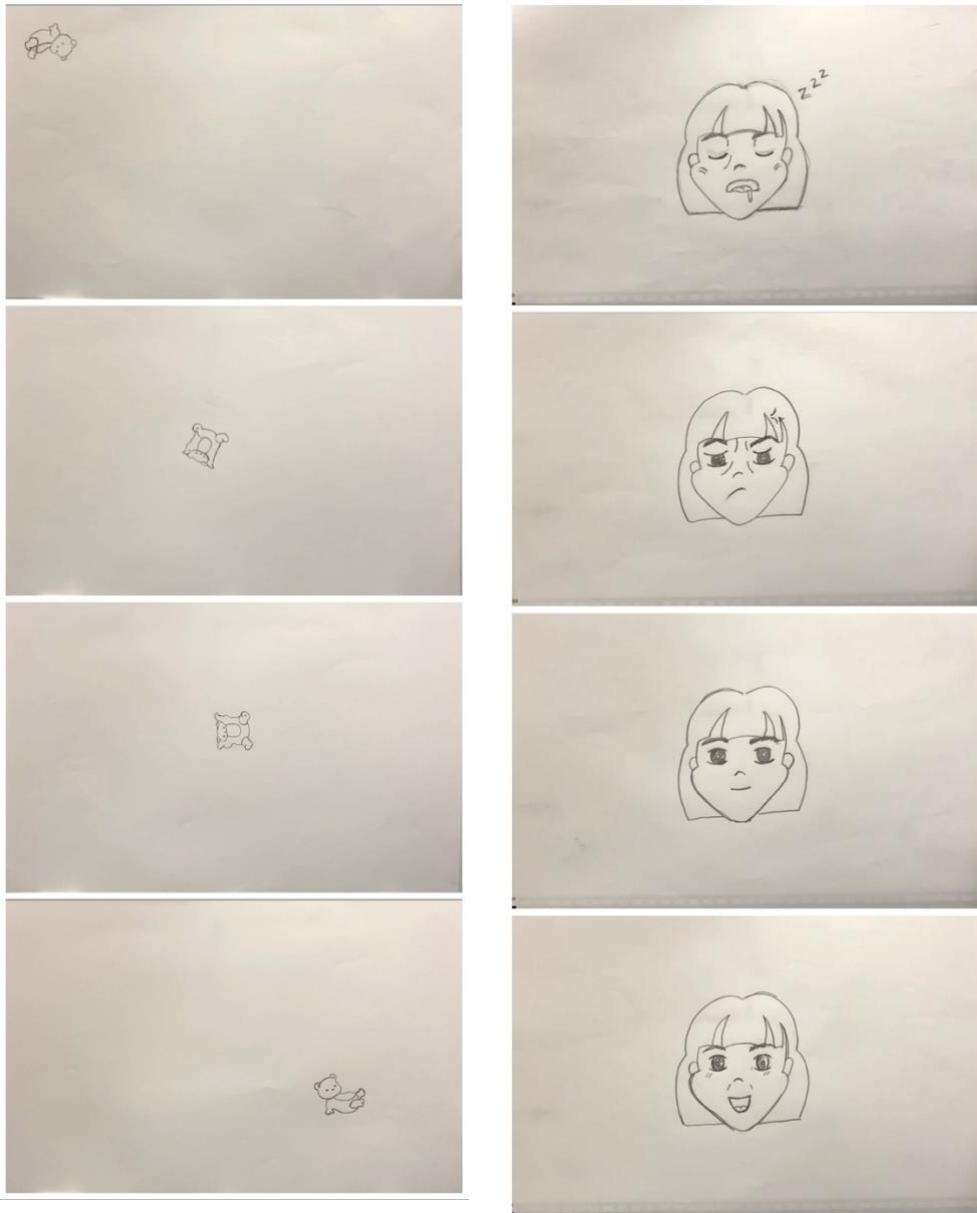


## TRADITIONAL ANIMATION – Andrea Pinto (Group E)



Starting off rotations for the course I was introduced to Traditional Animation. This week I got to focus on the fundamentals of 2D animation which included creating movement through frame by frame animation. I was able to build on my skills by using the lightbox all week and apply the methods taught at the workshop including straight ahead and pose to pose and applying all of that to create an animation; as well as getting to grips with the importance of timing and spacing.

The final outcomes of this week include a straight ahead, pose to pose, bouncing ball and character and ease out and ease in. Overall this week has been busy. Drawing a frame by frame animation is extremely time consuming and can be difficult at times when it comes to timing and spacing of your object or character and being able to apply different techniques e.g. squash and stretch in a effective way can be complicated.

I believe I worked my hardest on all my tasks this week however know there is room to improve. I was creative with my work and hope my viewers find my it entertaining .In my opinion the straight ahead was one of the easiest – I focused on making a transformative object animation, which followed a simple guide I had preplanned. It was a simple but smooth short animation which carefully considered each frame for a smooth flow. Having started with one of the easiest methods I found ease out and ease in quite hard especially since timing and space was heavily important for the quality of this animation. Although most of these methods were quite straightforward it was a timeconsuming it was a challenging week but at the end of it I felt like I produced some creative work.