



### Analysis

#### Bouncing Object

Throughout this process, the animation that I preferred the most was the one that involved a bouncing character. Within this animation, I had to use techniques such as “Timing and Spacing”, “Squash and Stretch” and “Ease in and out”. I feel like in comparison with the other animations I did, this one was the most fluid as I think I understood the way a rubberball-like object would move and appear under various speeds. However, I do feel like I drew the character a bit too small as it’s quite hard to see the various features when watching back the animation. If I were to do this animation again, I would probably increase the size and reduce the speed, so that the character can be seen more clearly.

#### Debating Character

For this exercise, I made a fish character that moves between three poses, with fins acting as hands. Even though I liked the character, I think in certain areas the animation is quite fluid but also not that smooth in others, which is something I think I need to improve on. For example, the pupil size wasn’t that consistent throughout the animation.

#### Pose to Pose

During the ‘Pose to Pose’ workshop I enjoyed coming up with the poses, as well as moving between them. Within the final result I was happy with the idea of the girl’s hair holding hands towards the end, as well as the character design. However, like the ‘Debating Character’ animation, I thought that at some points it may have been a little choppy.

#### Straight Ahead

Within this exercise, I used the words ‘Sun’ and ‘Nature’ as my inspiration. Since I had a lot of components within my scene, this animation took the longest. It also happened to be my least favourite as there wasn’t much planning involved as I just started morphing and extending lines into the selected objects. This, I think caused the animation to look a little messy and unpolished at times.

#### Overall Analysis

Overall, I quite enjoyed this way of working at certain points when I planned more in advance, as I felt those animations gave the best results. However, this process was quite repetitive, so I’d choose to do this again if the scene wasn’t too complicated. Despite this, I did like working using the keyframe technique, where I had to draw the keyframes out first and later fill the rest with in-betweens, halving each time between poses. This, I think, made it easier for me to animate the ‘Pose to Pose’ as well as the ‘Debating Character’ animations.