



Notes

1) Animation Exploration

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2) Day 1

Assignment is bring things to animate

3) Comics

animation of the mind

4) stop motion

move a static object, take a photo, move again.

5) drawing

change each subsequent drawing

6) frame rate

the speed at which images change

7) Gutter

the area between frames on a standard comic

8) Day 2

Mostly work day, started with storyboard and keyframes, outlined stage-prep, then how to shoot-move-shoot-move.

9) Story board

essential for ideas to be clear.

10) key frames

Images or points in between which "tweening" happens...usually the images from the storyboard

11) stage

the area where the action of the animation will happen

12) frame rate

30 frames per second

13) Work day

All captures today

14) Day 3

Many students's ambition and lack of shooting low resolution images has choked image ready. Solution is to break up into 10 frame sections and export as gifs

15) Work day

Finish rendering all gif images