Now the fun begins. We begin to explore cartoon physics and the relationship between forces, masses in motion and animation. This is fun stuff, but it is also as hard as it gets in animation. If you can do this right, you can animate anything. So plan to work hard on this one. We will again divide up:

Group 1: Walking and running and skipping
Group 2: Jumping

We will videotape ourselves walking, jumping, running, lifting, throwing things and skipping. Use the video as reference footage.
Use the ballie rig. You can find it in the models folder or on the website on the models page.

If you are doing the walk/run/skip:

Start from the walk animation we did in class and add to it. Have your character walk into the frame, with personality, do something in the center of the frame and then leave frame. Have fun with it. How old is your character? How heavy? What is their mood?

If you are doing the jump:

Have your character prepare for the jump, complete the jump and then move out of the frame. Make sure you have a good wind up to the jump before and recoil after.

What you will turn in:

Turn in either a playblast or a rendered movie of your animation (side or ¾ view).

Have fun with this!!!