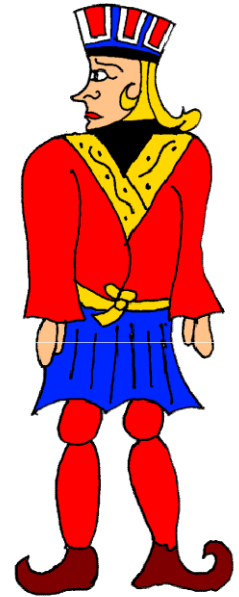




Dave's Animation Workshop Part 3 Character Animation

This is the bit we all dread, and we find out that by adopting limited animation techniques and simple thoughtful good character design we can put a good story on the screen at minimum cost



Just a reminder

- I am not an artist or actor
- I worked as an engineer
- I have never done art classes
- I didn't start to draw until I was 40

These are the experiences of a very non-artistic person who enjoyed the animation films of my childhood and wanted to reproduce the fun.

I had to start from scratch, this is how I did it my way!

This is a lockdown entertainment for Surrey Borders...I don't expect anyone to take up animation.

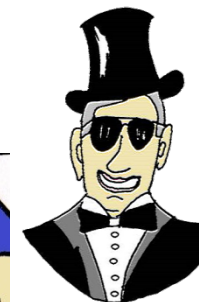
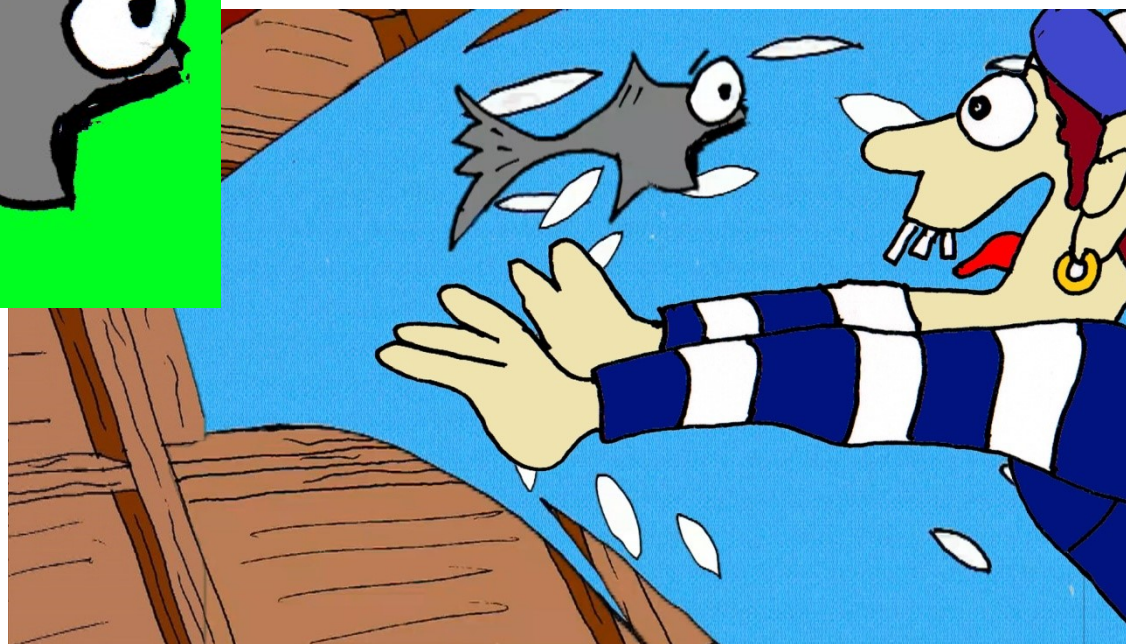
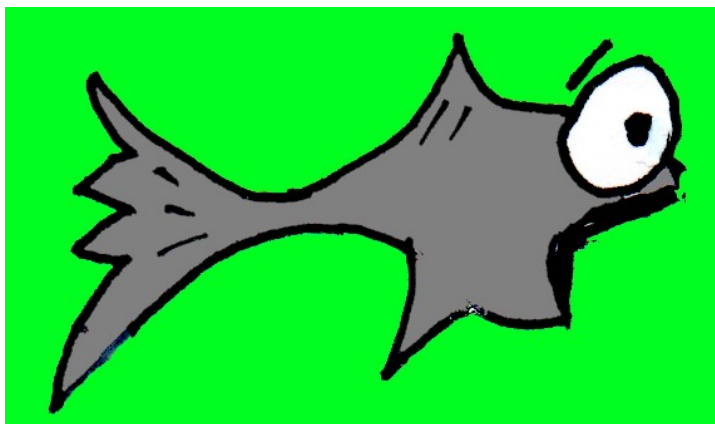


Character animation



Character animation is a specialized area of the [animation](#) process, which involves **bringing animated characters to life**. The role of a character animator is analogous to that of a film or stage [actor](#) and character animators are often said to be "actors with a pencil" (or a mouse). Character animators breathe life in their characters, creating the illusion of thought, emotion and personality.

Note; it is about “*bringing animated characters to life*” NOT NECESSARILY “making them lifelike”

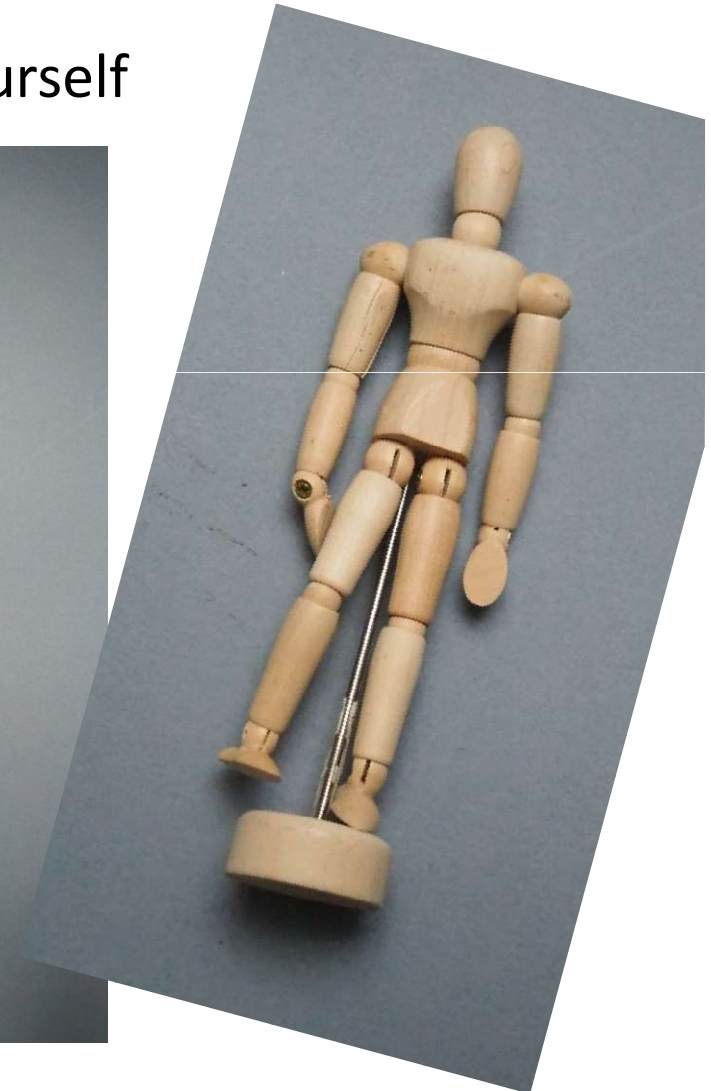


Meet my favourite character, Michael Fish, he was swimming along minding his own business when he was suddenly hooshed into the sinking Mary Rose and comes face to face with Jack. He is on the screen for 6 frames and in that time I needed to tell his story and bring him to life.

ps this shot is not in some early prints

Just a reminder you don't need to draw at all

- Puppets
- Glove puppets
- Models
- You can even buy armatures to dress yourself



Equipment



Equipment



- Homemade Light-box
- Printer scanner
- My A5 light-box for use in the caravan (cost £5.00 on ebay)

Software



It seems people are worried that I use expensive sophisticated software. In fact I use free software or software you will probably already own



Drawing programme which supports transparency



Cell animation programme which I use rarely used but is adequate for those rare single frame animations



You probably have this already. It can be used for animation and compiling shots. Also useful for storyboards.



I use V18, not the best but it **was paid for many years ago**

Limited Animation



**I wanted to find a way to get
the message over**

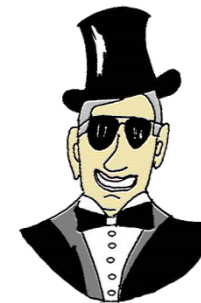
[Vogue 25fps.mp4](#)



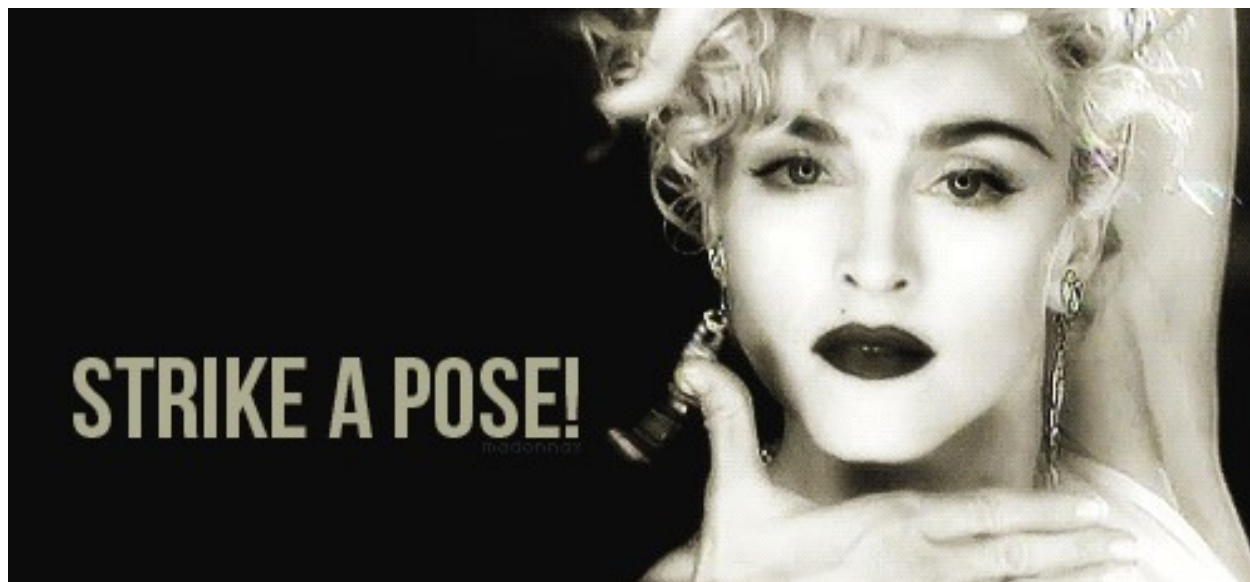
There are 2 significant points in that video....but for now we will ignore those.....



Strike a Pose



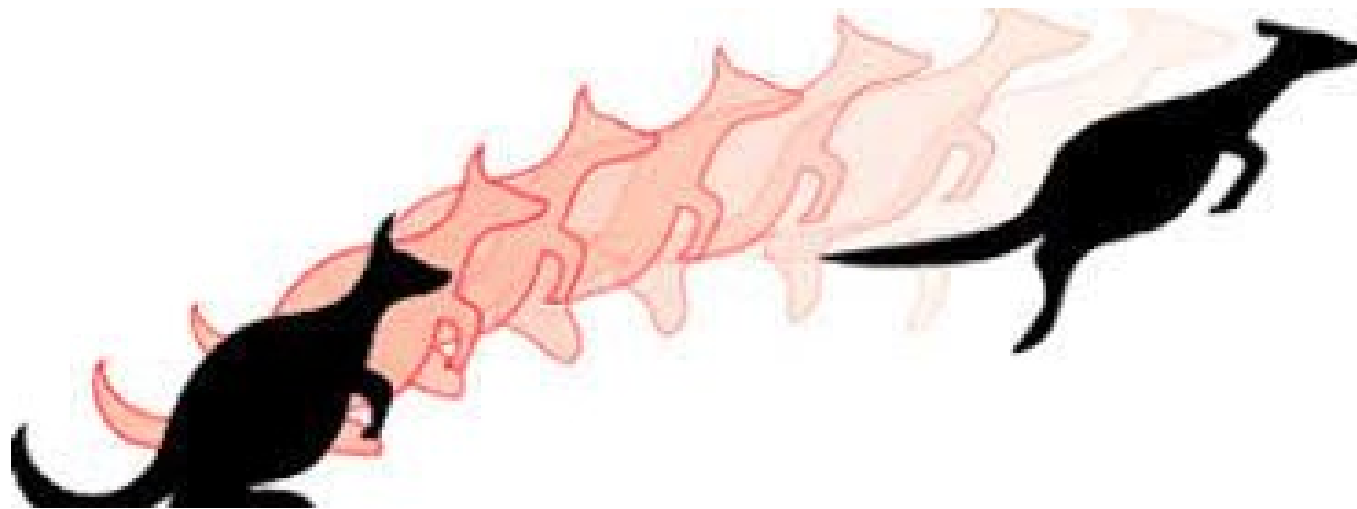
Pose = key-frame



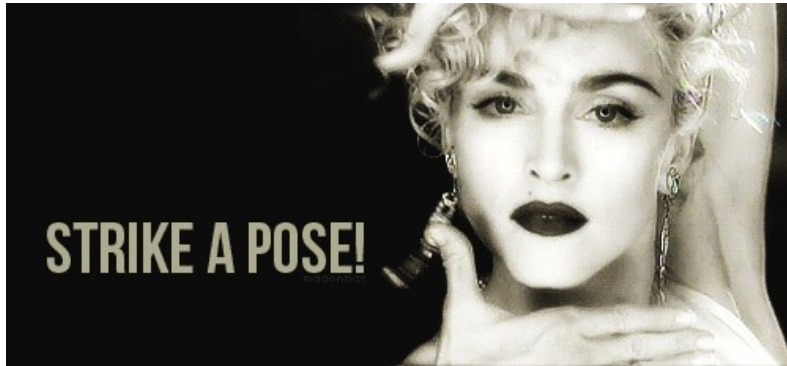


Pose = key-frame

The Pose/key-frames tell you all that you need to know that this is a kangaroo jumping.



How many TWEENS you use to move from Pose/keyframe to Pose/keyframe is down to your taste, budget and ambition



The big difference between classical industrialised animation and the limited animation is **we move QUICKLY from pose to pose.**

Key-frame to Key-frame

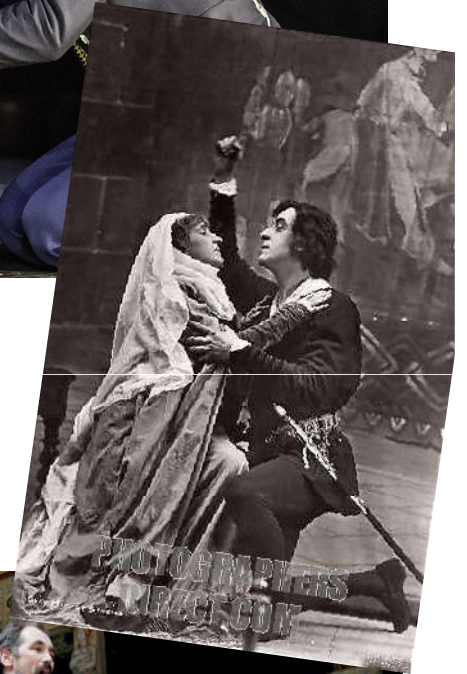
Any kind of acting is about creating a compressed and stylised version of reality. Acting compresses time and exaggerates reality

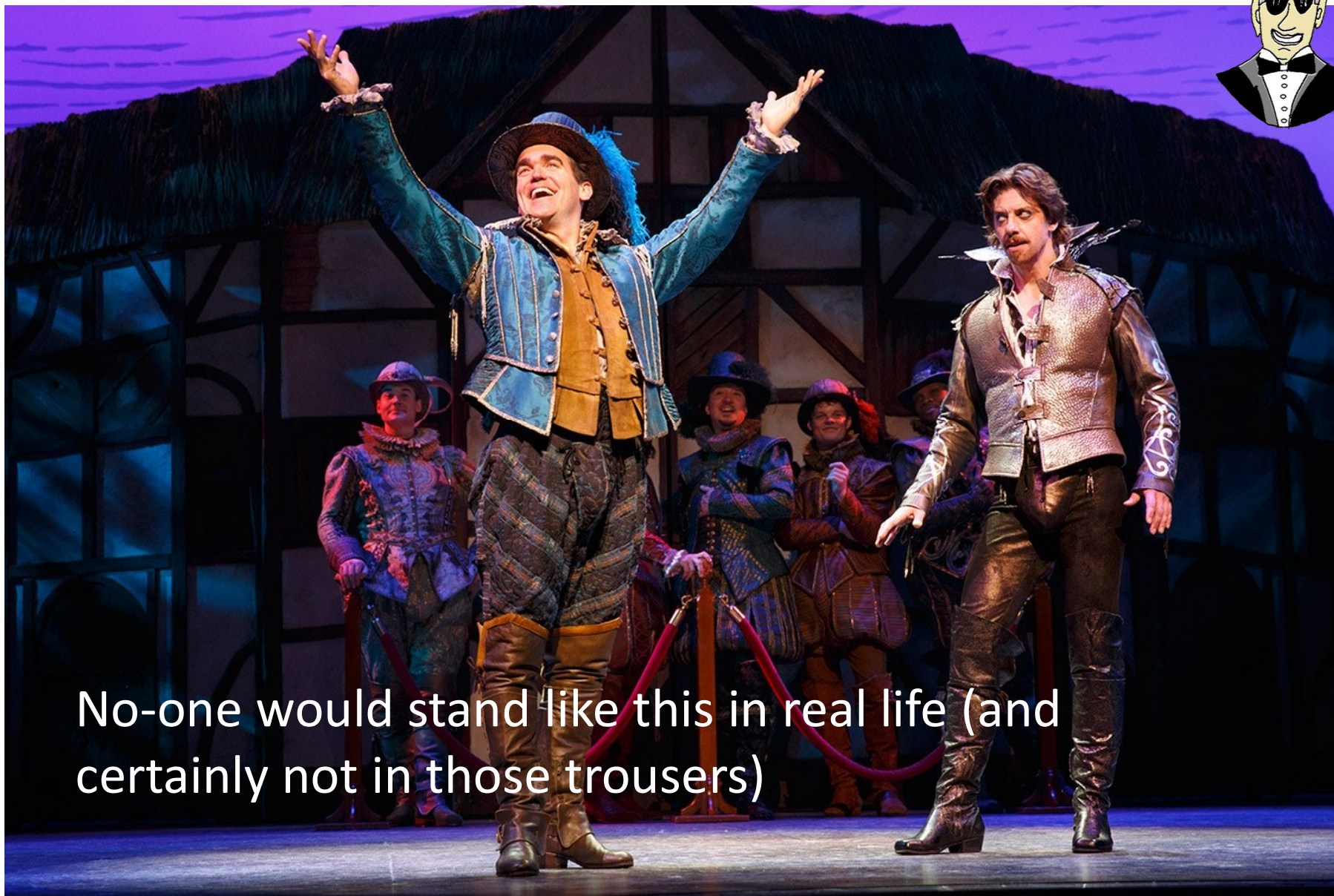
- Method acting or the subtle raising of an eyebrow wont work in this environment



ONLINE COURSE FOR ACTING IN THEATRE







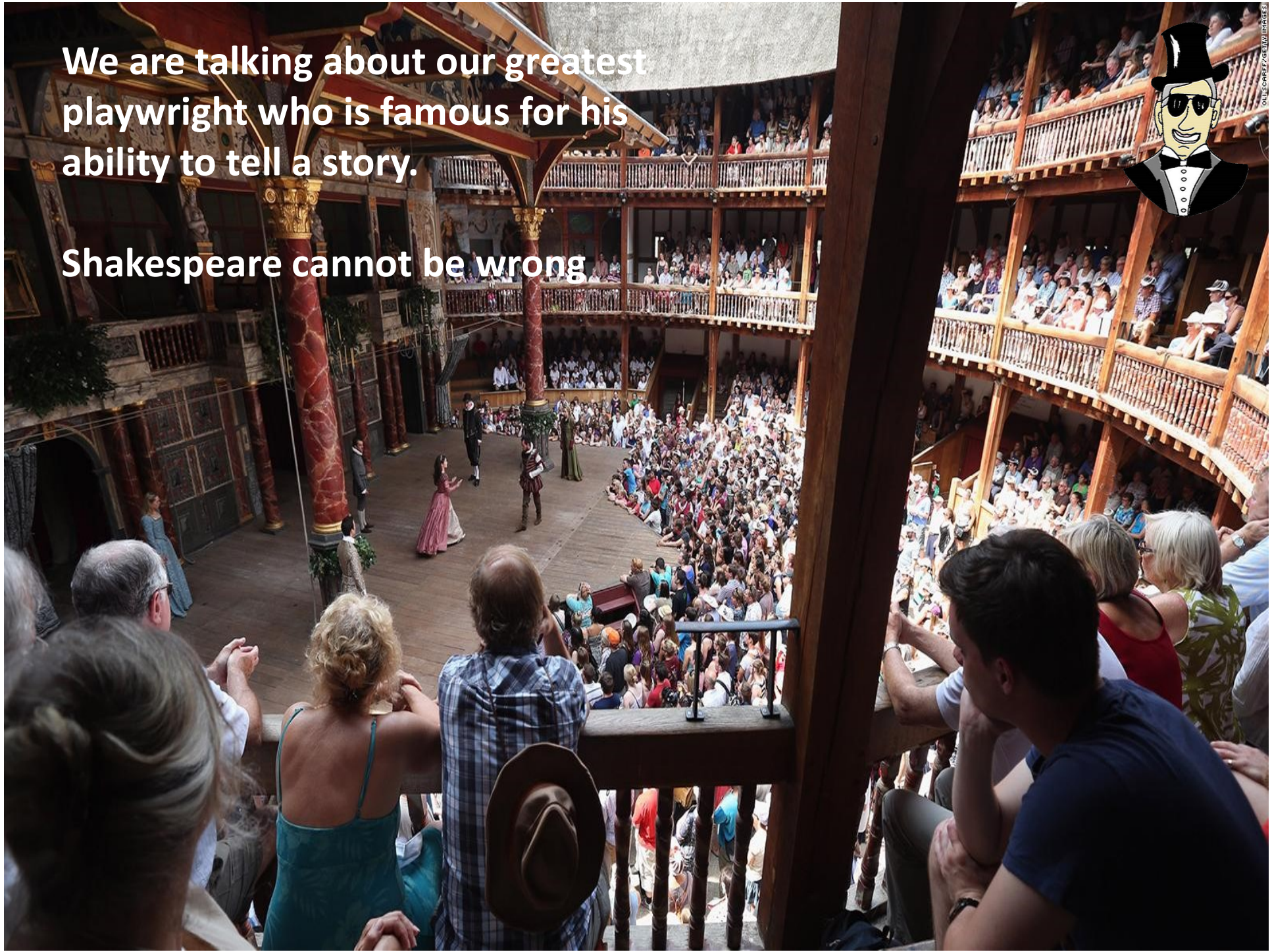
No-one would stand like this in real life (and certainly not in those trousers)

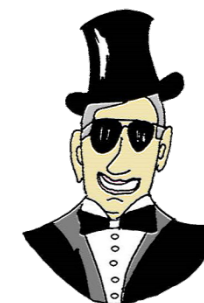
We are talking about our greatest playwright who is famous for his ability to tell a story.

Shakespeare cannot be wrong



ONLINEARTIST.COM/ARTIST/PHOTOGRAPHY

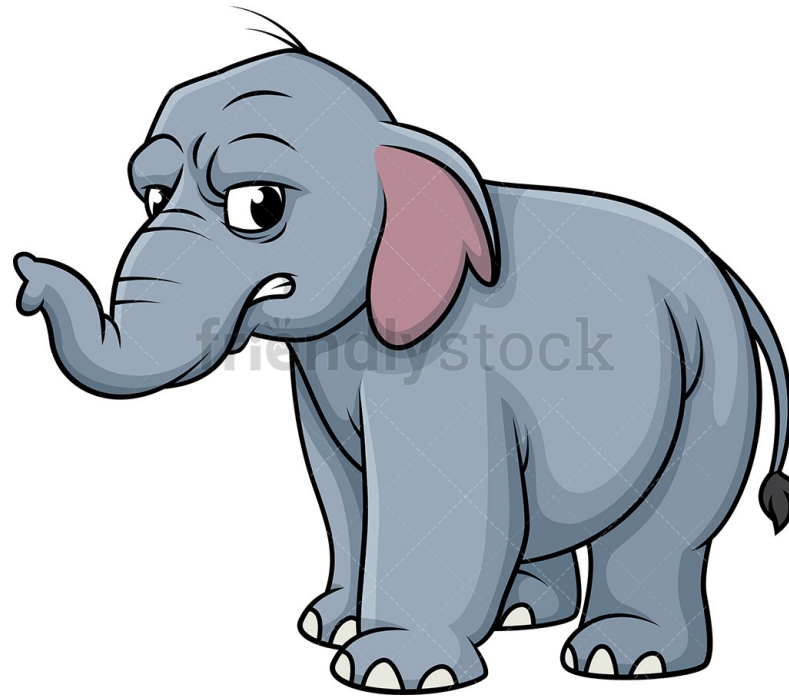




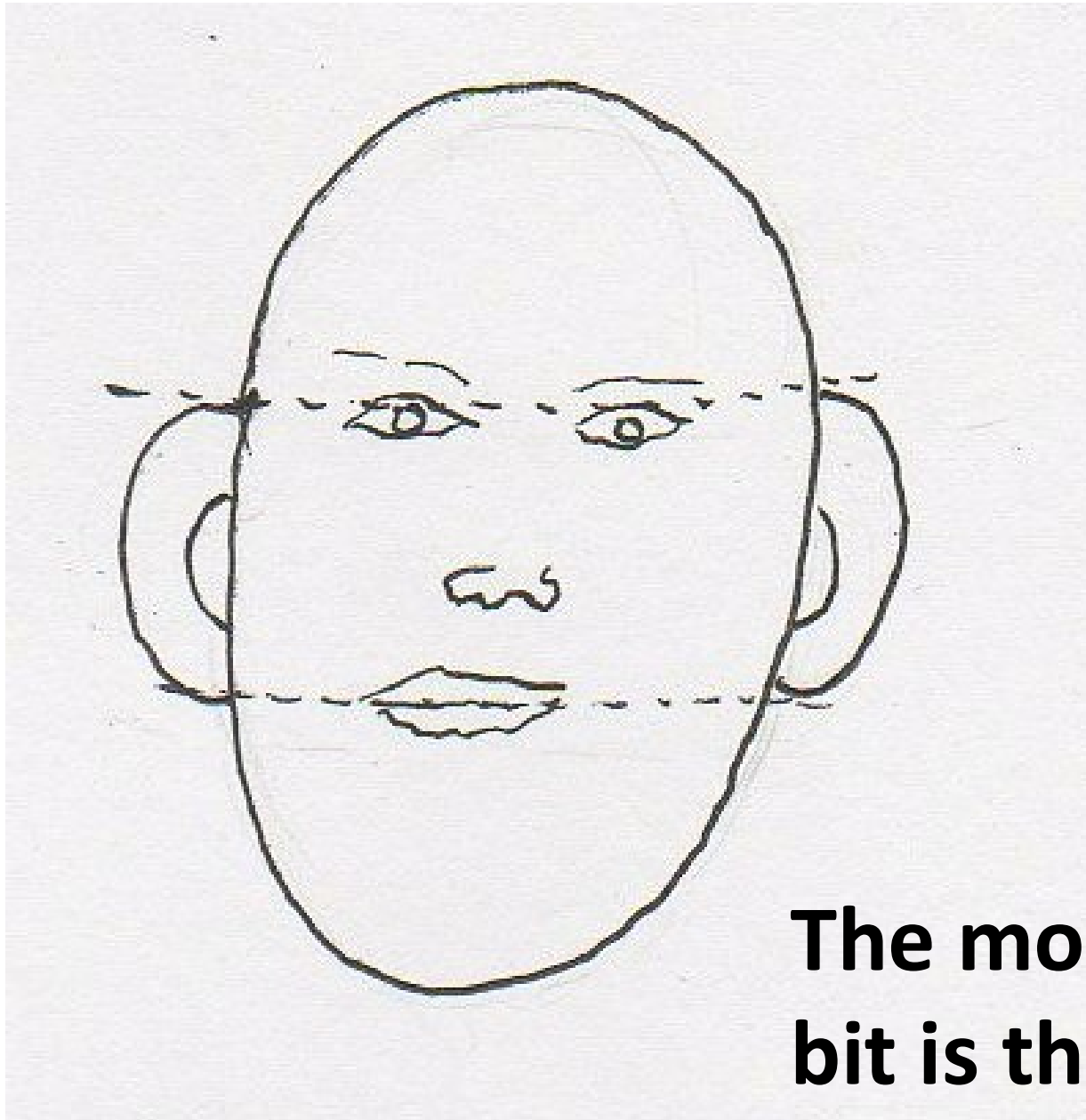
There are other examples where we can move directly from pose to pose



Drawing People



The Elephant in the room:



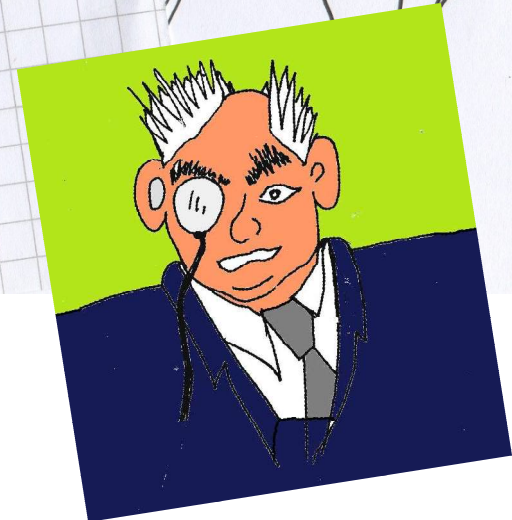
**The most difficult
bit is the face and
expressions**

Evolution of a face



Drawings need to be worked up. The ability to do multiple improvements helps.

Use tracing paper and or the light-box to draw copies.

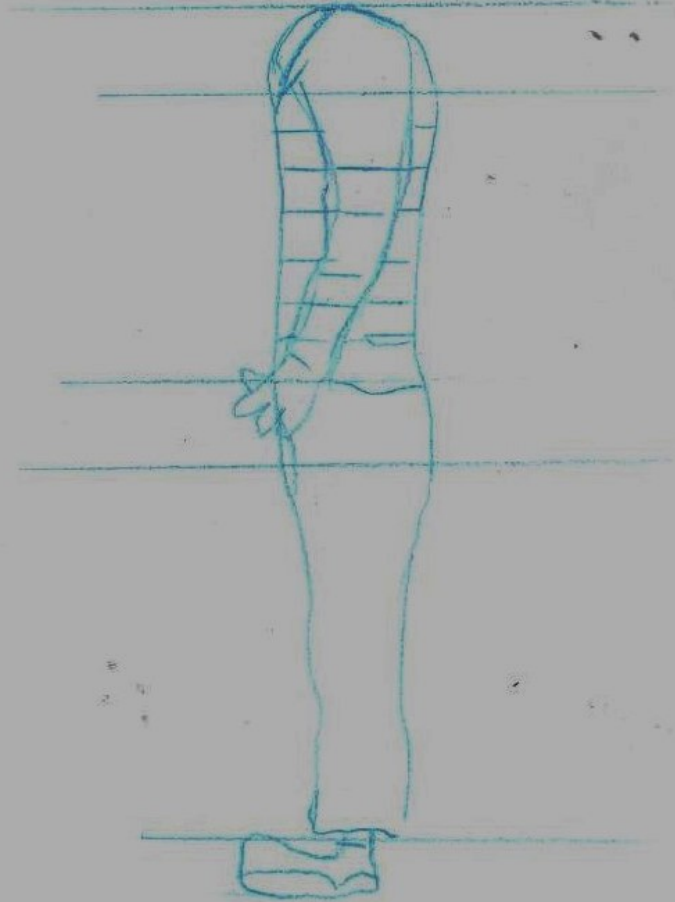


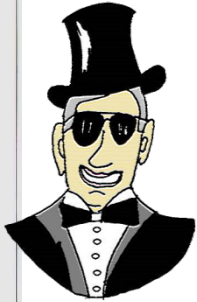
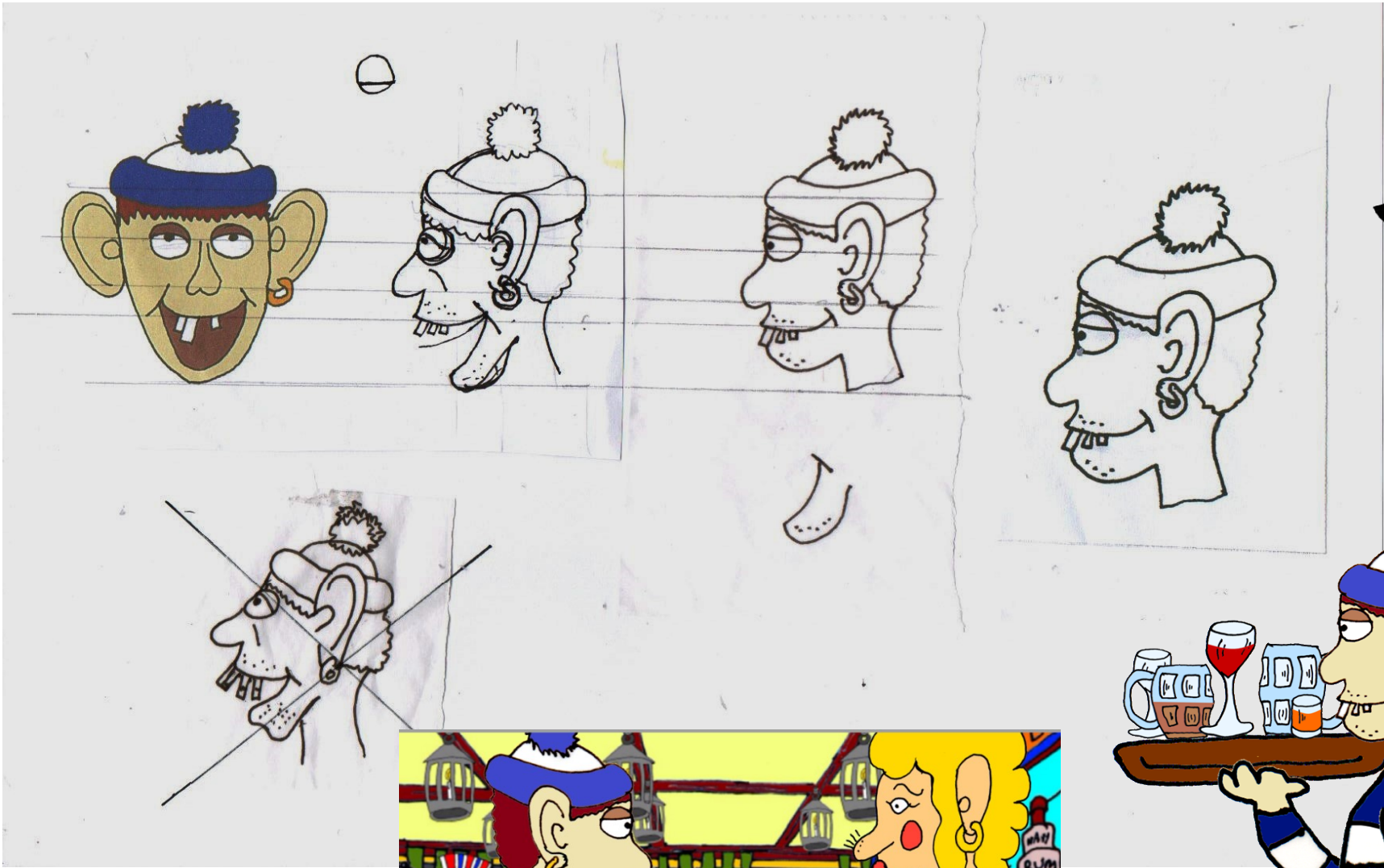
Character design; this new concept might help





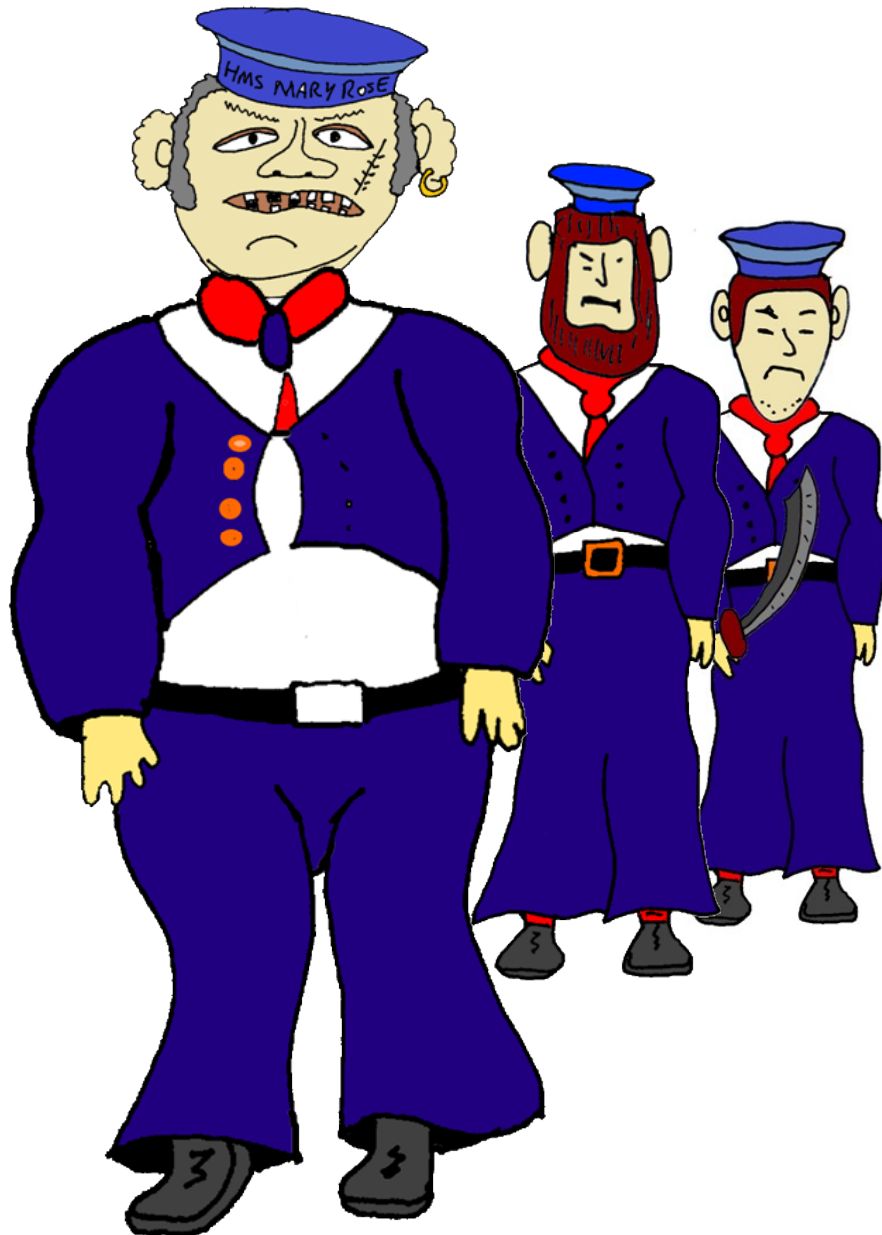
Design; Sailor, Pompey fan, bit of a wimp, unlucky, cheerful, not good looking.







Evolution of evil the Boatswain



- Cauliflower ear
- Flattened nose
- Rotted Teeth
- Pot Belly
- Selfish
- Mean

Note; squashed versions of the boatswain to make up the rest of the press gang

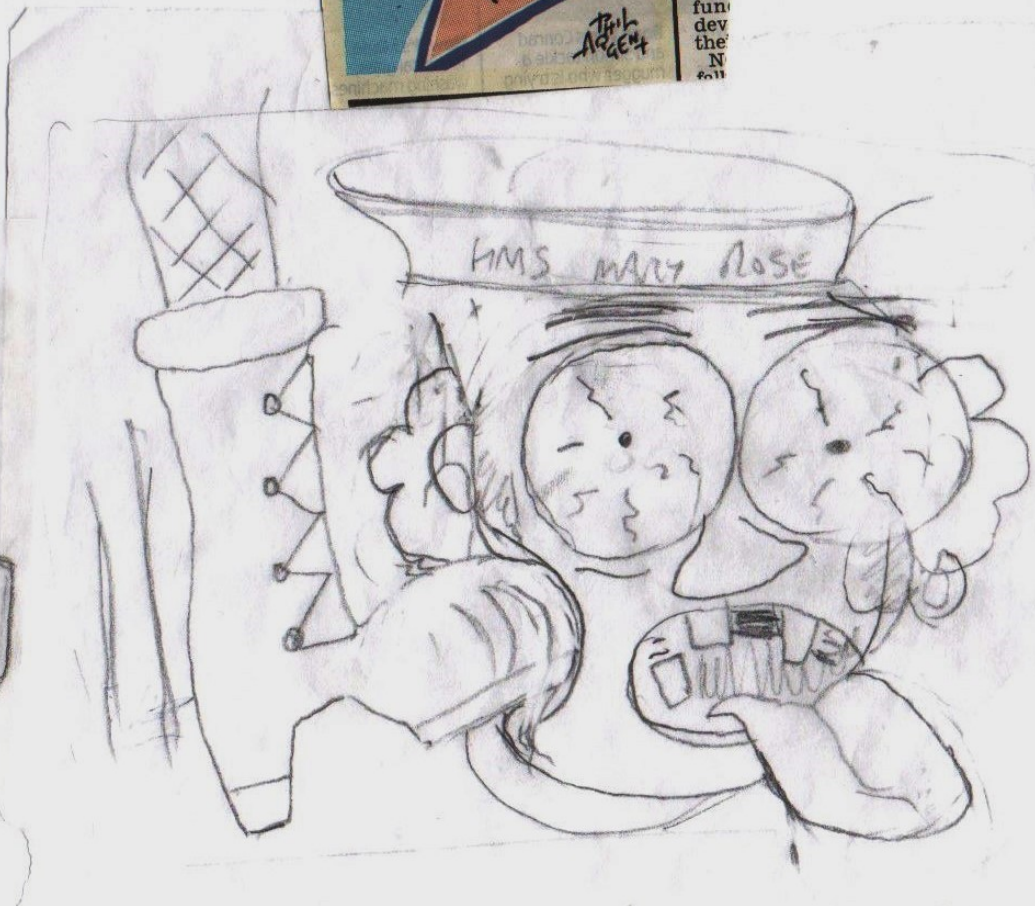
TROUSERS DOWN
1. THINGS WERE GOT IT



Note the eyebrows
not
attached to
anything!



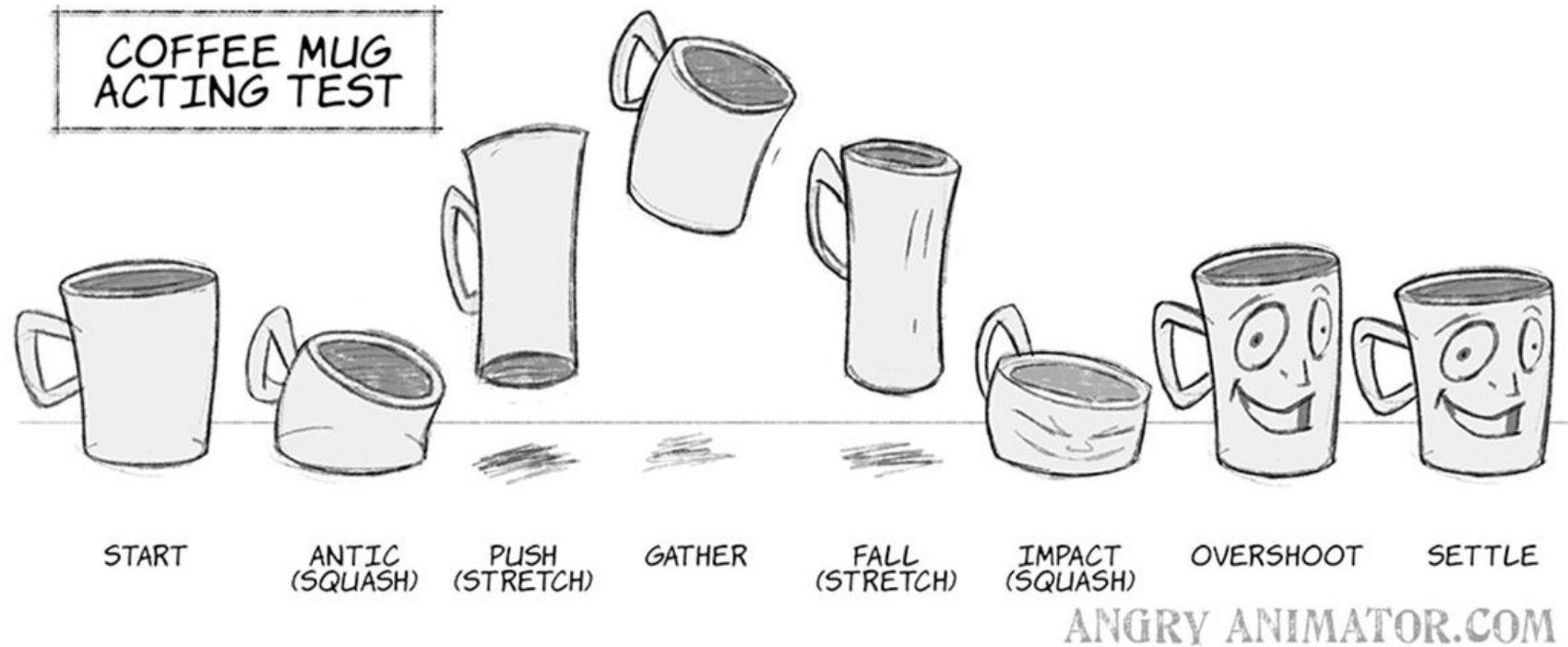
cost...
buyers
on the
CIL
wheeze
Plans
was a
nothin
permi
previo
govern
the St
occasi
housi
UK e
Incc
scrap
Cor
prev
addi
four-
each
Cou
infr
fun
dev
the
N
fall



Squash and Stretch



This is not reality either



COFFEE MUG
ACTING TEST

START ANTIC (SQUASH) PUSH (STRETCH) GATHER FALL (STRETCH) IMPACT (SQUASH) OVERSHOOT SETTLE

ANGRY ANIMATOR.COM



Classic animation tricks
such as squash/stretch
“bed springs” and
exaggeration

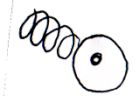
Avarice



Shock

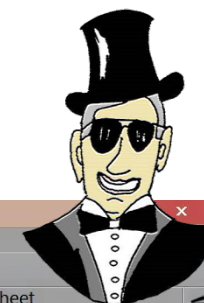


Fear

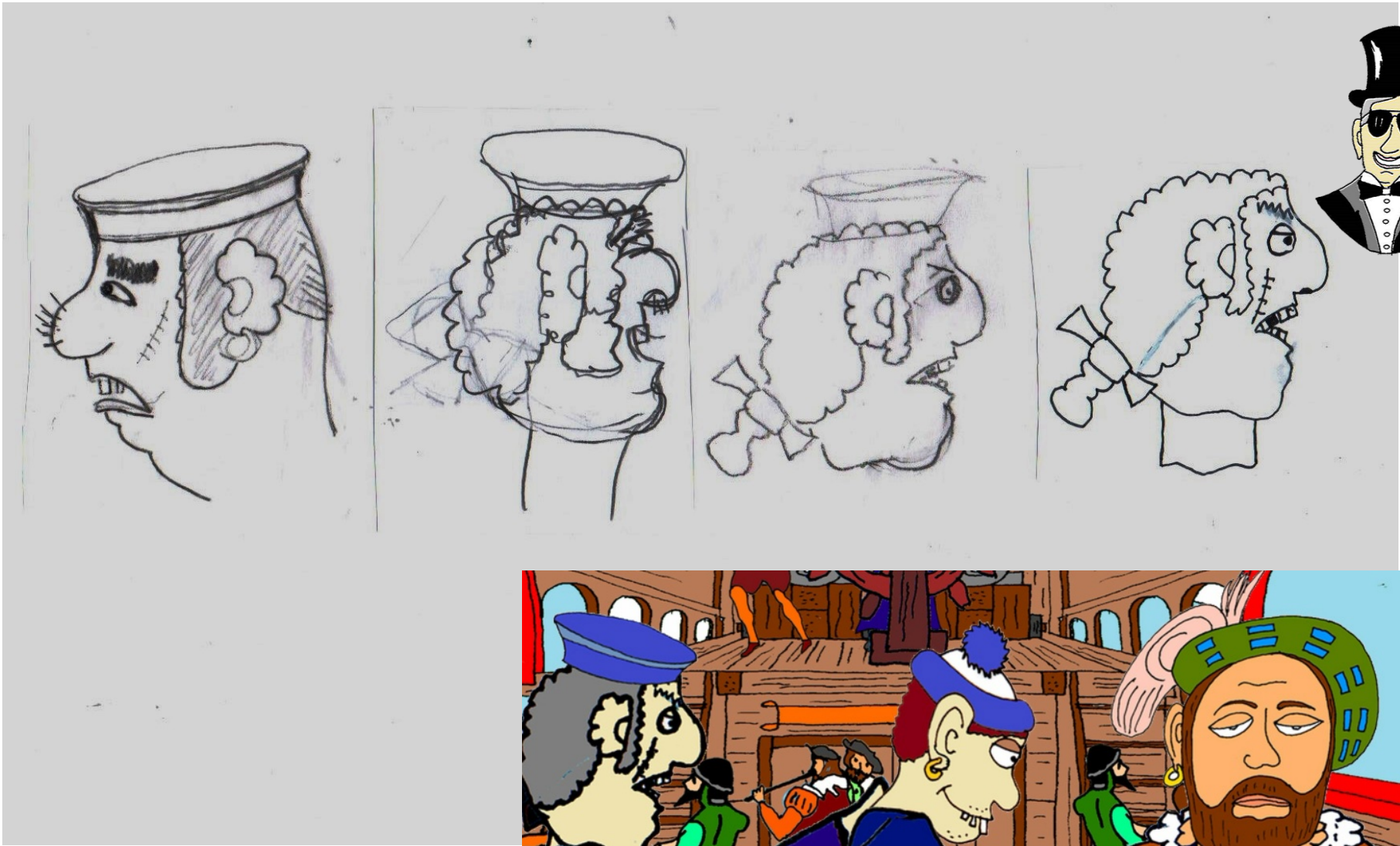


I would have liked to
squash/stretch the boot 😞 Squash



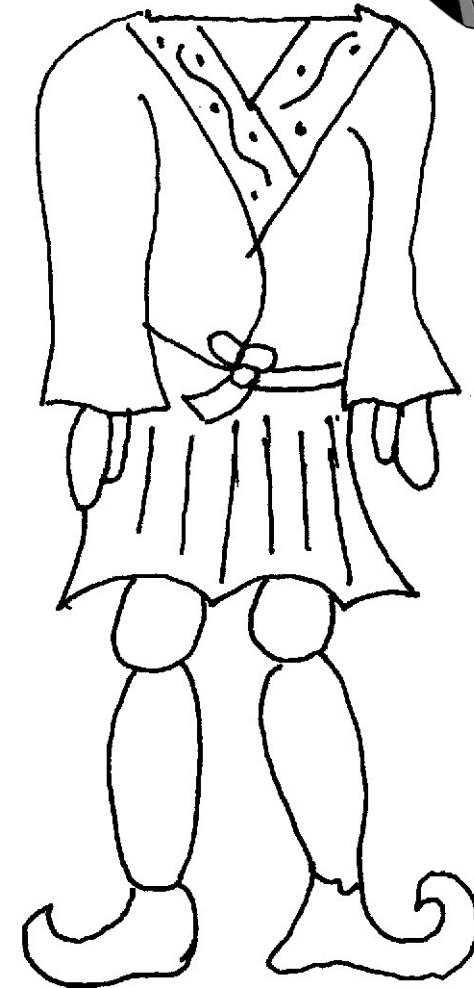
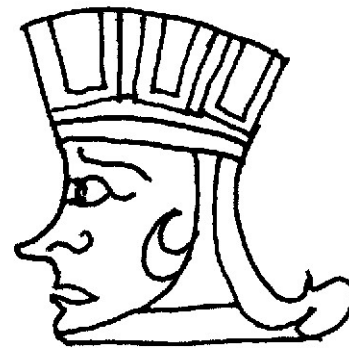


Note : Eyebrows not fixed to head....do you like the hat flying off and landing back on?

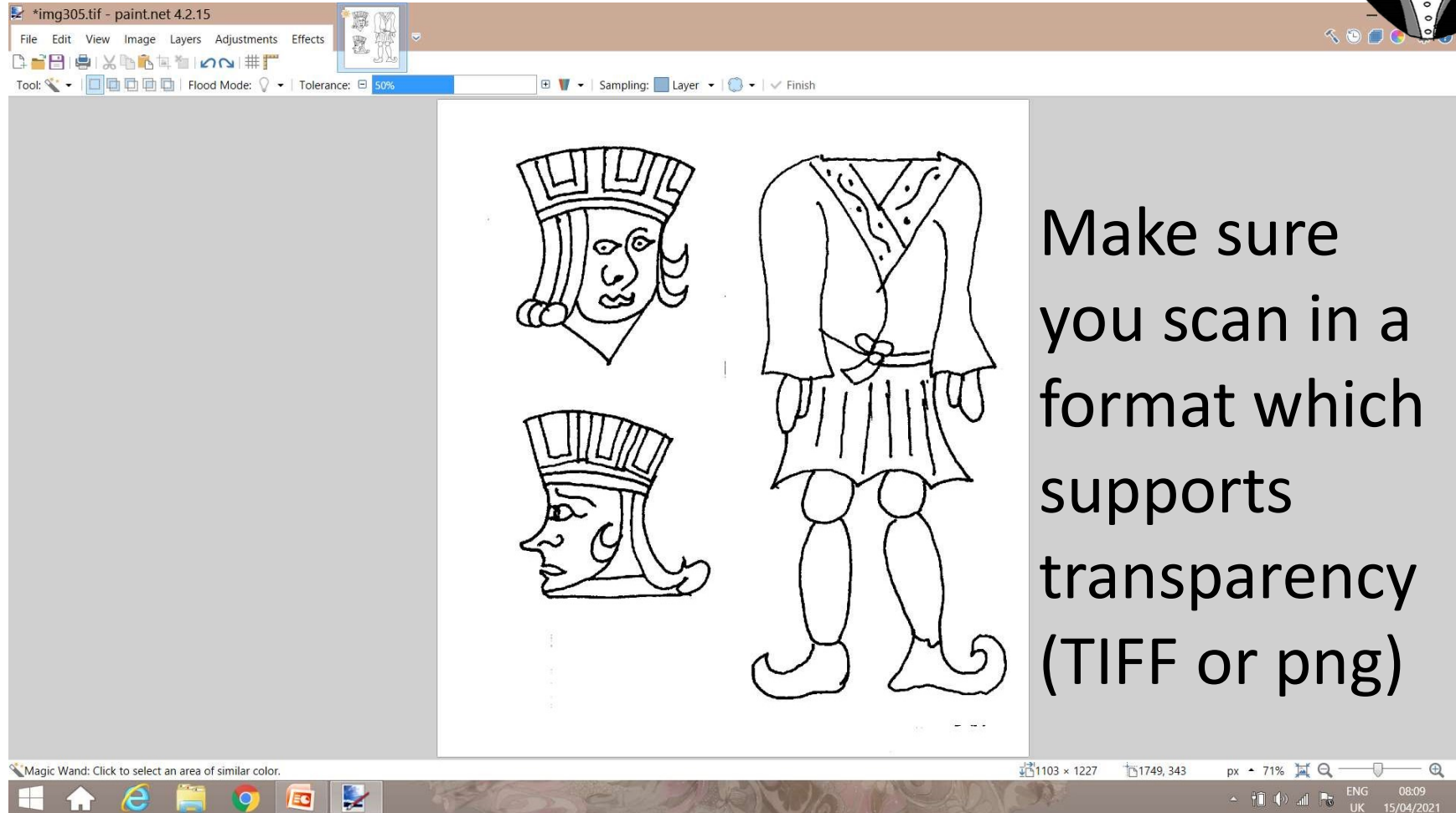


Ink and paint

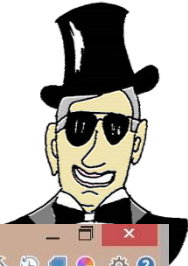
- Ink and paint is fun
- I chose to “smash the screen” with colour
- Makes it stand out from realistic live action
- Its up to you!



Ink and paint

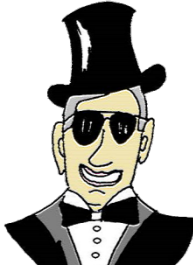


Ink and paint



A screenshot of the Paint.NET software interface. The window title is "*Paint demo 1.png - paint.net 4.2.15". The menu bar includes File, Edit, View, Image, Layers, Adjustments, and Effects. The toolbar contains various icons for file operations and editing. The tool palette on the left lists: Rectangle Select, Move Selected Pixels, Lasso Select, Move Selection, Ellipse Select, Zoom, Magic Wand, Pan, Paint, Gradient, Paintbrush, Eraser, Pencil, Color, Clone, Recolor, Text, Line/Shape, and the Magic Wand tool is highlighted with a red oval. The main canvas shows a line drawing of a character with a crown and a long coat. The status bar at the bottom displays "1103 x 1227", "582, -270", "px", "71%", and system information: "ENG 08:56 UK 15/04/2021".

Ink and paint

A screenshot of the Paint.NET 4.2.15 software interface. The window title is '*img305.tif - paint.net 4.2.15'. The menu bar includes File, Edit, View, Image, Layers, Adjustments, and Effects. The toolbar contains various drawing tools. The main canvas shows a drawing of a woman's face and a dress. The drawing is on a light blue background. A dashed selection box is drawn around the drawing. The selection tool is active, and the 'Tolerance' is set to 50%. The status bar at the bottom shows 'Magic Wand: Click to select an area of similar color.', '1103 x 1227', '1749, 343', 'px', '71%', and system information: 'ENG 08.09', 'UK 15/04/2021'.

File Edit View Image Layers Adjustments Effects

Tool: [Selection Tool] Flood Mode: [Lightbulb] Tolerance: 50% Sampling: Layer Finish

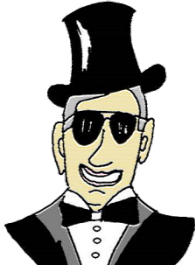
Magic Wand: Click to select an area of similar color.

1103 x 1227 1749, 343 px 71%

ENG 08.09
UK 15/04/2021

Woops its gone wrong, we have holes in the drawing which let colours through

Ink and paint



Fix them with a blob of black to fill the gap

A screenshot of the Paint.NET 4.2.15 software interface. The main canvas shows a drawing of a woman's head with a crown. There is a gap in the drawing. A zoomed-in view of the gap is shown on the right, with two blue arrows pointing to it. The software interface includes a menu bar (File, Edit, View, Image, Layers, Adjustments, Effects), a toolbar, and a status bar at the bottom. The status bar shows the dimensions of the selection (1103 x 1227) and the zoom level (71%). The Windows taskbar is visible at the bottom of the screen, showing the Start button, Home button, and several application icons. The system tray shows the date and time (15/04/2021, 08:09) and the language (ENG, UK).

Ink and paint

A screenshot of the Paint.NET software interface. The main canvas shows a black and white line drawing of a character wearing a crown and a long, flowing robe. The background is a grey checkerboard pattern. On the left side, there is a vertical toolbar with various tools. The 'Magic Wand' tool is highlighted with a red oval. Below the toolbar, there is a list of tool names: 'Rectangle Select', 'Move Selected Pixels', 'Lasso Select', 'Move Selection', 'Ellipse Select', 'Zoom', 'Magic Wand', 'Pan', and 'Paint Bucket'. The 'Magic Wand' tool is currently selected. The status bar at the bottom shows the dimensions of the image (1103 x 1227) and the zoom level (71%).

File Edit View Image Layers Adjustments Effects

Tool: Flood Mode: Fill: Solid Color Tolerance: 50% Sampling: Layer Normal Finish

Rectangle Select
Move Selected Pixels
Lasso Select
Move Selection
Ellipse Select
Zoom
Magic Wand
Pan
Paint Bucket

Left click to fill a region with the primary color, right click to fill with the secondary color

1103 x 1227 -748, -5 px 71% ENG UK 19:30 15/04/2021

We now use the fill (Magic wand to clear the background

Ink and paint

A screenshot of the Paint.NET software interface. The title bar shows '*Paint demo 4.jpg - paint.net 4.2.15'. The menu bar includes File, Edit, View, Image, Layers, Adjustments, and Effects. The toolbar contains various tools, and the 'Paint Bucket' tool is highlighted with a red oval. The main canvas shows a black and white line drawing of a king and a queen. The king is on the left, wearing a crown and a long robe. The queen is on the right, wearing a long dress and a crown. The background is a grey and white checkerboard pattern. The status bar at the bottom shows 'Left click to fill a region with the primary color, right click to fill with the secondary color', '1103 x 1227', '-748, -5', 'px 71%', 'ENG UK', '19:30', and '15/04/2021'.

File Edit View Image Layers Adjustments Effects

Tool: Flood Mode: Fill: Solid Color Tolerance: 50% Sampling: Layer Normal Finish

Rectangle Select
Move Selected Pixels
Lasso Select
Move Selection
Ellipse Select
Zoom
Magic Wand
Paint Bucket

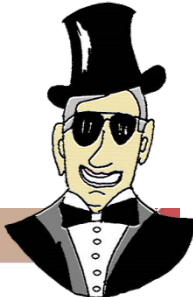
Ellipse Select
Zoom
Magic Wand
Pan
Paint Bucket

If we want to fill and area with colour we use the Paint Bucket

Left click to fill a region with the primary color, right click to fill with the secondary color

1103 x 1227 -748, -5 px 71% ENG UK 19:30 15/04/2021

Ink and paint



Knaves cropped.png - paint.net 4.2.15

File Edit View Image Layers Adjustments Effects

Tool: Normal

We can choose colours from a limited palette

A screenshot of the Paint.NET software interface. The main canvas shows a drawing of a character with a limited color palette. The character has a blue and red striped hat, yellow hair, a red face, and a red and blue outfit. A 'Colors' palette window is open on the right side of the canvas, showing a color wheel and a limited palette. The status bar at the bottom indicates the image size is 1317 x 1190 pixels, zoomed in at 73%, and the system tray shows the date and time as 15/04/2021 at 19:37. The Windows taskbar is visible at the bottom of the screen.

Left click to draw freeform, one-pixel wide lines with the primary color, right click to use the secondary color

1317 x 1190 1692, 243 px 73%

ENG 19:37
UK 15/04/2021

Ink and paint



*Paint demo 6.jpg - paint.net 4.2.15

File Edit View Image Layers Adjustments Effects

Tool: | Sampling: Layer | Single Pixel | After click: Do not switch tool

Or we can mix our own

The main canvas shows a digital painting of a character. On the right is a full-body view of a character with a red long-sleeved top, a yellow sash, a blue pleated skirt, red leggings, and red shoes. On the left are two views of a character's head wearing a crown with red, white, and blue stripes and yellow hair. The background is a grey checkerboard pattern.

Colors

Primary << Less

RGB

R: 255
G: 216
B: 0
Hex: FFD800

HSV

H: 50
S: 100
V: 100

Opacity - Alpha 255

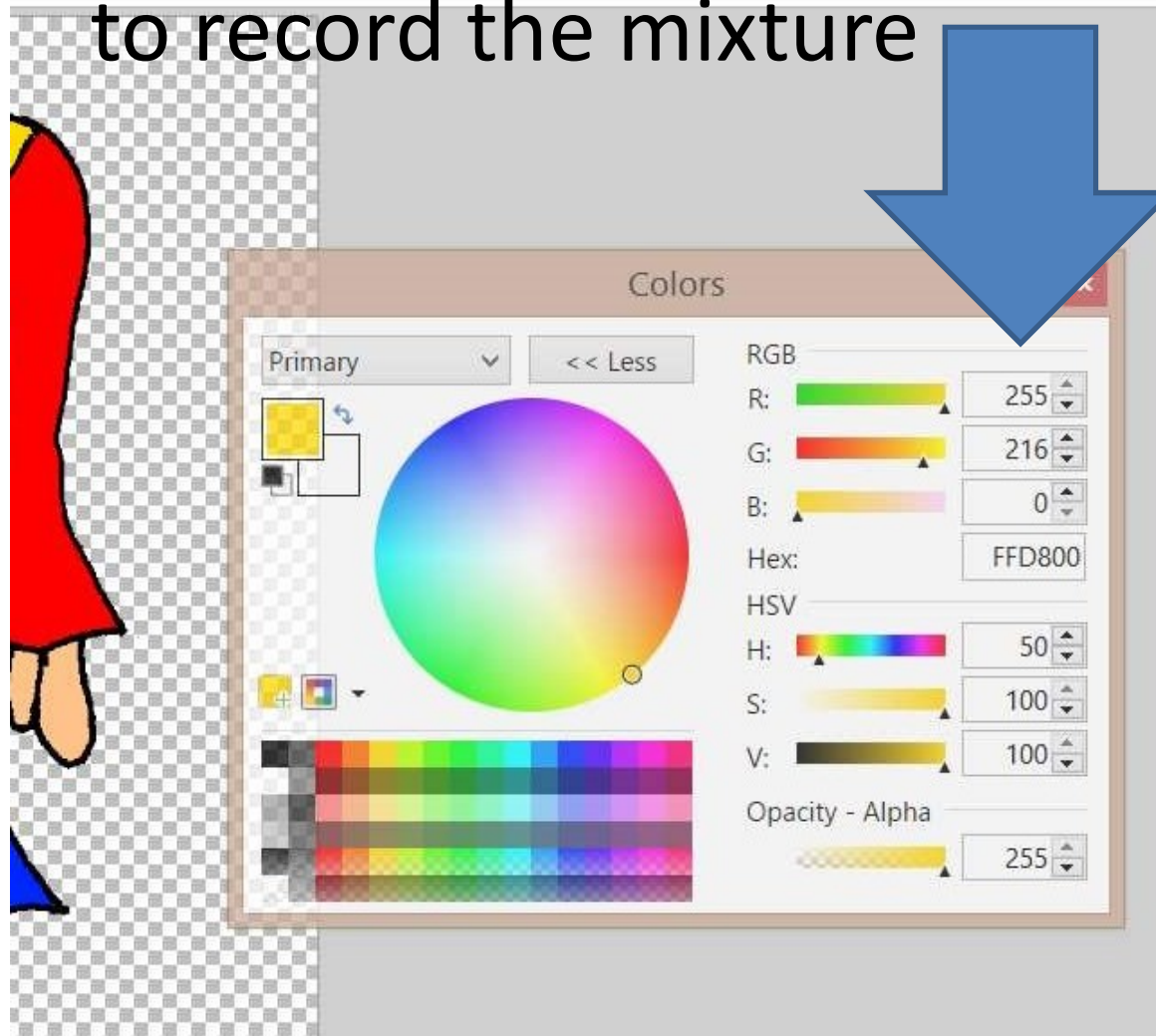
Color Picker: Left click to set primary color, right click to set secondary color. Hold Ctrl to sample from all layers (merged).

1317 x 1190 467, 687 px 73%

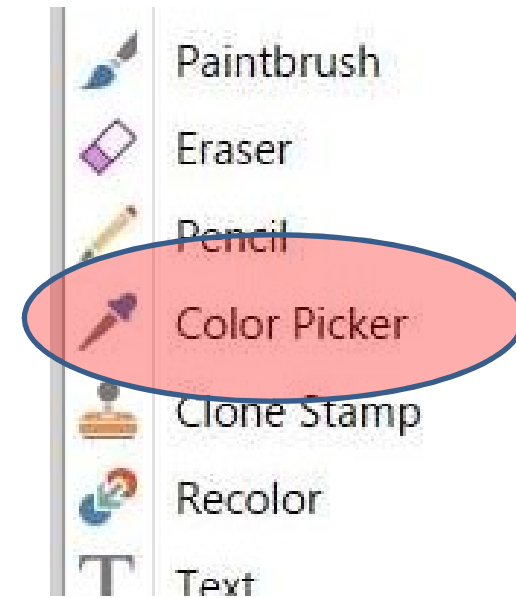
ENG 19:39
UK 15/04/2021

Ink and paint

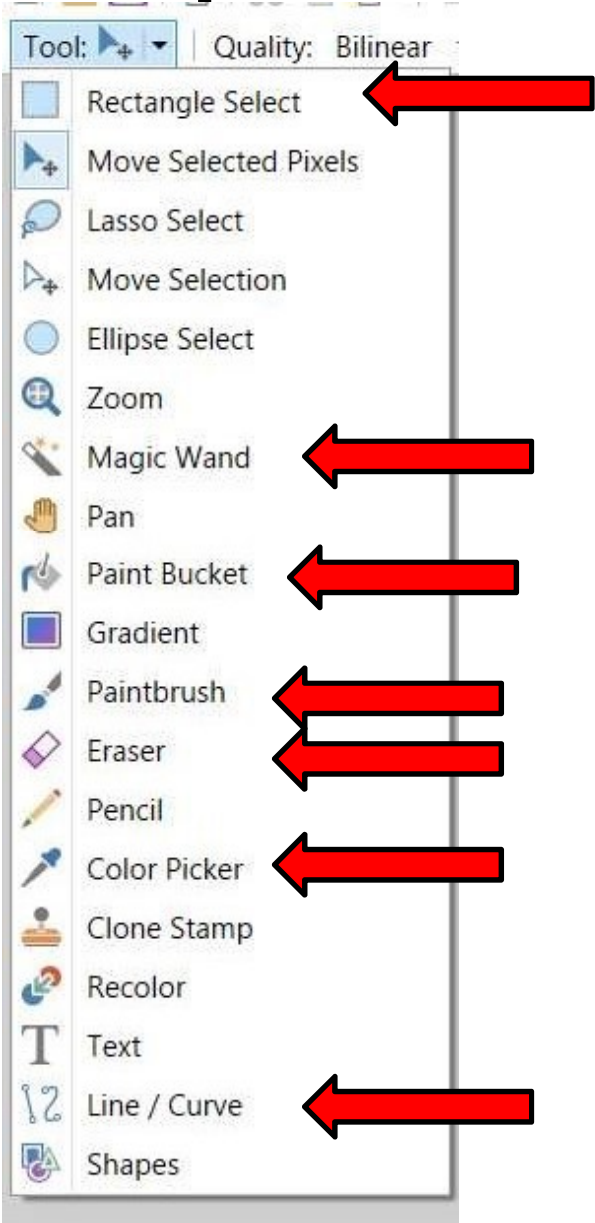
If you mix your own you may want to record the mixture



Or just use the colour picker

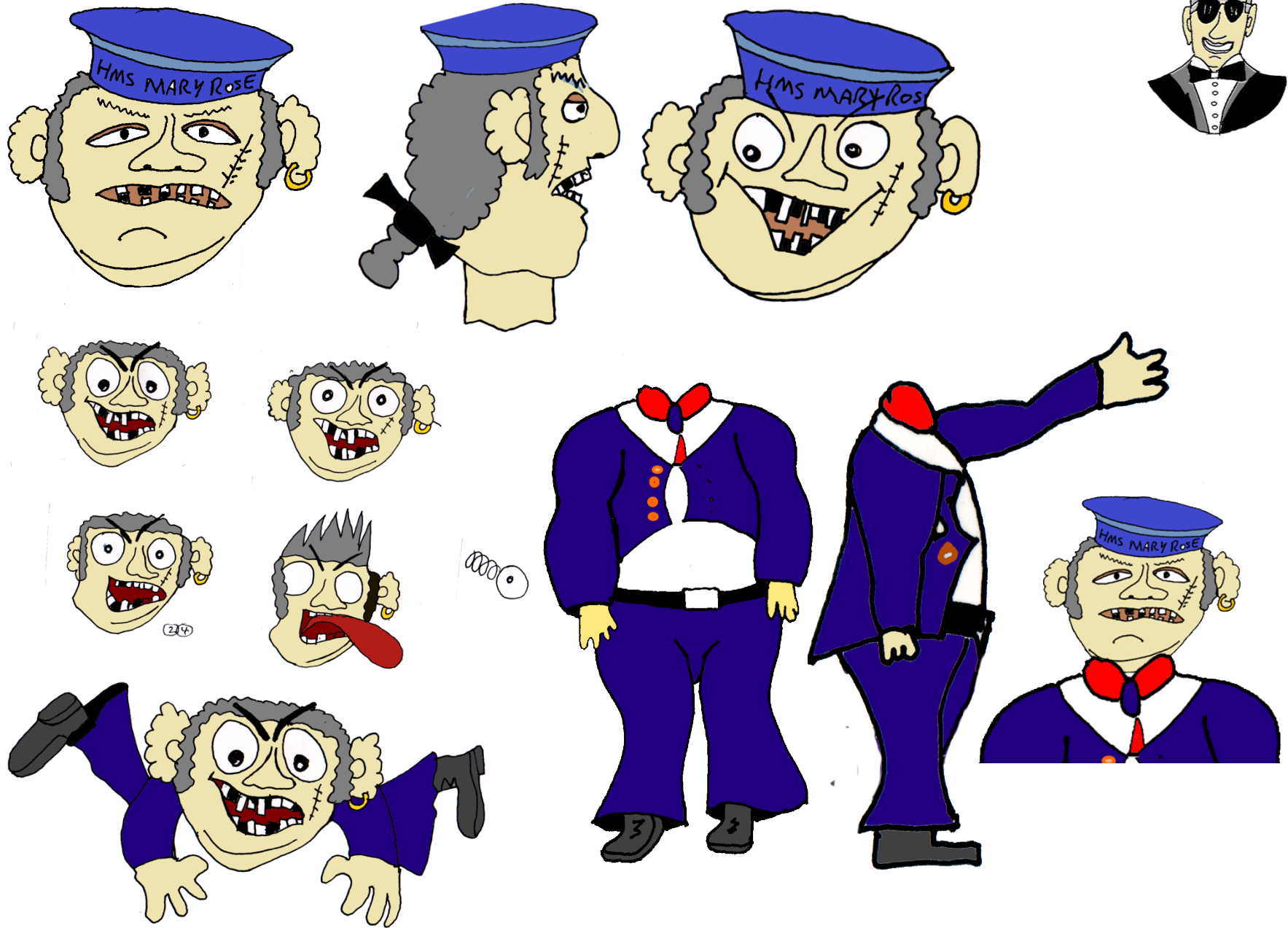


Ink and paint



Since I don't draw on the computer I use only a limited range of function

The Model sheet



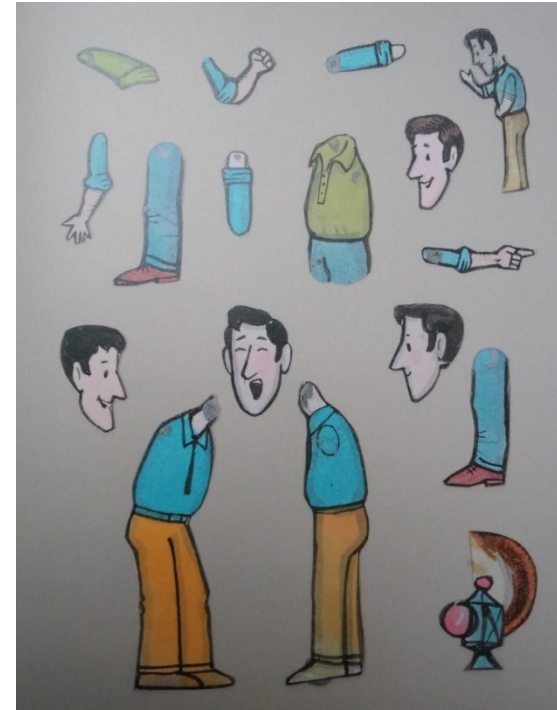
The Model sheet



Mr Williams, the Head Office

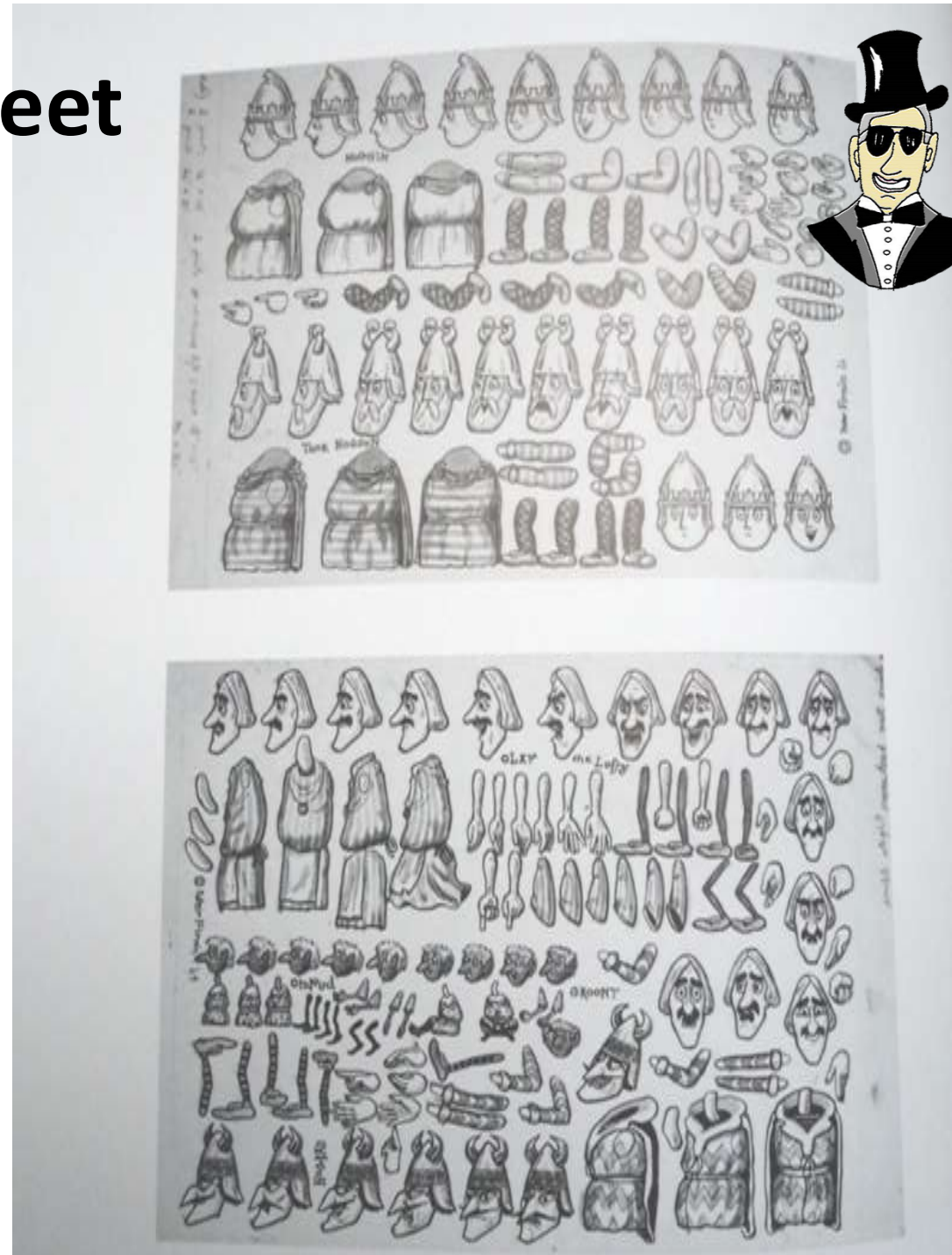


Fish and chip shop proprietor Mrs Thomas



The Model sheet

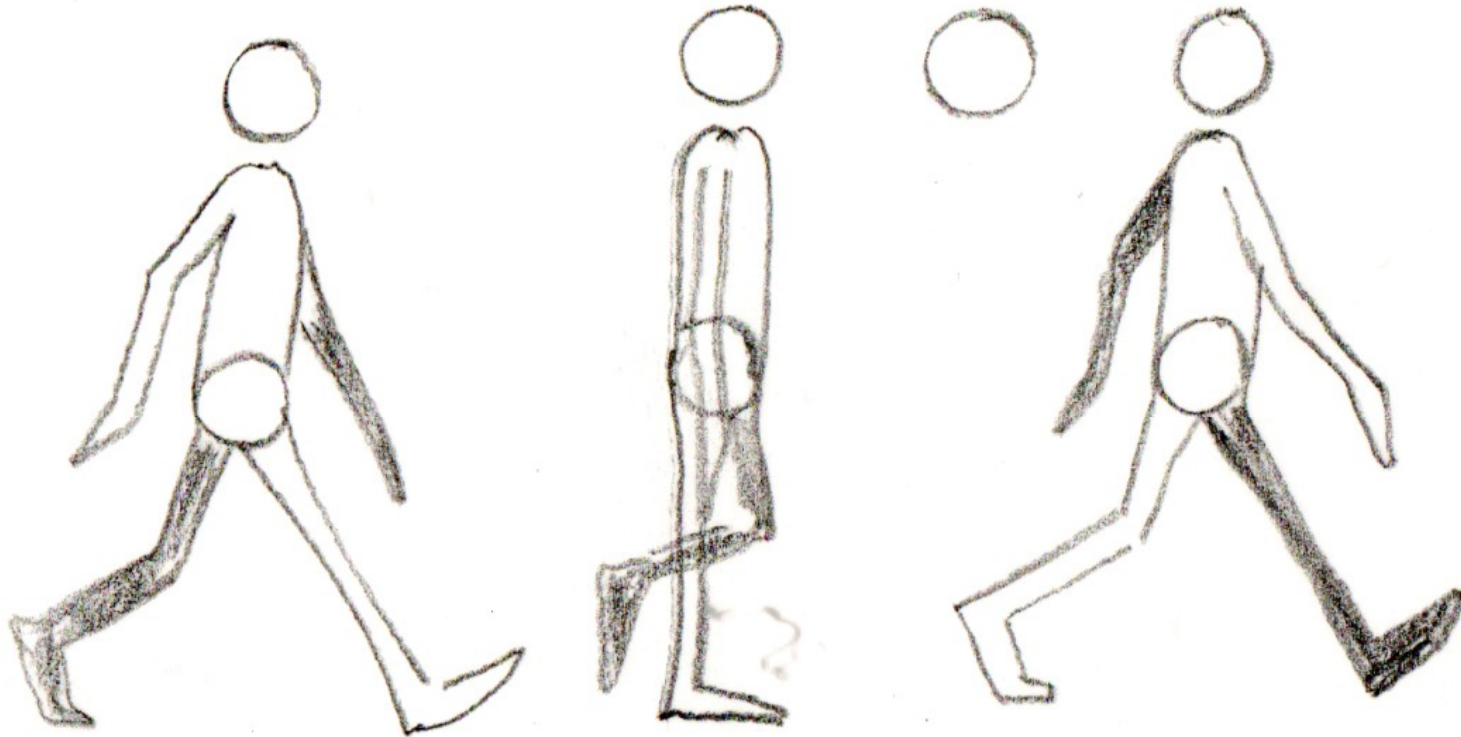
Useful production model sheets in which Peter Firmin has drawn a complete set of standard poses for animator Oliver Postgate



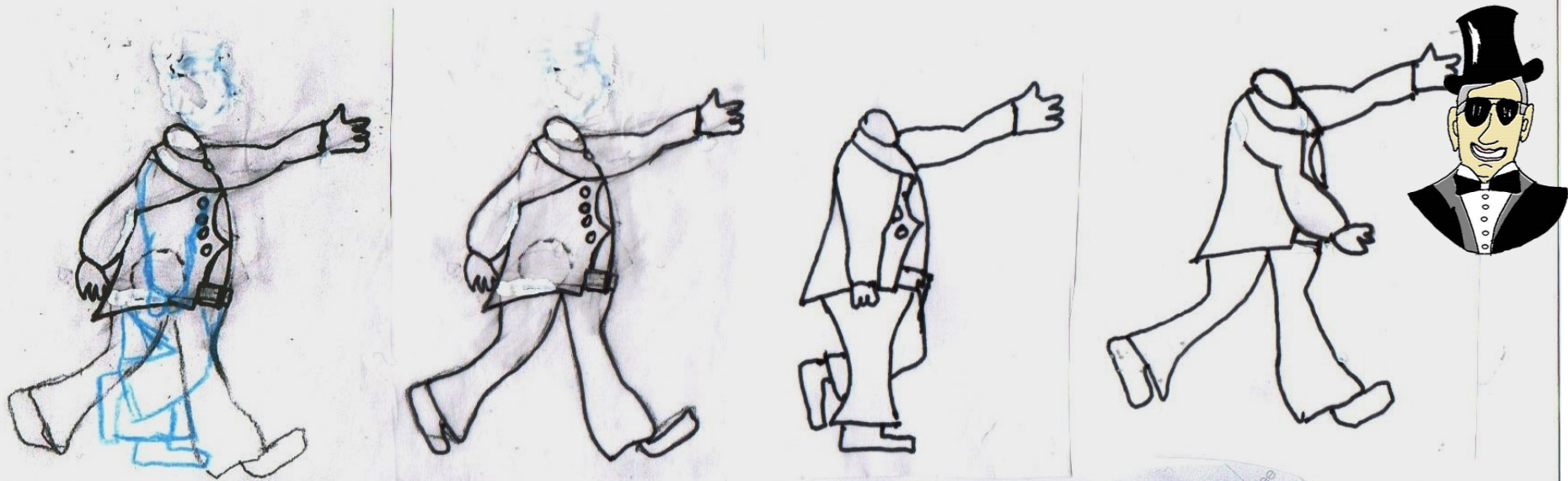
The Model sheet



The Walk Sequence

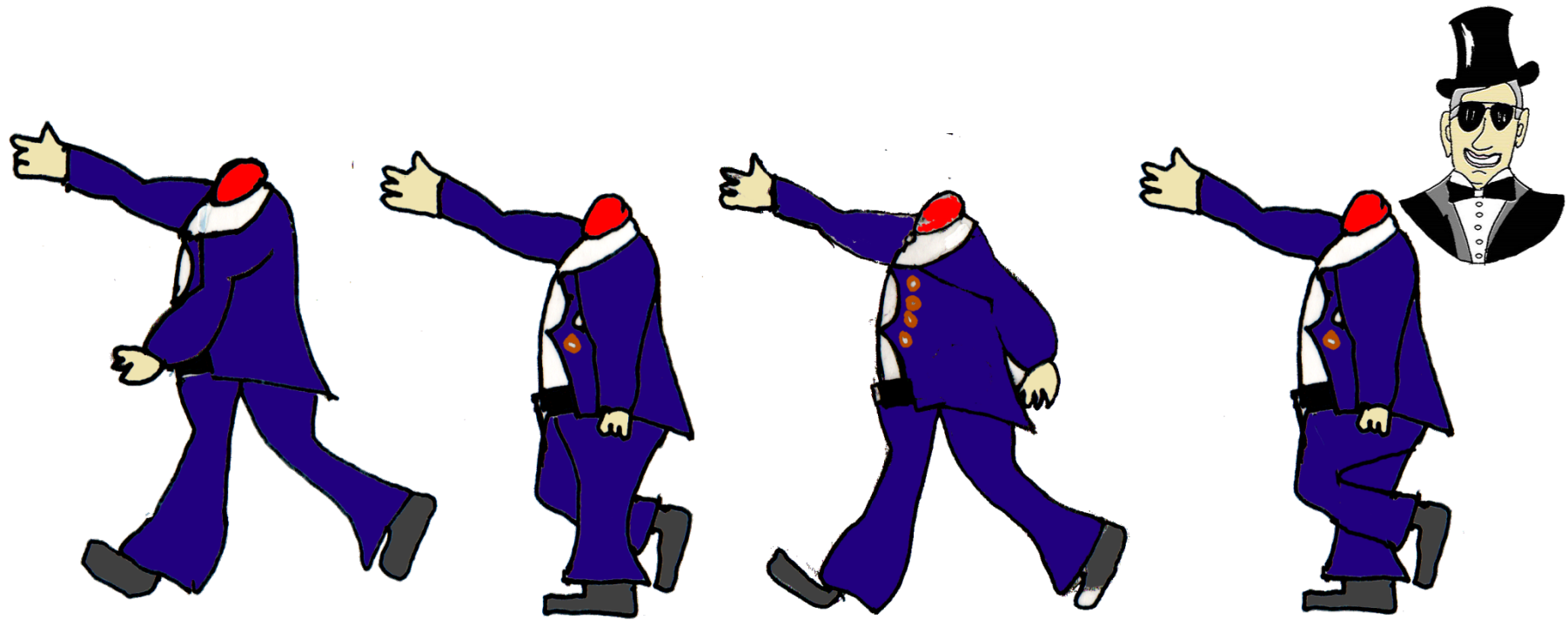


The 3 step walk sequence turned out to be 4 steps
Need to think of arms and legs



Initial sketch with all positions





The correct 4 step walk





TupiTube Desk - Bosunwalk [by Your name]

File Edit Import Modules Help

Animation Player

Frames Mode

Smoothness 4.00

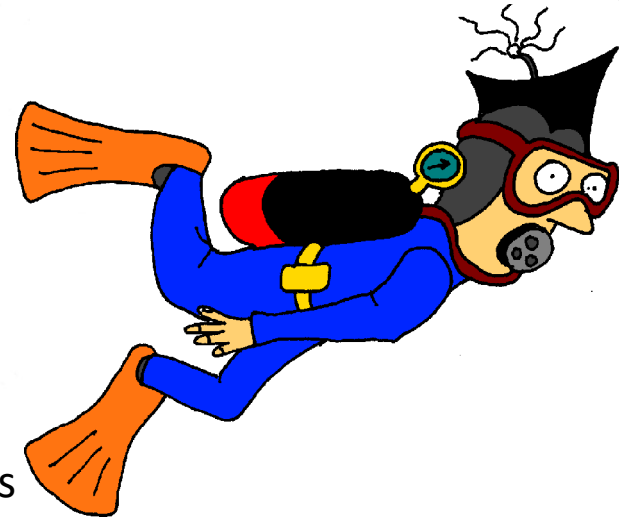
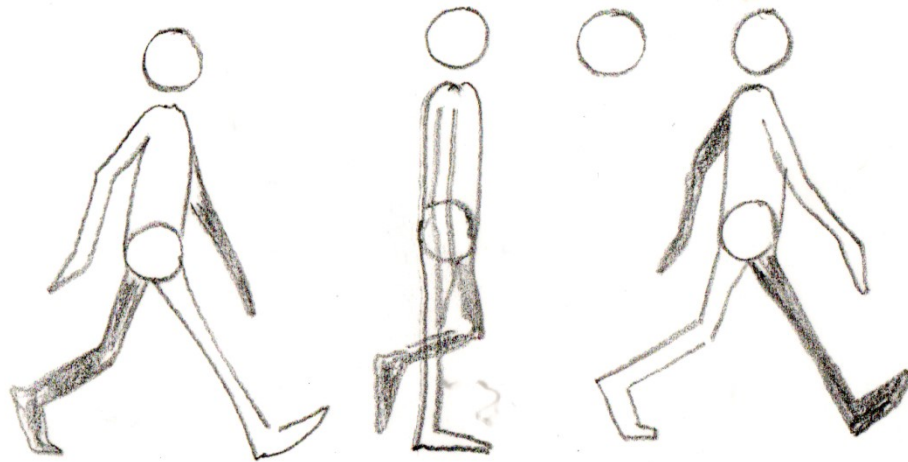
X: 2244 Y: 192

Scene 1

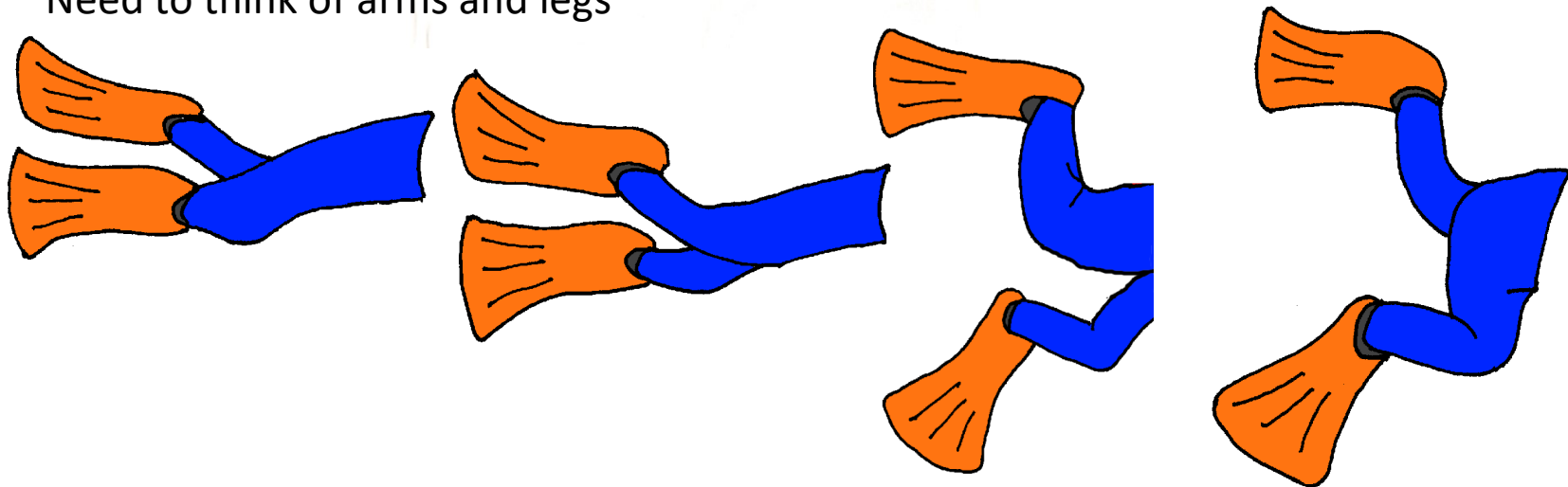
Frame	Layer	Layer	Layer
1	Frame	Frame	Frame
2	Frame	Frame	Frame
3	Frame	Frame	Frame
4	Frame	Frame	Frame
5			
6			
7			
8			
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ENG UK 20:37 12/04/2021

The Walk Sequence



The 3 step walk sequence turned out to be 4 steps
Need to think of arms and legs



Faking Movement



Faking Movement



Faking Movement



Faking Movement



Faking Movement

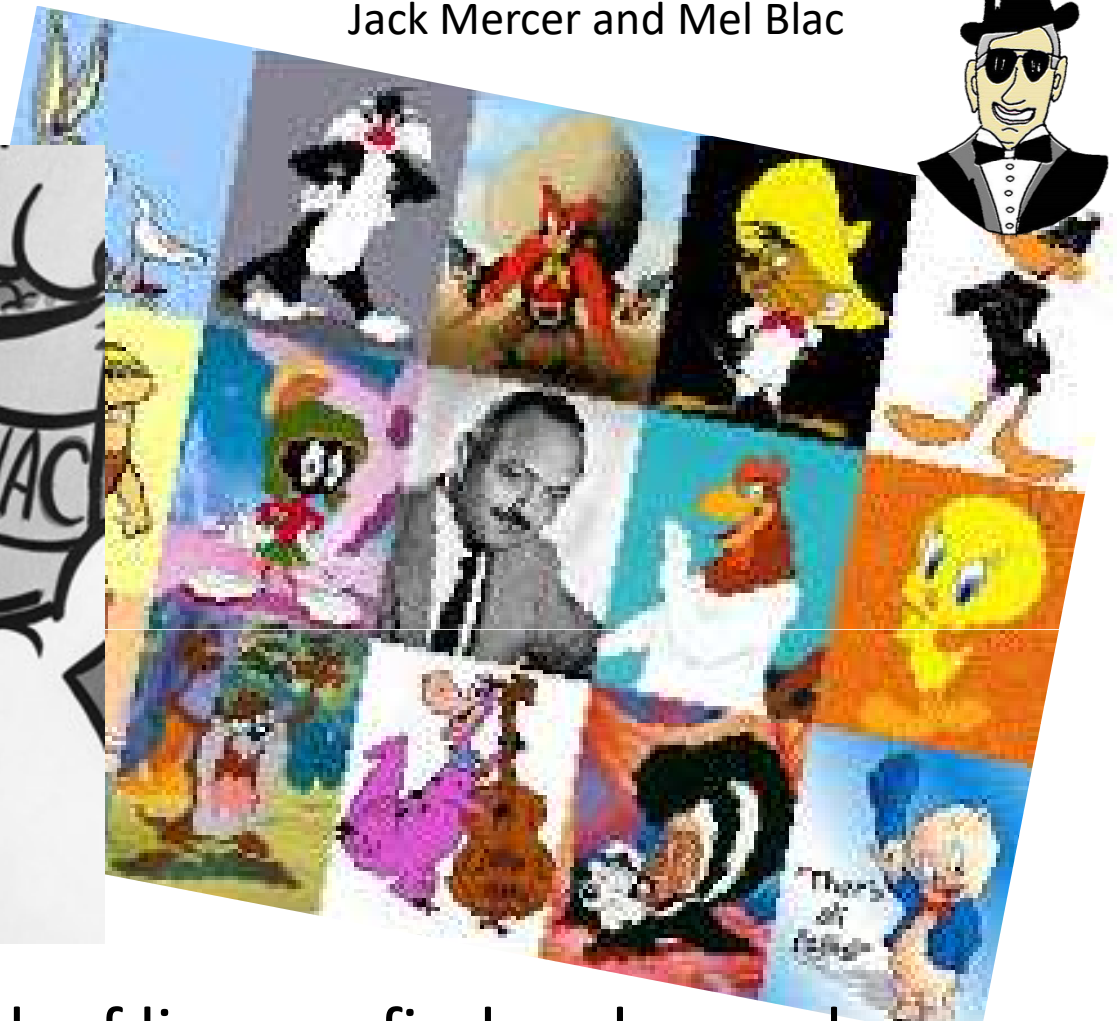


Lip Sync



Lip Sync

Jack Mercer and Mel Blanc

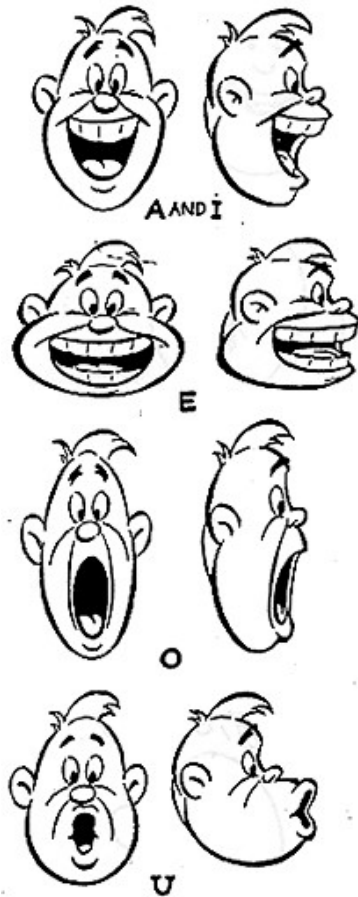


Before you even think of lip sync find and record your actors. Sounding convincing in animation is very difficult. I gave up and used narration

Lip Sync

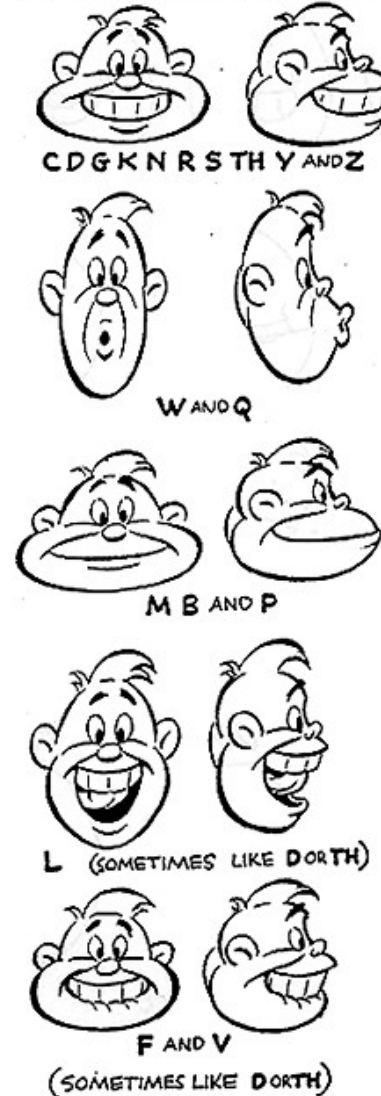


THE VOWELS

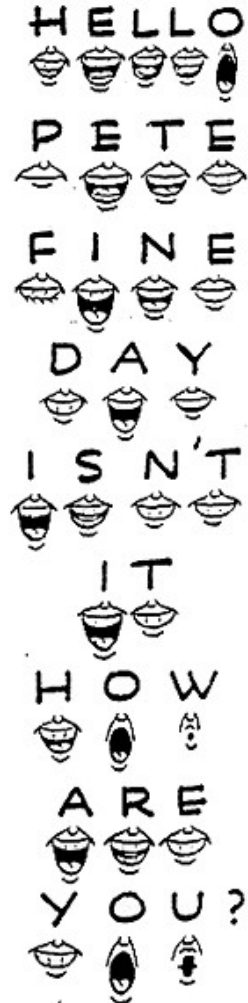


ANOTHER THING TO REMEMBER IN DIALOGUE:-WHEN ANIMATING A GROUP OF WORDS, STUDY THE WAY THE WORDS MIGHT BE QUICKLY SPOKEN TOGETHER-- IT'S BETTER TO FOLLOW THIS OVER-ALL MOUTH PATTERN, AND HOLD DOWN OR MODIFY INDIVIDUAL SYLLABLES' NOT IMPORTANT TO THE WHOLE

THE CONSONANTS



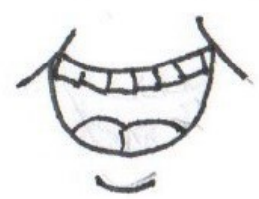
NOW BELOW TO HELP YOU GET STARTED - I'VE COMBINED A FEW MOUTH POSITIONS TO MAKE WORDS



Lip Sync



H,A,I



S,T



Smile



P,E,M

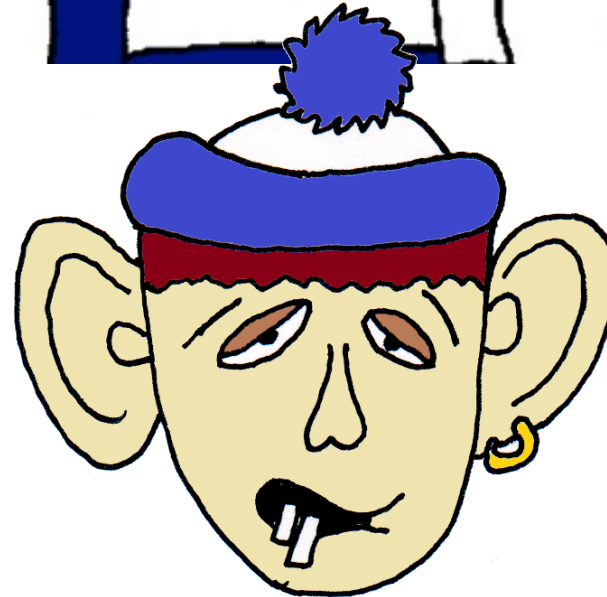


U,O



Using references

- We are not alone we don't need to start with art classes
- All artists do it
- No shame in using references
- If in doubt start by tracing characters and modifying them
- Soon you will be able to draw them yourself



THE BASH STREET KIDS



THE CLASS EVERY TEACHER DREAMS...



THE LAST THING YOU NEED TO DO IS SET UP YOUR PASSWORD.

WHAT'S GOING ON HERE?

THE SCHOOL HAS DECIDED I NEED A LAPTOP TO HELP ME IN THE CLASSROOM!

IS YOUR **STONE TABLET AND CHISEL** NOT CUTTING IT ANY MORE, TEACH? CHUCKLE!

SO, YOU ENTER YOUR PASSWORD NOW.

YES... I THINK I'VE GOT ONE!

WHAT?! 'PASSWORD INVALID'? BUT WHY?!

HEE-HEE! THIS IS GONNA BE A FUN DAY!

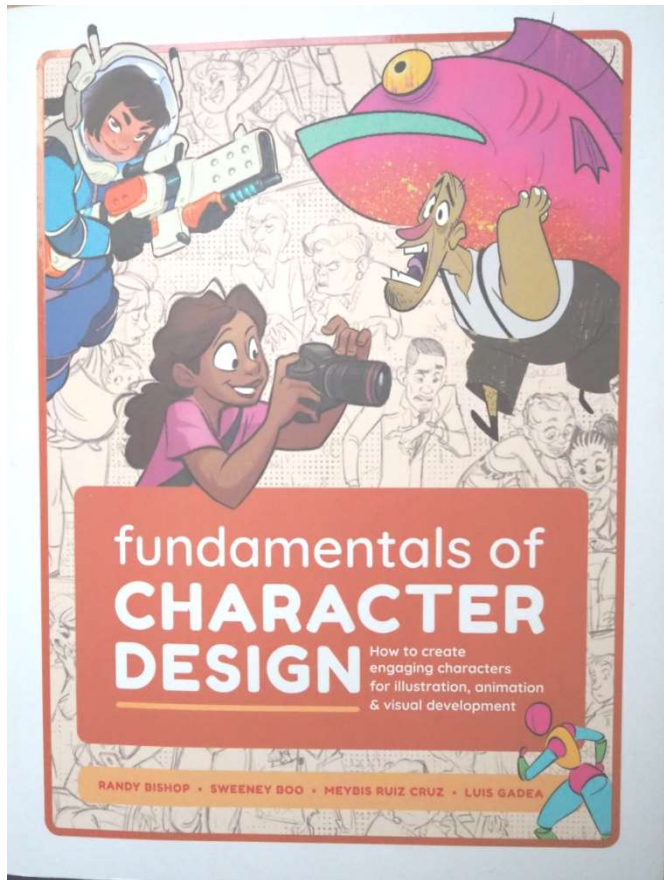
PASSWORD INVALID

SOME TIME LATER...

I'LL LEAVE IT WITH YOU NOW, TEACHER!

IT NEEDS TO BE TWELVE CHARACTERS LONG, INCLUDE UPPER AND LOWER CASE LETTERS, AT LEAST 17% NUMBERS, THREE SPECIAL CHARACTERS, THE NAME OF AT LEAST TWO CELESTIAL BODIES AND BE ONE THIRD HIEROGLYPHICS.

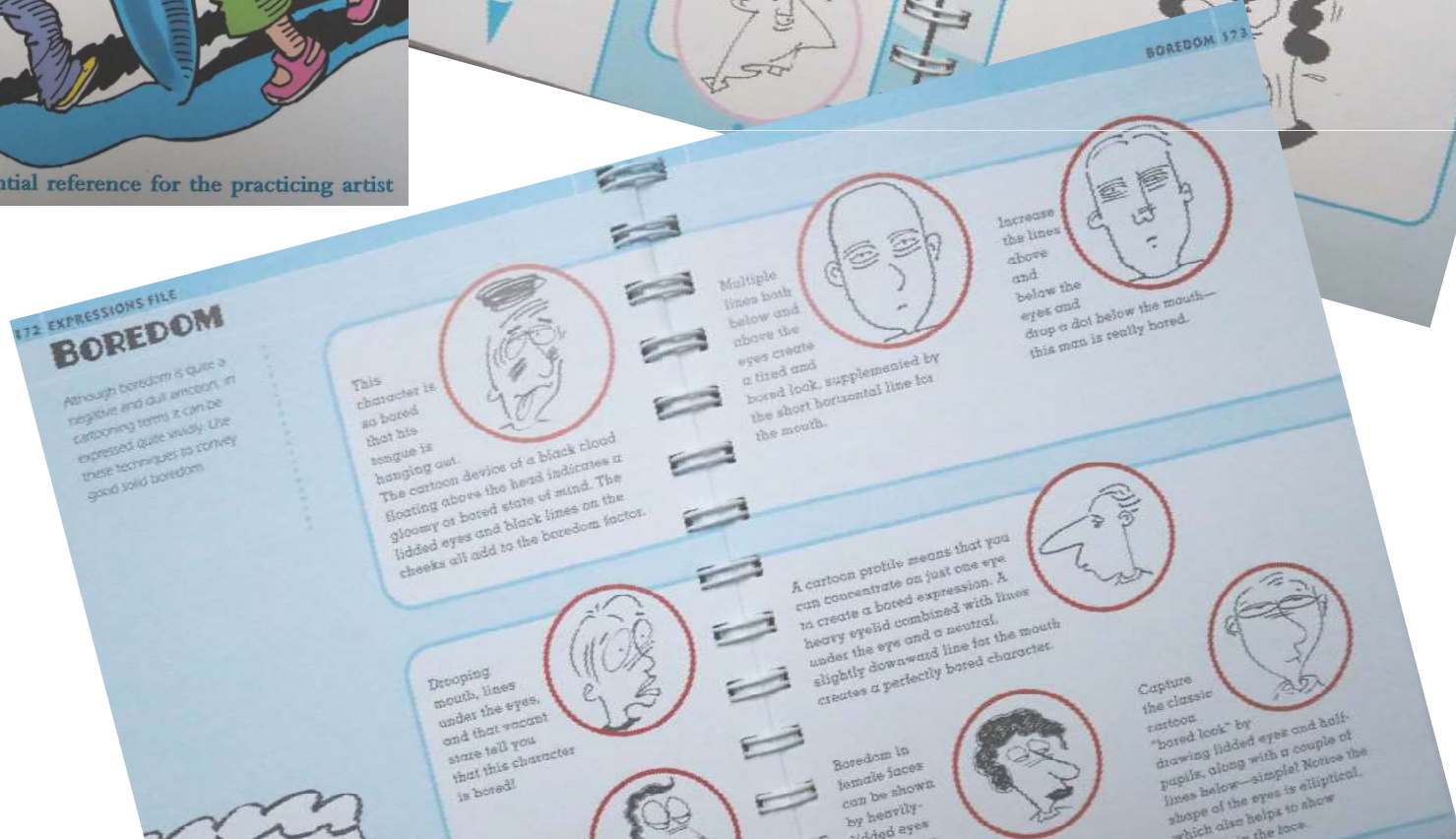
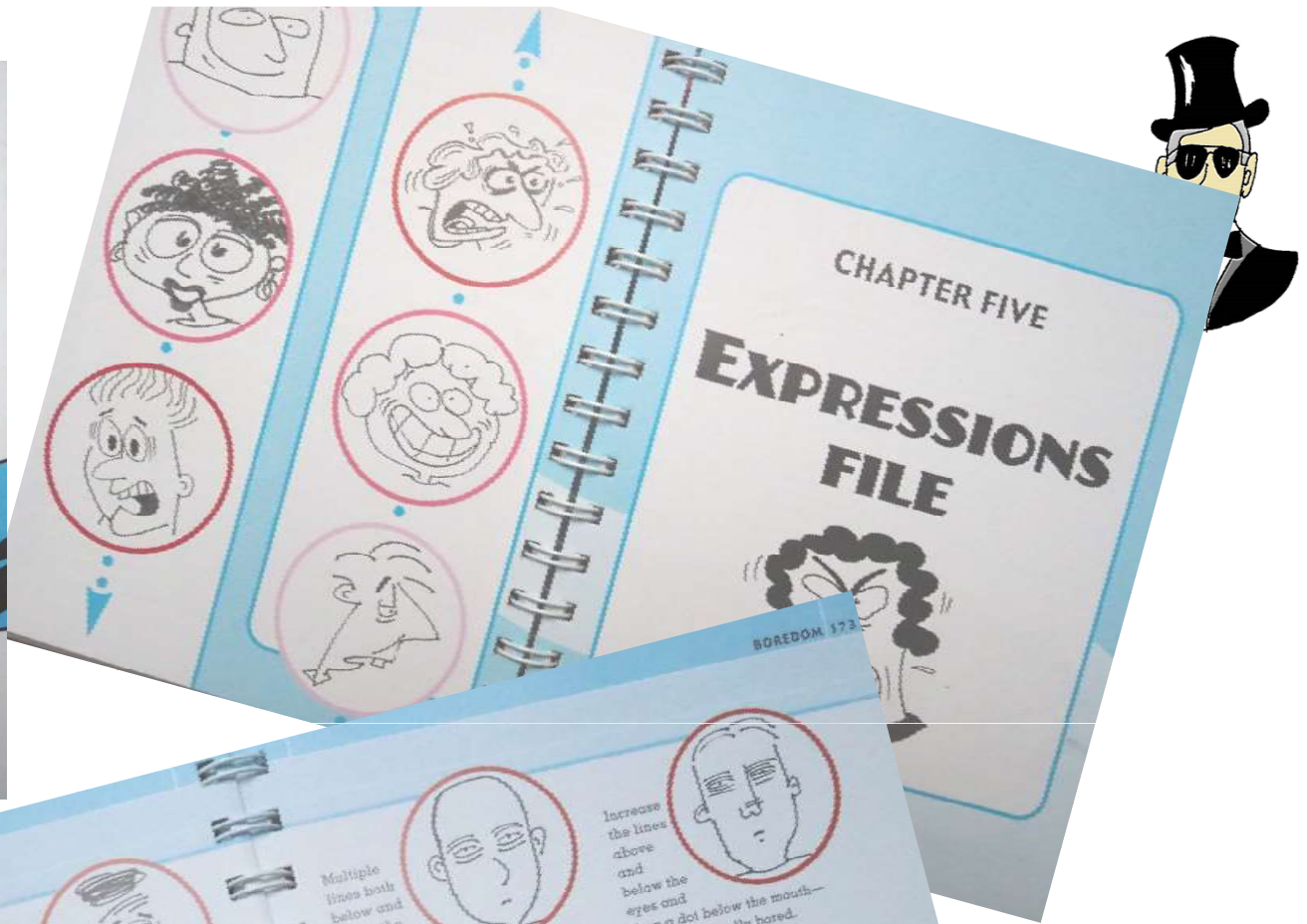
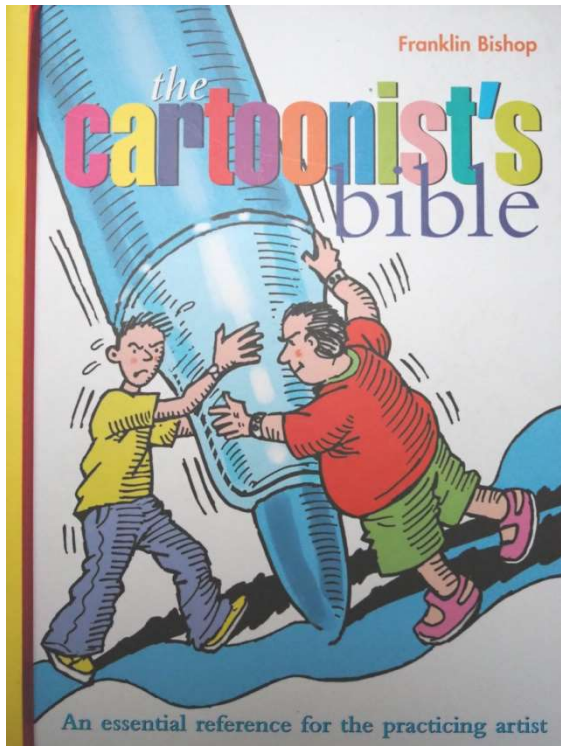
THANK YOU, MRS YODEL!



Character design; this new concept might help







the art of
Smallfilms



the work of Oliver Postgate & Peter Firmin



Mrs Party



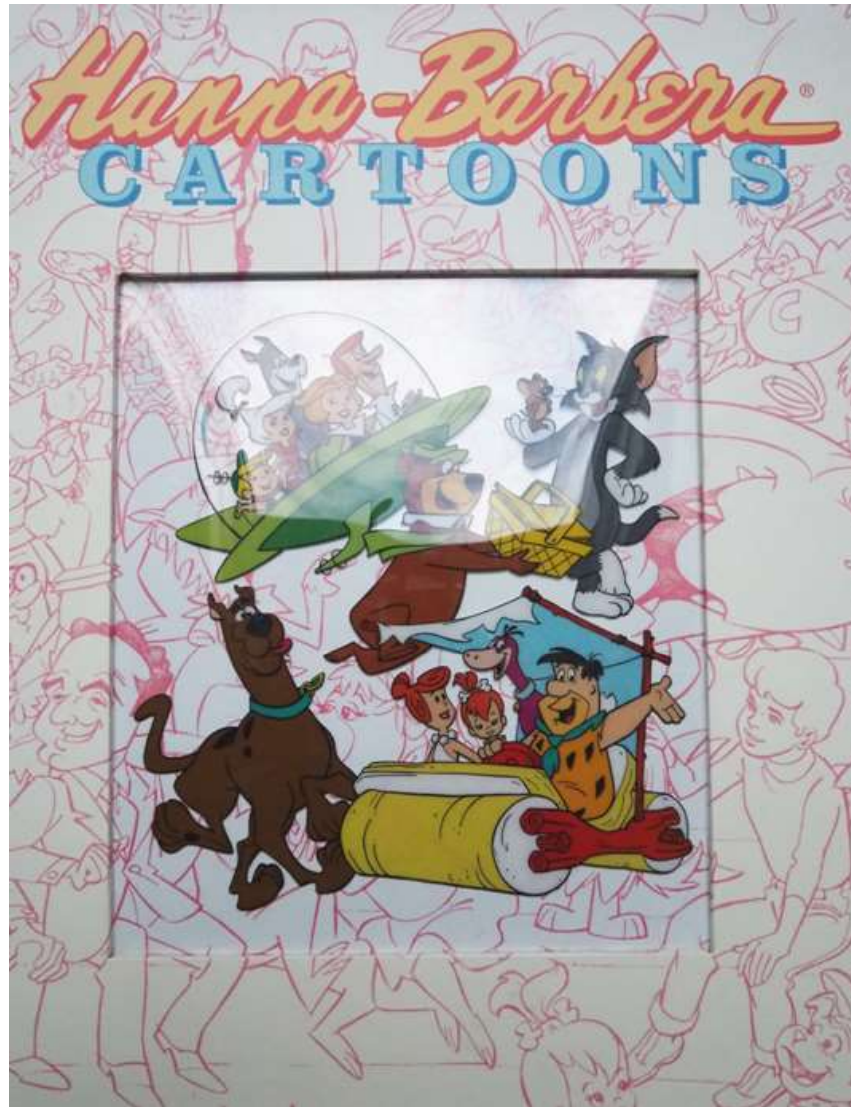
the art of

Smallfilms



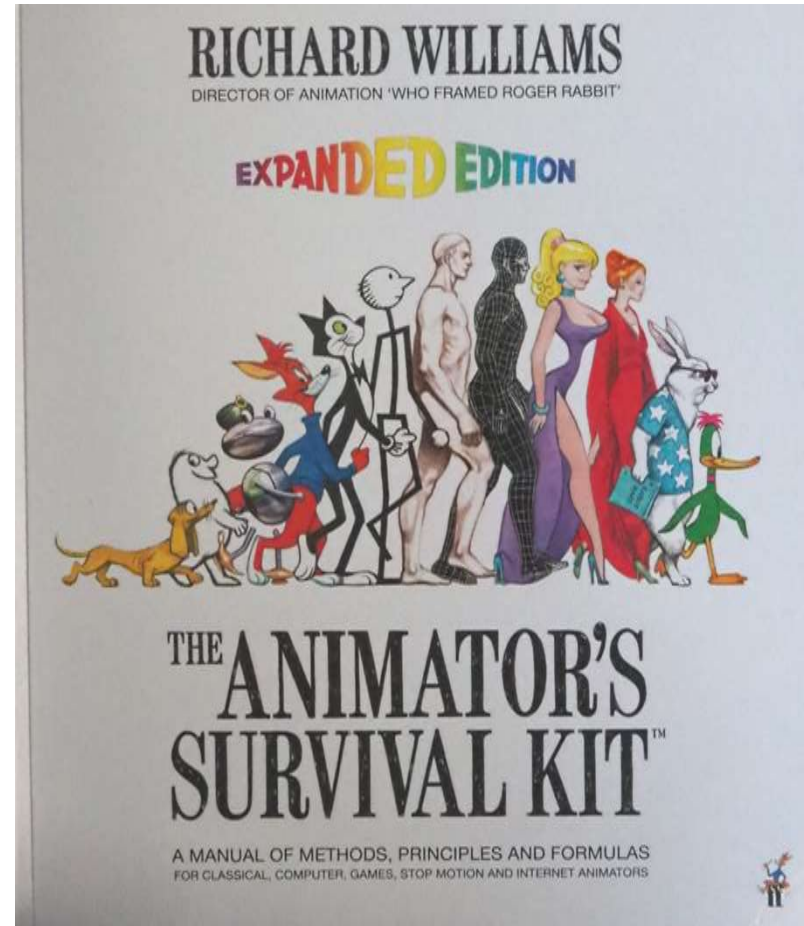
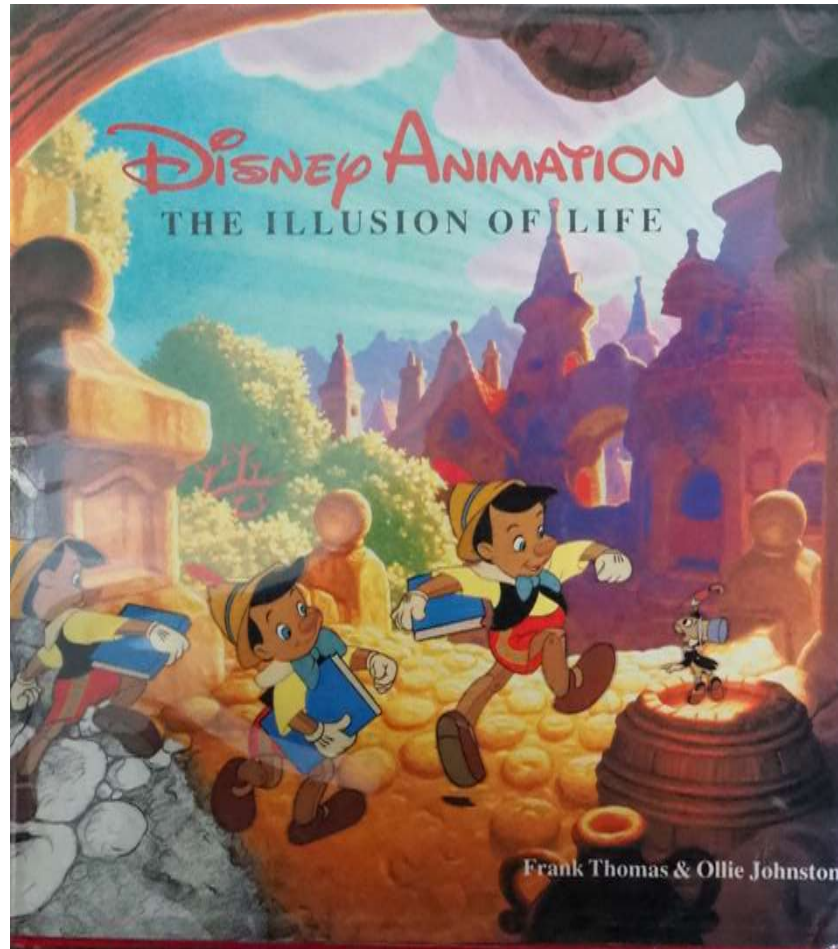
the work of Oliver Postgate



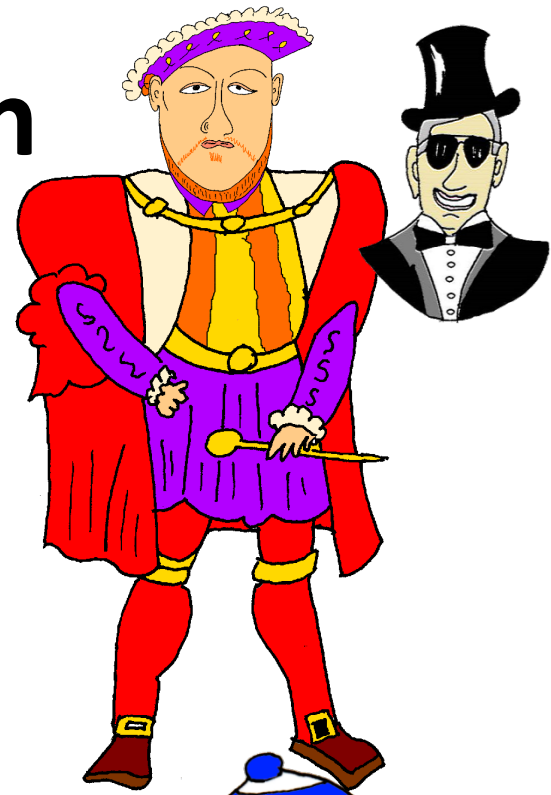


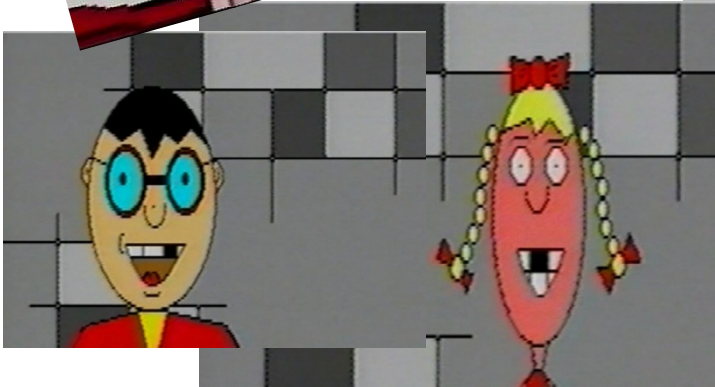
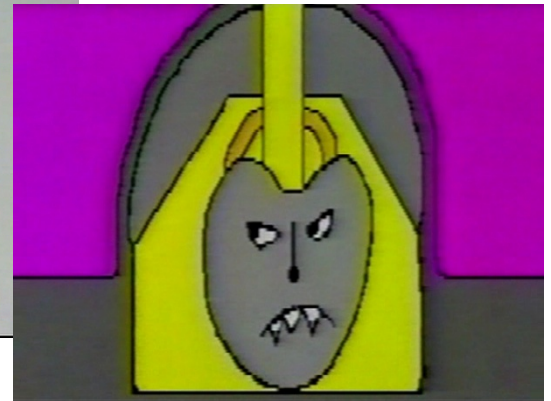
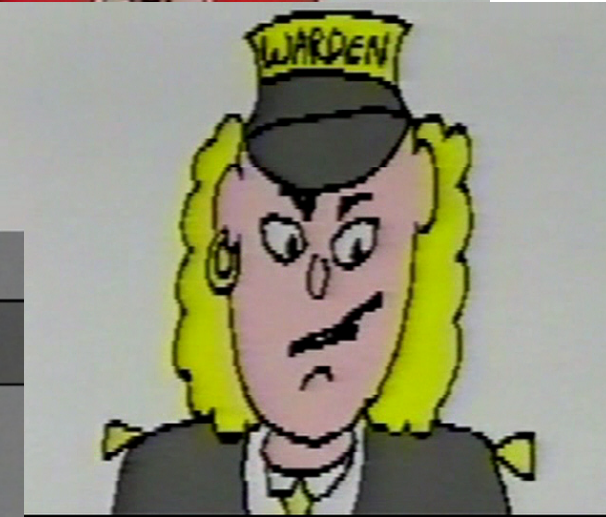
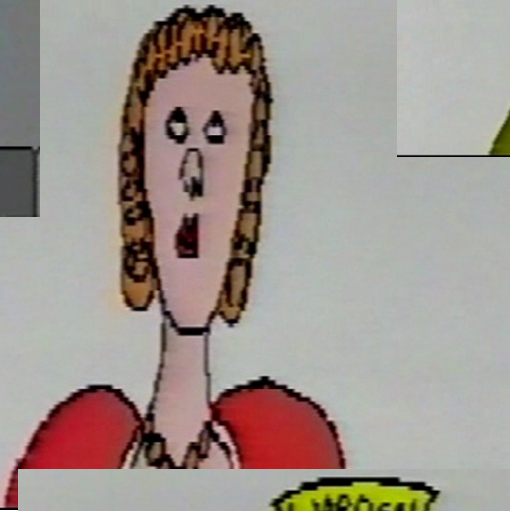
These commercial “art of” books are less useful but great fun.

Avoid these unless you are able to keep your life in proportion



How the stars were drawn









- Next time I was going to look at the organisation, getting it from idea to screen
- So many animations stop at one or two shots, you need to be organised to get the job finished.
- What about Sound?
- Lockdown is over do we want to carry on?
- If anyone want a repeat of any workshop just e-mail me or Rita. (me: skertch@gmail.com)