Animation
Ats Kurvet
What is animation?
Where to use animation?
How it works...

- Vision
- Animation
- ???
- Profit!
Disney’s Twelve Basic Principles of Animation is a set of principles of animation introduced by the Disney animators Ollie Johnston and Frank Thomas in their 1981 book *The Illusion of Life: Disney Animation*. Johnston and Thomas in turn based their book on the work of the leading Disney animators from the 1930s onwards, and their effort to produce more realistic animations. The main purpose of the principles was to produce an illusion of characters adhering to the basic laws of physics, but they also dealt with more abstract issues, such as emotional timing and character appeal.
#1 Squash & stretch
#2 Anticipation
#3 Staging
#4 Straight ahead & pose to pose
#5 Follow through & overlapping
#6 Slow in & slow out
#7 Arcs
#8 Secondary action
#9 Timing
#10 Exaggeration
#11 Solid drawing
#12 Appeal
3D
How to animate a 3d model?

- Change object translation, rotation and scaling, color...?
- What is the object?
- How to gather data?
- What to store?
- How to interpolate?
Curves

- Constant
- Linear
- Bezier
Morph target animation
Blendshapes + extra
Skeletal meshes
Forward- & inverse kinematics
Key frame animation
Motion/performance capture
Simulation
Post effects

- Depth of field
- Vignetting
- Chromatic aberration & other lens peculiarities
- Motion blur
- Color correction
Fin.
Sources

- http://the12principles.tumblr.com/
- https://www.youtube.com/watch?v=FiARsQSlzDc
- https://www.youtube.com/watch?v=NxoloW0mRtg
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