Animation

Name_____   Per._____

CHARACTER IN MOTION CRITERIA CHART

❑   Movement cycle completed in Photoshop. DUE MARCH 25.
- Original character created for turnaround must be used.
- Movement cycle selected from "Movements of the Two-Legged Figure" (except "Fast Run").
- Character drawn in profile in a movement (walking, running, dancing, hopping, etc.).
- Full face OPTIONAL.
- US paper size, portrait format.
- Minimum 7 drawings created in Photoshop.
- Each drawing on separate layer.
- Full color.
- Include gradients and/or patterns.
- DO NOT ADD AN ENVIRONMENT ON CHARACTER LAYERS.
- DO NOT USE BACKGROUND LAYER.
- Accurate, consistent scale.
- Face, hands feet, details included
- Motion is smooth
- Appropriate application of sequencing and timing
- Each drawing saved in PNG format as follows: YOUR NAME MOVEMENT 1, YOUR NAME MOVEMENT 2, etc., and saved to folder labeled YOUR NAME MOVEMENT on desktop.

❑   Environment designed in Photoshop in full color. DUE APRIL 3.
- US paper size, landscape format (Image>Image Rotation > 90 degrees clockwise).
- Full color.
- May use Internet images for reference.
- Must be painted. CLIP ART IS NOT ACCEPTABLE.
- Saved in jpeg format as follows: YOUR NAME background.jpeg.
- Placed in folder: YOUR NAME BACKGROUND

❑   Character animation completed in Toon Boom. DUE MAY 4
- Create new project in Toon Boom and save as YOUR NAME Animation.
- Each Movement PNG Imported and Vectorized in Toon Boom.
- Each drawing cut and pasted to single element in Toon Boom.
- Each drawing must be same size and centered on grid.
- Background JPEG Imported and Vectorized in Toom Boom.
- Select Movement drawings, right click. CREATE CYCLE.
- NUMBER OF CYCLES: If you have 8 drawings, enter 45. If you have 7 drawings, enter 50.

- Select Background drawing, right click, EXTEND EXPOSURE to last frame (either 350 or 360).
- Select MOVEMENT DRAWING ELEMENT.
- Select ADD PARENT PEG ELEMENT.
- Select WINDOW>WORKSPACES>SCENEPLANNING
- Add a motion path to character.
  - ONLY USE TRANSFORM TOOL.
  - NEVER PLACE CURSOR IN RED CIRCLE.
  - ONLY ADD KEYFRAMES TO BLUE PEG ELEMENT.
  - Character must move for entire animation.
  - Character must move left and right, up and down, must get bigger when close, smaller when far.
- Export as Movie.
  - Save as YOUR NAME ANIMATION to Desktop.
  - QUICKTIME FORMAT
  - Teacher will convert to MP4
- ❑ Video editing completed in Premiere Pro. DUE JUNE 2.
  - Create new project in Premiere Pro and save as YOUR NAME MOTION.
  - Create New Title.
    - 1280 Width, 720 Height
    - Include animated position, scale and/or rotation.
  - Drag title into Timeline.
  - Drag Quicktime animation into Project Bin.
  - Drag animation into Timeline after title.
  - Add music, transitions, visual effects, and end credits.
  - Export movie (File>Export>Media).
    - Format: Quicktime
    - Video Codec: H.264
    - Output Name: YOUR NAME MOTION, saved to Desktop.
- ❑ Work copied to class flash drive. DUE JUNE 2.
- ❑ Self-assessment completed. DUE JUNE 3.
- ❑ Oral Presentation. DUE JUNE 3-5.

LATE WORK WILL NOT BE ACCEPTED