

SYLLABUS

PRINCIPLES OF ANIMATION;

LEARN THE ART OF CHARACTER ANIMATION IN BLENDER

1. INTRODUCTION TO BLENDER AND ANIMATION EDITORS

- Introduction to blender for absolutely beginners. Learn and understand the Blender interface, tools and controls.
- Learn and understand Blender animation editor windows.
- Animating for the camera. Learn camera settings and camera angles for better animation story telling in blender.
- Learn how to animate a bouncing basketball.

2. INTRODUCTION TO CHARACTER RIGS AND RIG CONTROL

- Learn and understand character rigs and rig control.
- Learn how to attach objects to character rig.
- Learn character-object interaction using child of constraint, parent to and animating a disable or enable icons for viewport and render.
- Learn how to animate a character pick up and bounce an object.
- Learn how to make a walk cycle and transform it into forward movement

3. PRINCIPLES OF ANIMATION.

- The main principles of animation
- Understand Squash and Stretch and how it can be used for better animation story telling.
- Anticipation. Learn how to use anticipation to build expectation before an action.
- Staging. Learn how to present action in a clear and engaging manner.
- Timing and Spacing. Learn how to control the length and pacing of actions and scenes to create a specific emotional response or effect.
- Exaggeration. Learn how to emphasizing character's actions to create more dramatic or comedic effect.
- Learn pose to pose and straight ahead action movements.

4. ANIMATION WORKFLOW

- Learn how to use and combine Rotomation, pose-to-pose and exaggeration as an animation workflow.
- Learn animating with reference video clips.
- Learn and understand lip animation and synchronization with audio in blender.

MAIN CLASS PROJECT

Using everything you have learnt, we'll together create a short animation scene video of our two detective police officer characters about to enter a crime scene, a scary old building, one is scared and the other one is brave. (Recorded audio and reference video clips, script and character scene file are provided in the lessons resources).