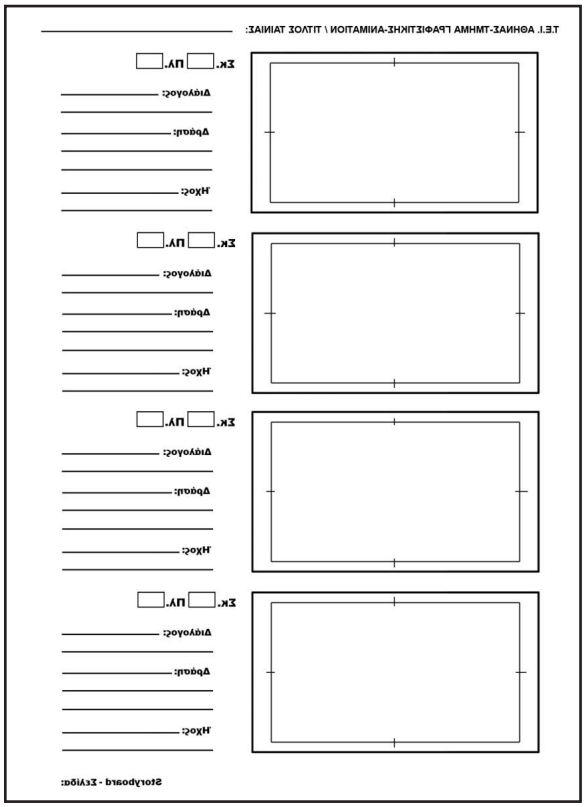
the basics of animation

Production Process
the stages

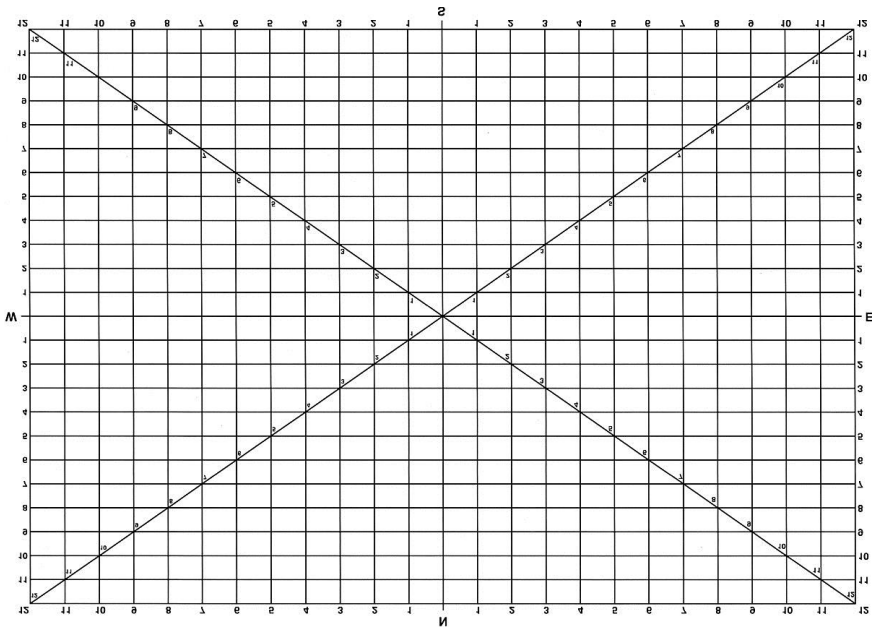


-The idea
-The summary
-The scenario
-The story board
-The model sheets
-The basic sounds
-Animation
-To lay out
-The extreme - key frames
-The final sounds
-The Intermediate
-The design of the faces
-The image processing
-The editing

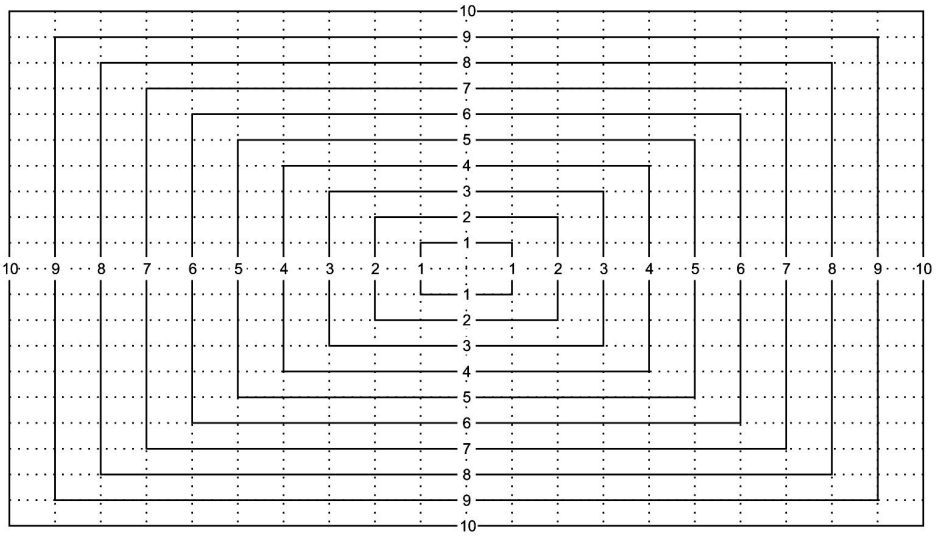
The frames

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

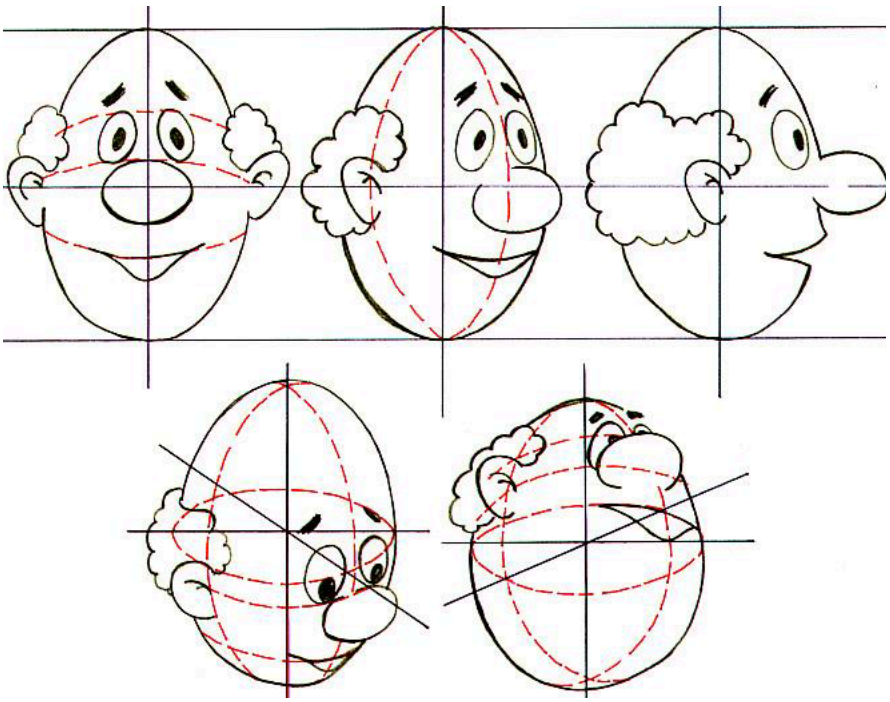


The basics of the cartoon

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.

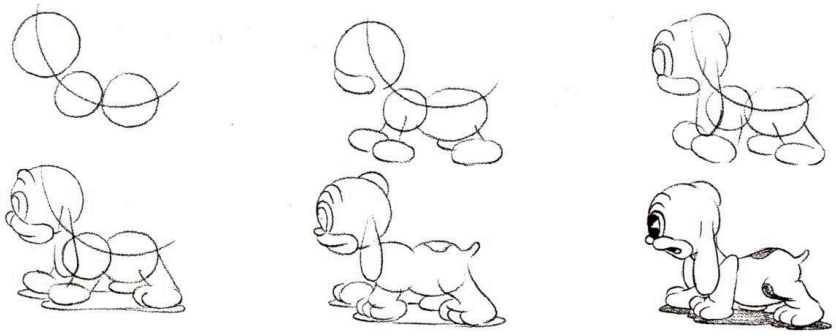
The figure of the cartoon

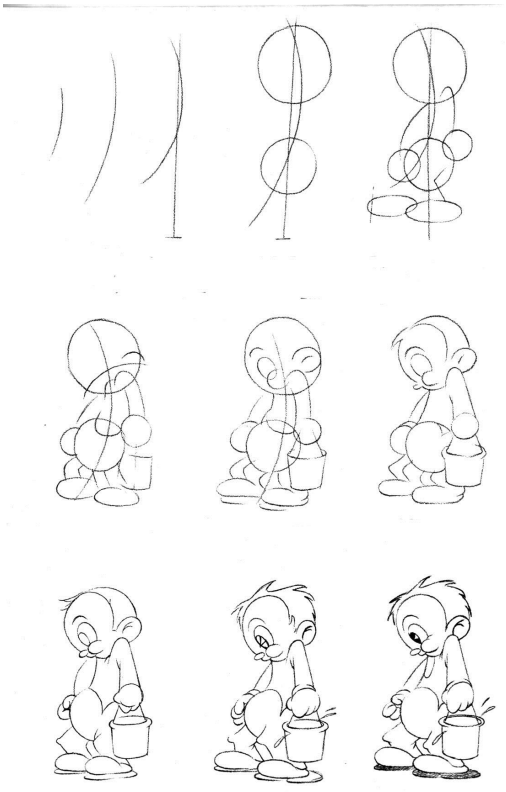
In cartoon the figure has a specific area.
-Available for any kind of deformation without changing size.
-The only reason to change this area is only when the figure comes or moves away from the camera, ie moves on the Z axis.
-The figure is composed of geometric shapes and the axes that define them.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

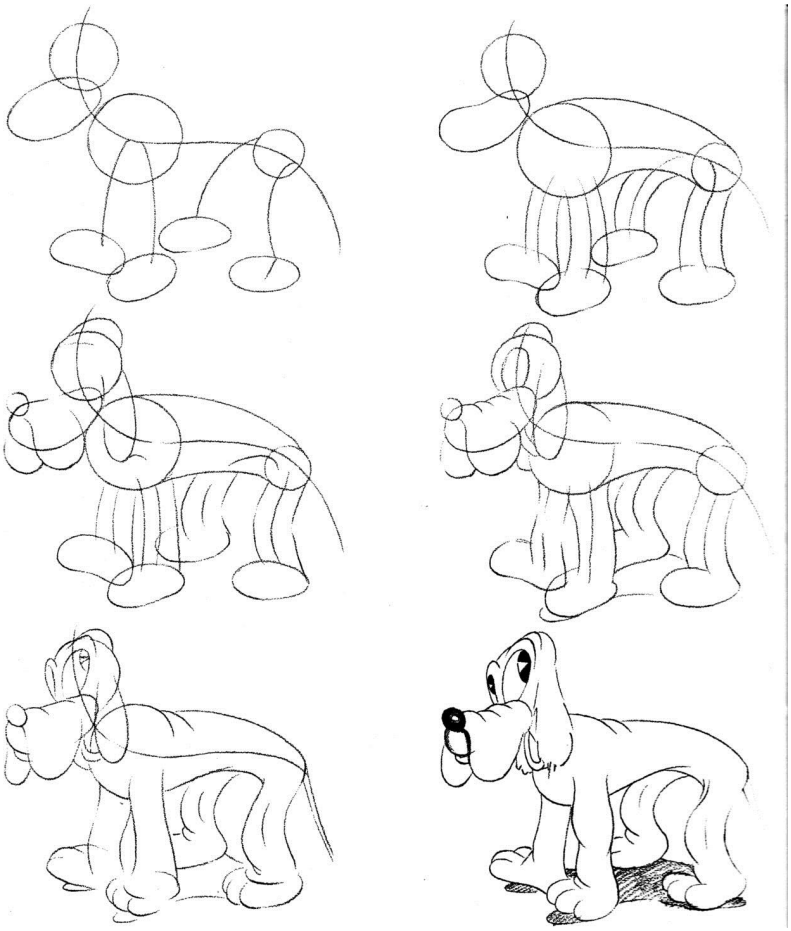


-The shape of the head determines its area.
-Auxiliary lines define the height of the head, and the positions of the attributes.
-The axes determine the rotation positions.

Examples on how to draw a cartoon

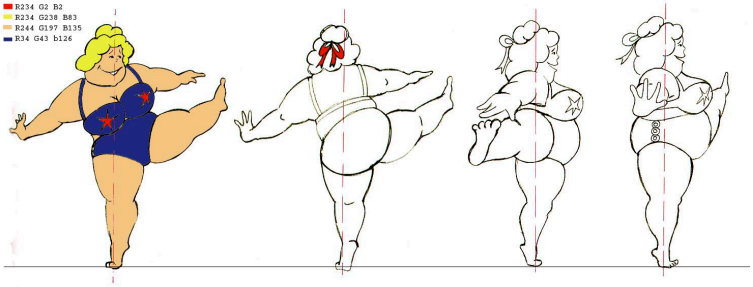




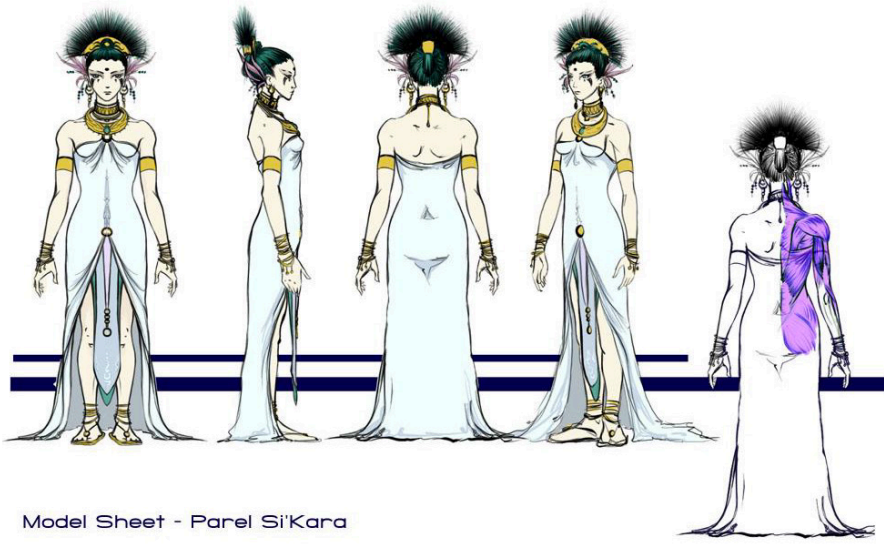


The model sheet

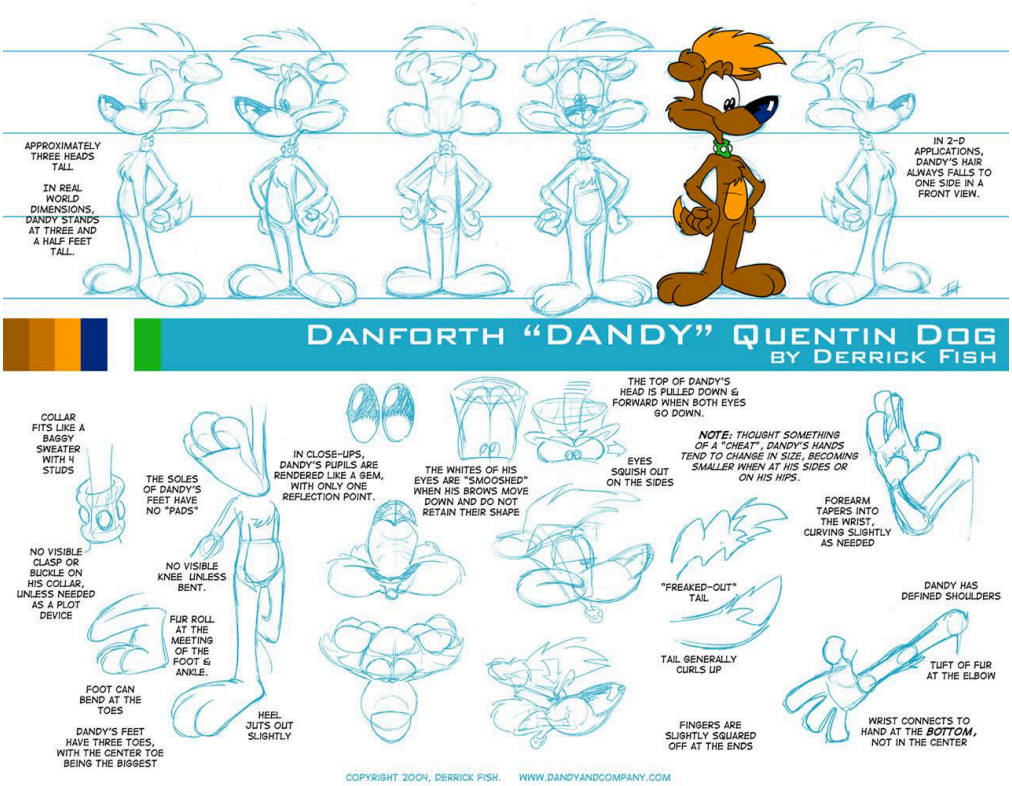
The model sheet is the final figure that will be worked by all the animators involved.
It shares copies and is faithfully followed.
- It contains at least three - four plans and often basic phrases.
- Has the color palette in RGB.

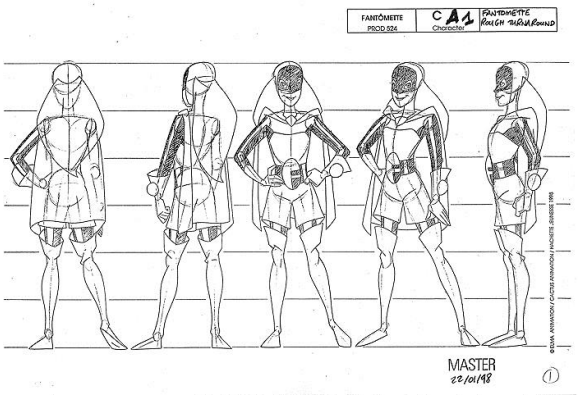


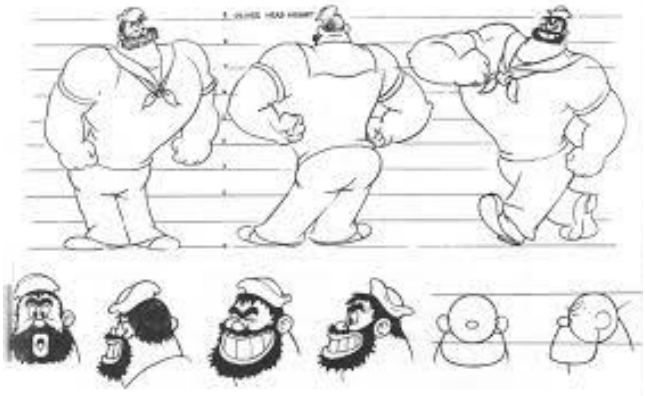
Other model sheet examples

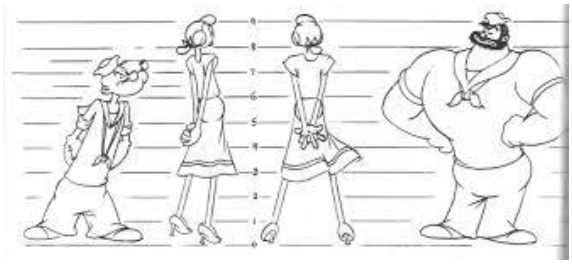


Model Sheet - Parel Si'Kara









Jasmine / Construction