Module II. Technical

Animation course

Topic 3. Animation as a tool.

Lesson 3.Principles that affect my character

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In this lesson, we will learn...

In this lesson we understand how the animated image has been theorized by the wise men of animation. The very forerunners of contemporary animation. Here we will review the 12 principles of Disney animation and how Warner Bros has applied them differently over time, making a clear comparison and differentiation. In addition to doing simple software activities on some of the basic principles of animation.

In this specific lesson we will observe how the principles we discuss affect our characters and more importantly, their movements.

Principles that affect my character

OBJECTIVES

1. Understand and memorize the 12 basic principles of Disney animation.

2. Conceptualize an invented animated character that meets the principles of Disney animation.

3. Create key poses for the previous objective character to convey their movement.

4. Make a parallel between the movements of my created character and an animal or real being.

How do you use the principles regarding a character?

The character must be created on the premise of the movement.

How does our character move? It should be the most important question within the conceptualization, in this way we must create a character that meets all the principles, taking into account the appendixes, anticipation and acceleration, principles seen in previous lessons.

The principles that we must comply with in design must be those of attractiveness, exaggeration, arches and solid drawing so that in this way we make our character a credible, alive being with a design according to the created universe.
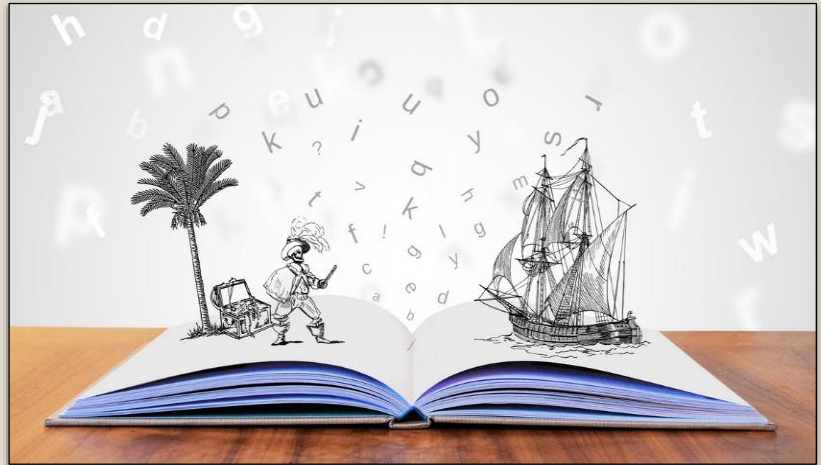
- *What should I keep in mind for my character's key poses and movements?*

The key poses and movements of my character should always try to be referential. There is a belief that beings understand their own movement but this is not the case. We must analyze, based on other animated works, audiovisual works, dramaturgies and videos of real life how are the movements, expressions and actions of our characters. In case of not finding, we must register or create them.

- *Conclusions*

The principles of animation are the basis of the construction of animation, it is important to memorize them, identify them and use them correctly in simple animations.

Within character animation it is very important to take into account references of all kinds to understand correct movements and give a feeling of vitality to my character.

CREDITS

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