UALAUD-45-1 - Ideas, Design, Storytelling.

Induction Training - Hub 2

Assignment 1 – Animating a Walk Cycle Using Adobe Animate (Flash)

Brief

The study and analysis of movement is critical to your studies as a student of animation. In this session we will focus on the following three key concepts when animating 2d walk cycles.

Looping   Weight   Timing

Following an introduction to the Animate software, you will plan and produce a six-eight second animated walk cycle. This exercise will focus on the animation principles of weight and timing, and the concept of looping animation.

This sequence should use traditional frame-by-frame animation techniques and should consider the two animation processes of Straight Ahead and Pose to Pose animation.

Session Aims

1. The training delivered in this session introduces students to the Adobe Animate software, focusing on the drawing and keyframing tools. Students should understand keyframing and drawing techniques within this software by the end of the session.
2. By completing this exercise students will gain an understanding of animated walk cycles, and the importance of timing and weight in achieving convincing movement.

Technical Learning Objectives - When you come to work independently in the digital studios this session will help you to	Learning outcomes - When you are assessed the work produced during this session will provide you with evidence towards:
• Be more independent and confident at using the Adobe Animate software. • Have experience and knowledge of using the main drawing and animation tools within the software. • Continue to develop an understanding of animation principles and processes. • Continue to develop and improve essential drawing and animation skills. • Continue to form a critical eye when viewing animated movement.	• The use and application of a range of animation and filmmaking techniques in relation to practical work. • Your understanding of the principles of animation in assignments. • Your ability to observe, analyse, compare and contextualise animated dynamics and performance.