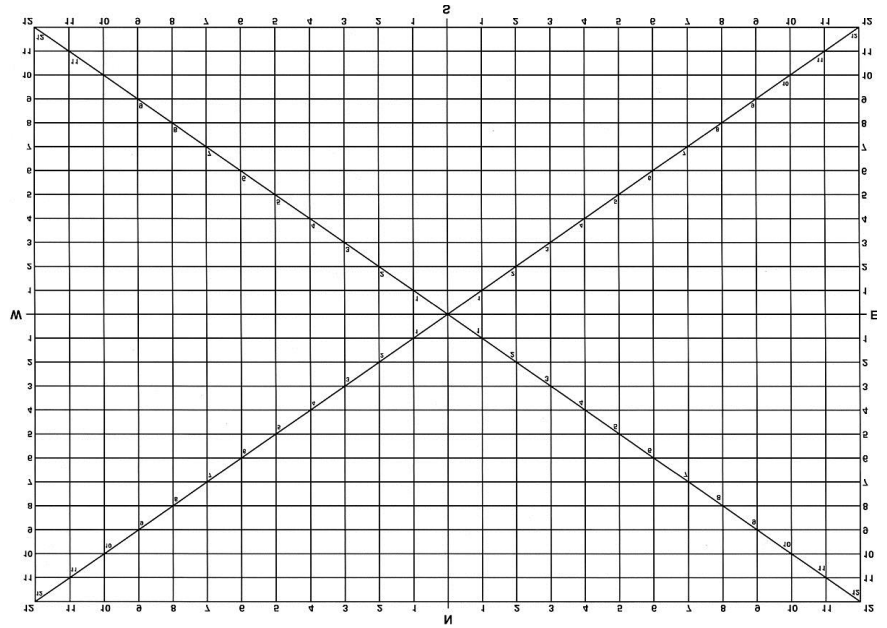
- The idea
- The summary
- The scenario
- The story board
- The model sheets
- The basic sounds
- Animation
- To lay out
- The extreme - key frames
- The final sounds
- The Intermediate
- The design of the faces
- The image processing
- The editing

The frames

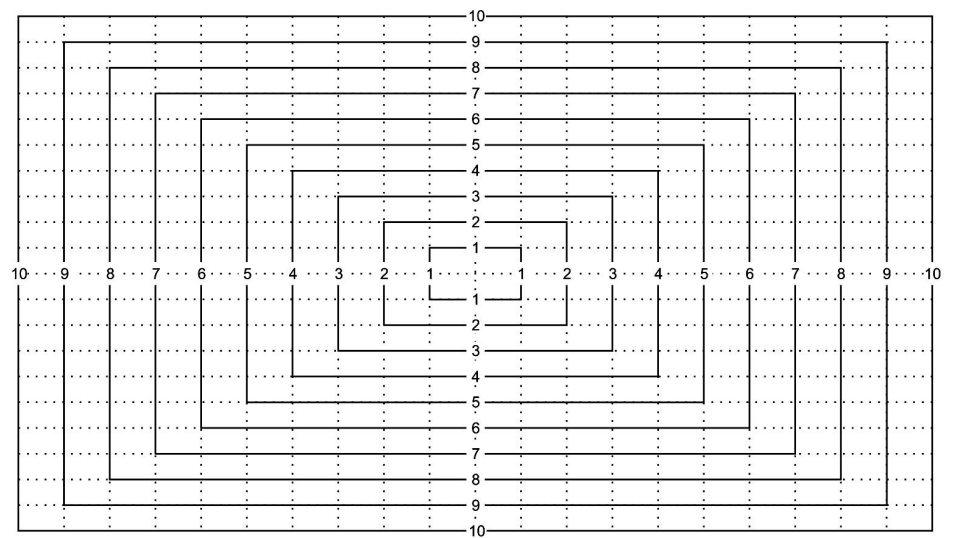
The frame determines the boundaries where the movements, the backgrounds are created, and that it is finally displayed on the screen.

- From the frames are the peg bars and all the notes.
- The scanner or camera locks the locking area for each shot separately.
- The relation is in the movie 1: 1,33 or widescreen 1: 1,66
- The TV ratio was 3: 4 with 576: 720 pixels, now 16: 9 with 1024: 576 pixels, or 1280: 720 pixels, or 1920: 1080 pixels for HD all at 72 dpi.
- It is good to scan the images at 100 to 150 dpi for clarity.

The field



16:9 widescreen 1.78:1

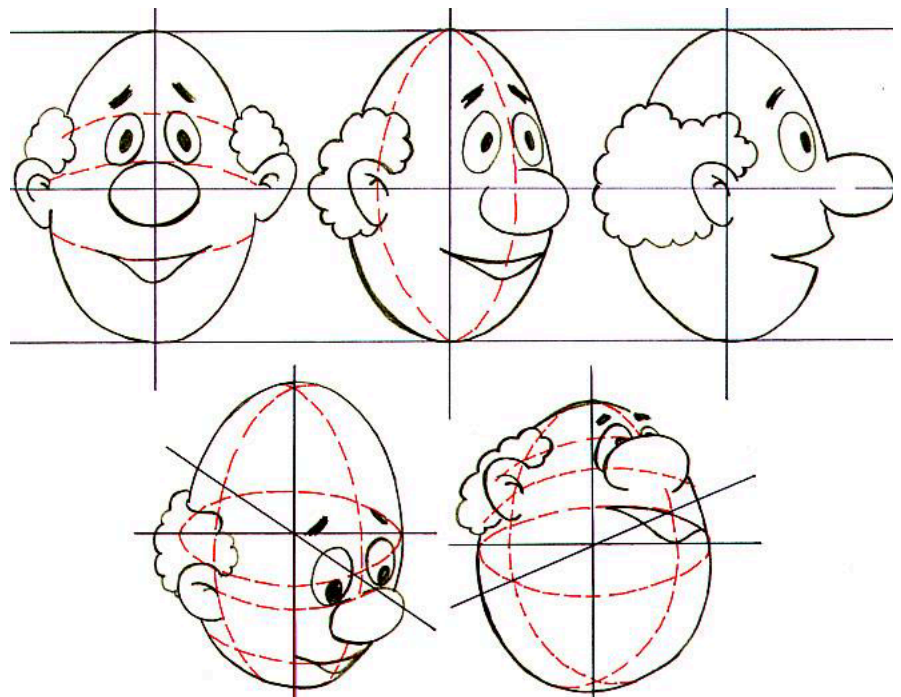


The basics of the cartoon

- Cartoon is the most typical technique of 2D animation.
- The cartoon is based on the study of learning movement and extending all the techniques of animation.
 - It is the study of the relation of space and time.
 - The element of space is developed on axes and the third dimension (Z) is rendered design.
 - The timing component is developed based on drawings (inbetweens) and intermediate stairs.

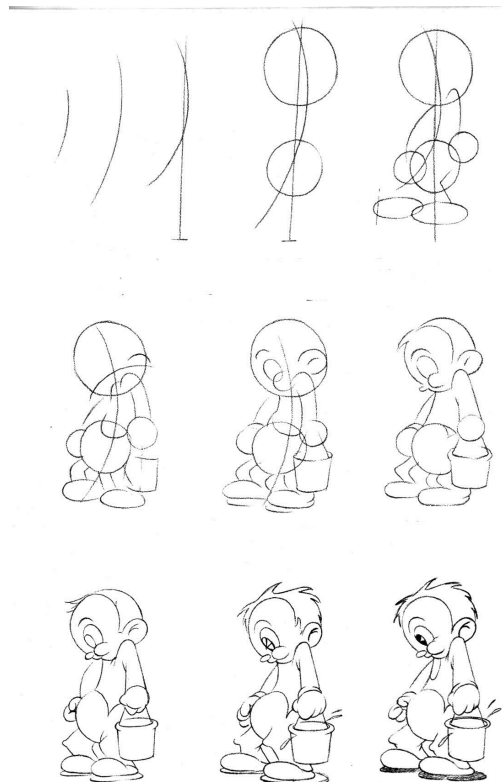
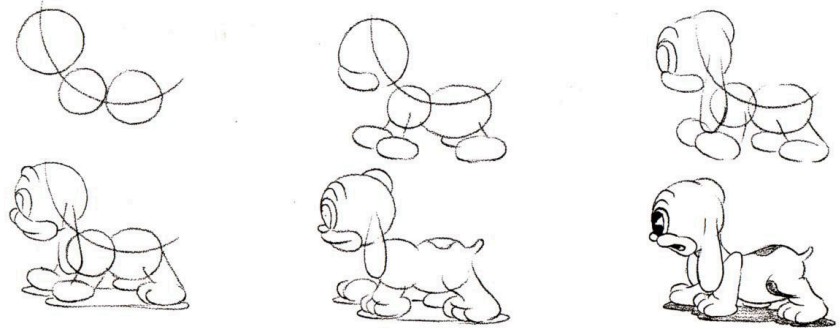
The figure of the cartoon

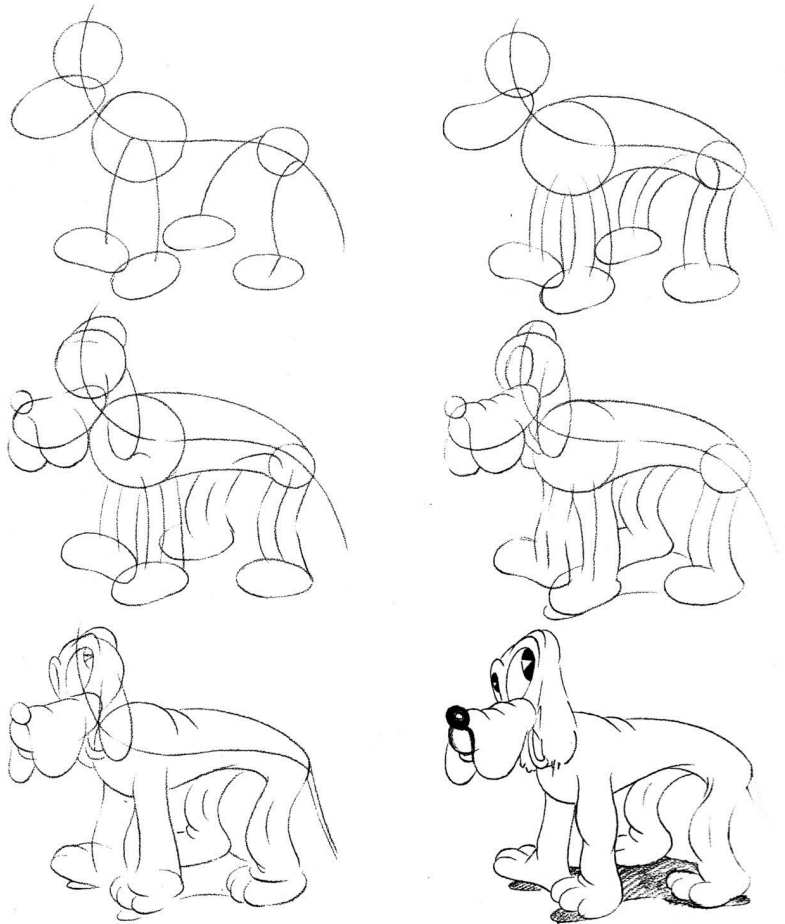
- In cartoon the figure has a specific area.
- Available for any kind of deformation without changing size.
 - The only reason to change this area is only when the figure comes or moves away from the camera, ie moves on the Z axis.
 - The figure is composed of geometric shapes and the axes that define them.
 - The motion is created based on the movement of the figures of the figure.



- The shape of the head determines its area.
- Auxiliary lines define the height of the head, and the positions of the attributes.
- The axes determine the rotation positions.

Examples on how to draw a cartoon





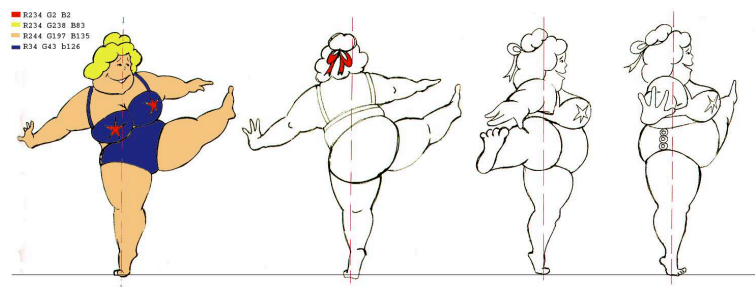
The model sheet

The model sheet is the final figure that will be worked by all the animators involved.

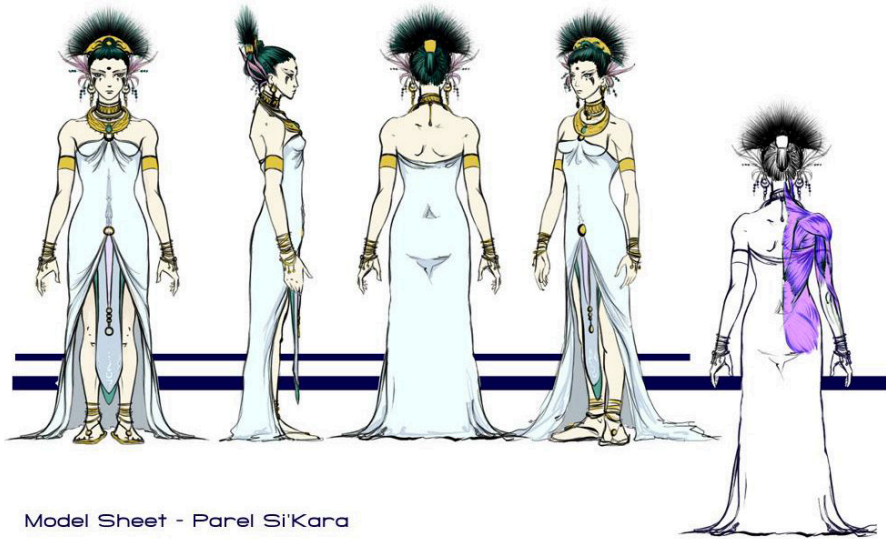
It shares copies and is faithfully followed.

- It contains at least three - four plans and often basic phrases.

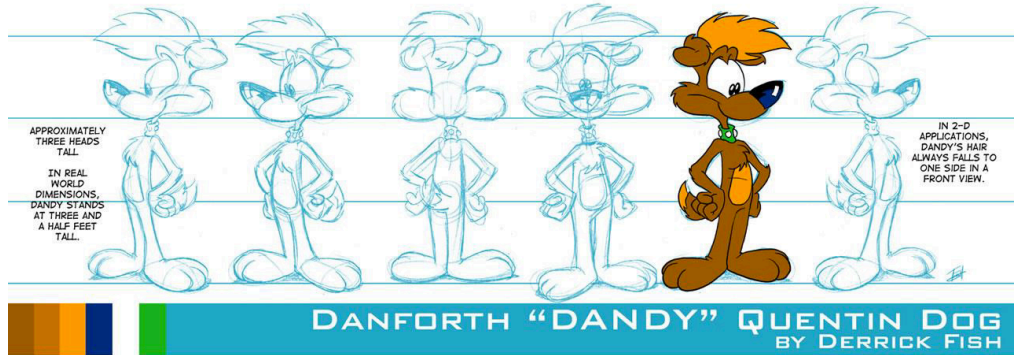
- Has the color palette in RGB.



Other model sheet examples



Model Sheet - Parel Si'Kara



APPROXIMATELY THREE HEADS TALL.
IN REAL WORLD DIMENSIONS, DANDY STANDS AT THREE AND A HALF FEET TALL.

IN 2-D APPLICATIONS, DANDY'S HAIR ALWAYS FALLS TO ONE SIDE IN A FRONT VIEW.

DANFORTH "DANDY" QUENTIN DOG BY DERRICK FISH

COLLAR FITS LIKE A BABY SWEATER WITH 4 STUDDS

NO VISIBLE CLASP OR BUCKLE ON HIS COLLAR, UNLESS NEEDED AS A PLOT DEVICE

THE SOLES OF DANDY'S FEET HAVE NO "PADS"

NO VISIBLE KNEE UNLESS BENT.

FUR ROLL AT THE MEETING OF THE FOOT & ANKLE.

FOOT CAN BEND AT THE TOES

DANDY'S FEET HAVE THREE TOES, WITH THE CENTER TOE BEING THE BIGGEST

HEEL JUTS OUT SLIGHTLY

IN CLOSE-UPS, DANDY'S PUPILS ARE RENDERED LIKE A GEM, WITH ONLY ONE REFLECTION POINT.

THE WHITES OF HIS EYES ARE "SMOOSHED" WHEN HIS BROWS MOVE DOWN AND DO NOT RETAIN THEIR SHAPE

THE TOP OF DANDY'S HEAD IS FILLED DOWN & FORWARD WHEN BOTH EYES GO DOWN.

EYES SQUISH OUT ON THE SIDES

NOTE: THOUGHT SOMETHING OF A "CHEAT", DANDY'S HANDS TEND TO CHANGE IN SIZE, BECOMING SMALLER WHEN AT HIS SIDES OR ON HIS HIPS.

FOREARM TAPERS INTO THE WRIST, CURVING SLIGHTLY AS NEEDED

"FREAKED-OUT" TAIL

TAIL GENERALLY CURLS UP

FINGERS ARE SLIGHTLY SQUARED OFF AT THE ENDS

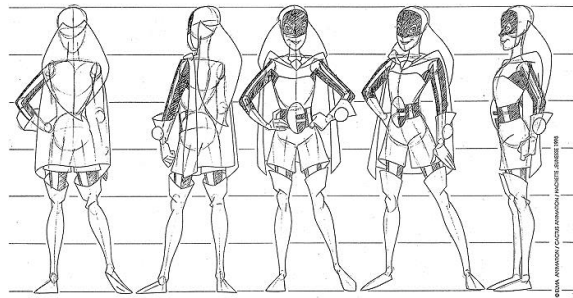
DANDY HAS DEFINED SHOULDERS

TUFT OF FUR AT THE ELBOW

WRIST CONNECTS TO HAND AT THE BOTTOM, NOT IN THE CENTER.

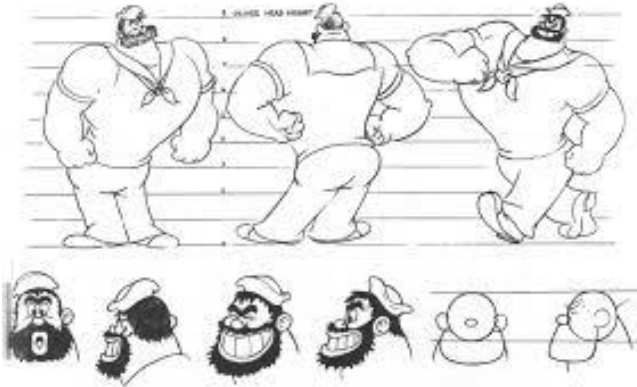


FANTOMETTE PROCD 024 C.A. FANTOMETTE DESIGN SUBAROUND

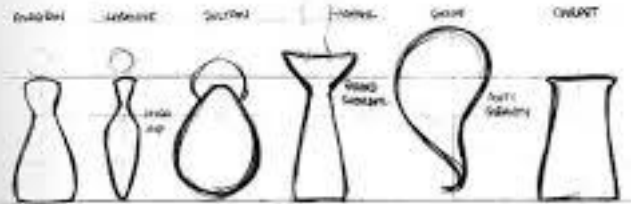


MASTER 22/10/198

①



• BIG SHIPS OF PRINCIPAL CHARACTERS •



Jasmine / Construction

