TAP Animator Creed: Virtual Learning Edition

1. We show respect
   We are a team. We live up to the same expectations as we would in person.

2. We take care of our technology
   We respect all equipment. We mute ourselves when we are not speaking. We do not talk over our teammates.

3. We focus
   We have a lot to learn. ALL our attention is focused on the class. We do our best to limit distractions around us. We wear headphones if possible.

4. We participate
   We speak up; we ask for help when we need it

5. We own the content
   This is our class. This is our opportunity to learn more about the animation field.

6. We attend class
   Our voices and ideas are valued. We log into class on time and stay until the end whenever possible.
Welcome to The Made In New York Animation Project NeOn Summer Edition:

Session 7 - Animation
In animation, we use movement to bring story/emotion to life. Use a few emojis or descriptions of emojis/emotions to show us how you’re doing today.
Technical Lesson: Animation
Terminology
Terminology/Definition

**Key**
- A saved pose or drawing of an object within space and time

**Stepped**
- Playback of the animation will only display the Keys manually set on the timeline

**Linear**
- As time moves along, the value increases or decreases in equal amounts
Terminology/Definitions

Spline
- Setting your keys on spline allows the software to blend your keys automatically for smoother animation (also known as Easy Ease)

Ease In
- Refers to when you want your animation to slow into a stop

Ease Out
- Refers to when you want your animation to build up to an acceleration
Terminology/Definitions

Keypose
- Are the bare minimum and the most essential poses needed to tell the narrative

Pass
- Stages in developing the animation (Layout, Blocking, Spline, Polish)

**Layout** - Placement of camera, characters and props for planning

**Blocking** - Rough animation, usually in stepped to avoid unintentional automatic interpolation between keys

**Spline** - Now we allow the software to interpolate giving us that smooth animation

**Polish** - where we add the subtleties that enhance the illusion of life

12 Principles of Animation
- Fundamental building blocks to the art of animation
12 Principles of Animation

#1 SQUASH & STRETCH

#2 ANTICIPATION

#4 STRAIGHT AHEAD & POSE TO POSE
12 Principles of Animation

#5 FOLLOW THROUGH & OVERLAPPING

#6 SLOW IN & SLOW OUT

#7 ARCS

#8 SECONDARY ACTION
12 Principles of Animation

#9 TIMING

#10 EXAGGERATION

#11 SOLID DRAWINGS

#12 APPEAL
TAP Film
Pace & True Colors
Advanced Examples
Wall E, & Inside Out
Wall-E
TAP Film/Advanced Examples: Reflections

What did you notice?
What did you see?
What story did the movements tell?
What postures and pauses did you notice? How is stillness, the opposite of movement, used to convey emotion?

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Food for thought: If something exists, the opposite must also exist (Example-stillness and movement). Using duality gives animated characters dimension.
Video Demonstration
A Keypose, also known as a story pose or golden pose are essential gestures within the animation that best tell the desired narrative.
Progression Reels
Career Opportunities

**Technical Animator** - is responsible for the design and correct technical implementation of character and vehicle animations. They should be able to solve any technological issues related to art/animation production.

**Creature Animator** - a specialised part of the animation process which involves bringing realistic animals and creatures to life.

**Character Animator** - a specialized area of the animation process, which involves bringing animated characters to life.
Career Opportunities

**Video Game Animator** - is responsible for the portrayal of movement and behaviour within a game.

**Clean-up Mocap Artist** - Motion capture is the process of recording the movement of objects or people. The cleanup process is to remove anomalies in the animation such as the marker occlusion and jittery movements.
Resources

**PluralSight**

An educational website to learn technical skills! We recommend the Creative Professionals Course.

**Maya How To**

A playlist of Maya Tutorials.

**TAP Youtube channel**

A collection of previous TAP films and tutorials!
Adobe Alternatives

Ps
- Affinity Photo
- Clip Studio
- Krita
- GIMP
- Photopea

Ai
- Affinity Designer
- Inkscape
- BoxySVG
- Vectr

Lr
- Affinity Photo
- RawTherapee
- Darktable

Dw
- Blue Griffon
- Brackets
- Aptana Studio

Id
- SpringPublisher
- Canva

An
- Cacani
- TVPaint Animation
- ToonBoom Harmony
- Clip Studio (EX version)
- Blender
- Open Toonz

Honorable Mentions
- Paint Tool SAI
- Paintstorm Studio
- MyPaint
- Paint.NET
- Fire Alpaca
- Medibang Paint
- Clip Studio
- Mischief
- Krita
- Affinity Designer
- Inkscape
- BoxySVG
- Vectr
- Krita
- Pencil 2D
- Fire Alpaca
- DaVinci Resolve
- Hitfilm Pro/Express
- Blender
- Vegas Pro
- Kdenlive
- Shotcut
- Reaper
- Tracktion
- Audacity
Frequently Asked Questions

How do you remember each step?

Practice the 12 animation principles over and over again.

How do you animate for different personalities/stories?

Study film, different actors even record yourself and learn from it.

What skills do I need? Where do I get inspiration?

Being persistent and very observant. We often ignore the subtleties that make all living things unique. The more observant the better the animator you’ll be.
Creative Engagement: Duality + Internal/External Impact on Experience
Mask Making: Internal and External Self

- Pick a character in a favorite animated story that you feel connected to.
- On one side of paper, draw the character’s public face:
  - How does the public see him/her?
  - Strengths or weaknesses?
- On another side of paper, draw the character’s inside face:
  - How are they when no one is watching?
  - Some emotions or qualities they don’t share?
- Take 5-10 minutes to draw symbols or write words about the internal and external experience of this character.
Group Reflection
Guiding Reflection Questions

- How would you describe your character’s struggle, in a word or two?

- What do you think your character need?

- Is there something that can help your character?
Closing

What do you think your character needs to hear right now?
Materials needed for next group:
Paper and writing utensils
If you would like to share your **ARTWORK** and have the chance to have your work featured in our Mega Groups, send submissions to:

**submissions@theanimationproject.org**

If you have **QUESTIONS ABOUT THE SUMMER PROGRAM** that are not answered on the FAQ page of our website, reach out to:

**neonsummer@theanimationproject.org**

If you have **QUESTIONS ABOUT INCENTIVES** that are not answered on the FAQ page of our website, reach out to:

**tapincentives@theanimationproject.org**
Thank you for attending this group!

Visit https://www.theanimationproject.org/minyap-neon-summer-edition-faqs for FAQs, group materials, access to slide presentations, and Mental Health Resources.

Check out our social media for more information about the TAP Weekly Challenges!