Animation

Mr. Weisbrod

"Flipbook" Project

Objective: For this project, you will create a frame-by –frame animation that will last approximately 5 seconds at 15fps. What actions you portray in the "flipbook" will be up to you, but it must meet the following criteria:

- The animation must last approximately 5 seconds, at about 15-24 frames per second (72 frames minimum).
- The animation must include elements of a scene (background), as well as two subjects.
- There must be a cause and effect relationship between at least those 2 main objects. You will need to sketch these two objects – in detail – as well as the background or environment you want to include. I will demonstrate how to do this in class.
- This cause and effect relationship (action) must also change the appearance of both objects in some way. *This is open to interpretation*.
- Your animation must exemplify at least 3 of the 12 Principles of Animation.

As you are exploring your ideas for this project, it is will be very important for you to get some visual reference for the speed that your action will have. For instance, if you are animating a pole-vaulter who hits the crossbar and falls, you should go on YouTube and find a video of that and time it. How long does it take for the pole-vaulter to fall? Which hits the ground first, the person or the cross bar? What does the background look like? What objects are in the background? What things in the background move or change? (In this case, it might be cool to have a dark background, and have flash bulbs going off in the background) These are all important things to consider when planning an animation.

Your animation will be graded based upon the following criteria:

1) Motion: How well is the motion portrayed? Does it feel like the right speed? Are the physical actions correct?
2) Consistency: Do the drawings meld together as seamlessly as possible? Do the objects in the drawings look pretty much the same from frame to frame? If they don't, how detracting is this to the visual style of the flipbook?
3) Story: What kind of story did you make in 3 seconds? Did it make people laugh, or look closer? Different/new angles, or subjects can also help make an animation more interesting.
4) Principles of Animation: Does your flipbook exemplify at least 3 of the 12 principles of animation? Can you identify those principles in your animation and do you understand how they relate to the story being told by your flipbook?