

CUAACD101

ANIMATION CONCEPTS

Candidate name/group	Engel Chad Mateo		
Unit of Competency	<u>ICUAACD101 – Basic Drawing Techniques (Animation Concepts)</u>		
Elements (copy from unit)	<ul style="list-style-type: none"> • Prepare for drawing • Produce basic drawings 		
Purpose of Assessment	To assess students against their knowledge of drawing techniques		
Target Group	Year 11 & 12 students		
WHS concerns	Sharp edges and electrocution		
Assessment Conditions (copy from unit Assessment Requirements)	<p>Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to materials and tools used in drawing work.</p> <p>Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.</p>		
Candidate Information			
Assessment Activity	Assessment Date	Assessment Location	Instructions for Candidate (consider timeframe, level of performance required, resources, open/closed book)
Task 1		Workplace	Select materials
Task 2		Workplace	Principles of animation
Task 3		Workplace	Drawing techniques
Task 4		Workplace	Animation of 6 principles

Overview

This unit describes the performance outcomes, skills and knowledge required to create a basic visual representation of objects or ideas from an animator's point of view

What you will learn in this unit:

- prepare for animation - know the 12 principles of animation
- basic animation techniques - create basic animations that represent the 12 principles of animation

Task 1 - Select your materials and tools E1.2, E1.3, PE1

- Software required - find 4 different programs/apps that allow you to do animation (2 on a computer and 2 on an iPad)
- Tools required - what actual tools do you need to do animation, both traditionally and with software
- Source of information - state 4 good resources for animation, 2 books, 2 websites and state why you have chosen them

Task 2 - 12 Principles of animation KE2

Describe each of the following:

- Squash and Stretch
- Anticipation
- Staging
- Straight Ahead Action and Pose to Pose
- Follow Through and Overlapping Action
- Slow In and Slow Out
- Arc
- Secondary Action
- Timing
- Exaggeration
- Solid drawing
- Appeal

Task 3 - Drawing techniques E2.1, E2.2, PE2

Using websites that are relevant, research basic drawing techniques such as:

- Linear hatching
- Cross hatching
- Contour hatching
- Shading
- Rendering
- Shading
- Stumbling
- Directional marks
- Perspective Drawing

Provide an example of each by either drawing them yourself or downloading an image of the concept. It is preferable that they are digital drawings and not the traditional pen and paper

Task 4 – Animation of 6 principles E1.1, 1.3, 2.1, 2.3

You are required to create an animation that shows at least 6 principles.

Describe what you are going to do and what you want to achieve		
I'm going to try to make each of the principles and find which of the principles would be successful and choose 6 of them for the competencies.		
Get feedback from fellow students on your work and make adjustments as required.		
Student name	Recommendation	Adjustment (Y/N)
Karen Salazar	Change the shoe	Redraw shoe
Joshua Pabalan	Need more frames	Added few frames
Alex Bettie	Clearer drawing	Minimized details
Sadeq Baboli	More Details	Added extra details

Note any changes you have made

There were few changes I did with my animation.

Squash Duck- Redraw Shoes

Timing Rocket- More Frames

Staging Cat and Rat- More Details



Activity 1 - Materials and Tools

- Software required - find 4 different programs/apps that allow you to do animation (2 on a computer and 2 on an iPad)

Computer Softwares

1. Adobe AnimateCC

2. Adobe Flash

iPad

1. ANIMATION CREATOR

2. ANIMATIC

- Tools required - what actual tools do you need to do animation, both traditionally and with software

Traditional

Top 10 Essential

1. Non-Photo Blue Pencils

2. Drawing Pencil Sets

3. 3-Hole Punched Paper

4. Light Table/Light Desk



5. Peg Bar
6. Art Gum Eraser
7. Cels/Transparencies
8. Paints
9. Brushes
10. Color Pencils, Watercolors, Markers and Pastels



Software

1. Drawing Tablet
2. Compatible PC



- Source of information - state 4 good resources for animation, 2 books, 2 websites and state why you have chosen them

Animation Resource

Books

Animator's Survival Kit by Richard Williams

-shows wonderful examples of the 12 principles of animation



Cartoon Animation by Preston Blair

-focuses on cartoon creating character dynamic movement, line of action and dialogue and timing

Websites

11 Seconds Club

-provides monthly competitions for animators with the concept of providing an audio track and make animators create a scene based off the audio

Animators Resource

-great tutorials and tips with blogs

Activity 2 - 12 Principles of Animation

Describe each of the following:

- Squash and Stretch



- give a sense of weight and flexibility to drawn objects

- Anticipation

- prepares the audience for an action, and to make the action more realistic

- Staging

- direct the audience's attention and make it clear what is of greatest importance in scene

- Straight Ahead Action and Pose to Pose

- scenes are animated frame by frame from beginning to end

- involves starting with drawing a few key frames and then filling in the intervals later

- Follow Through and Overlapping Action

- renders movement more realistically, and help to give the impression that characters follow the laws of physics

- Slow In and Slow Out

- movement of the human body, most other objects, need time to accelerate and slow down

- Arc

-applies to a moving limb by rotating a joint, or a thrown object moving along a parabolic trajectory

- Secondary Action

-emphasize, rather than take attention away from the main action

- Timing

-refers to the number of drawings or frames for given action, which translates to the speed of the action on film

- Exaggeration

-strives for a perfect imitation of reality can look static and dull

- Solid drawing

-means taking into account forms in three-dimensional space, or giving them volume and weight

- Appeal

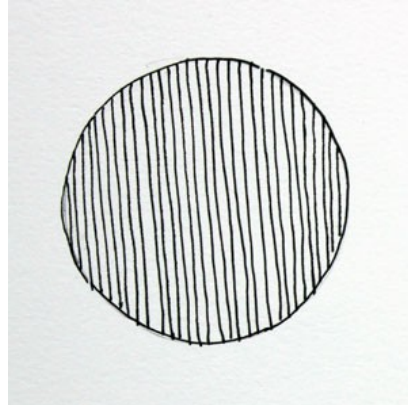
-corresponds to what would be called charisma in an actor



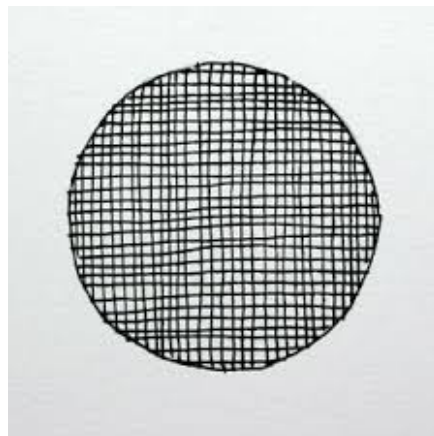
Activity 3 - Drawing Techniques

Using websites that are relevant, research basic drawing techniques such as:

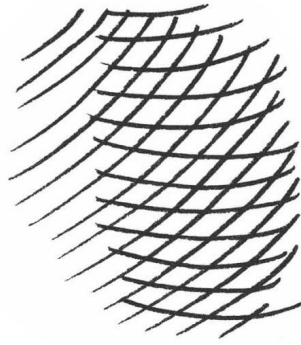
- Linear hatching -used to create tonal or shading effects by drawing closely spaced parallel lines



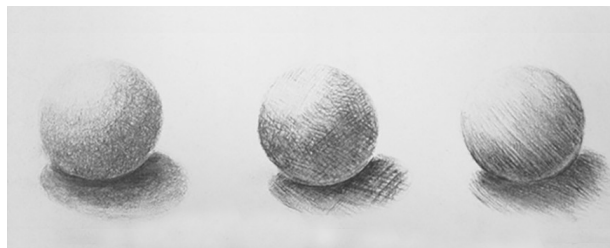
- Cross hatching-lines are place at an angle to one another



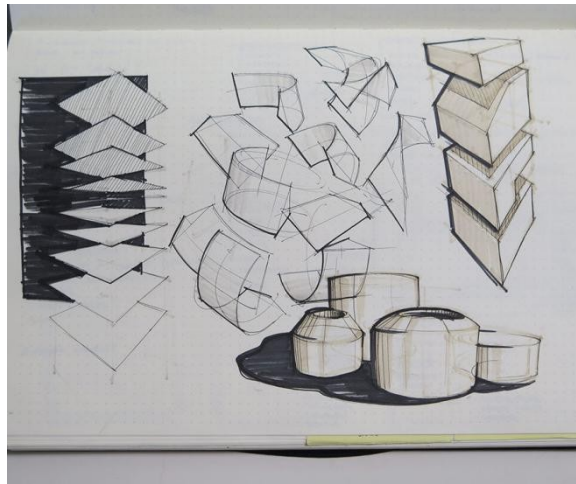
- Contour hatching -lines follow the contour of the subject



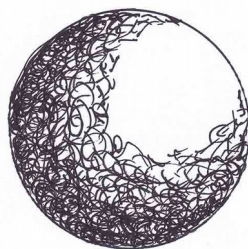
- Shading -the darkening or colouring of an illustration or diagram with parallel lines or block of colour



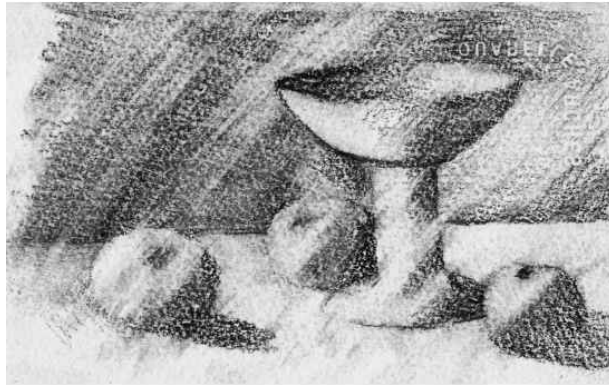
- Rendering -process of formulating, adding colour, shading, and texturing of an image



- Stumbling – can be described as layers of scribbling or rough lines



- Directional marks – same as linear hatching



- Perspective Drawing - represents three-dimensional images on a two-dimensional picture plane

