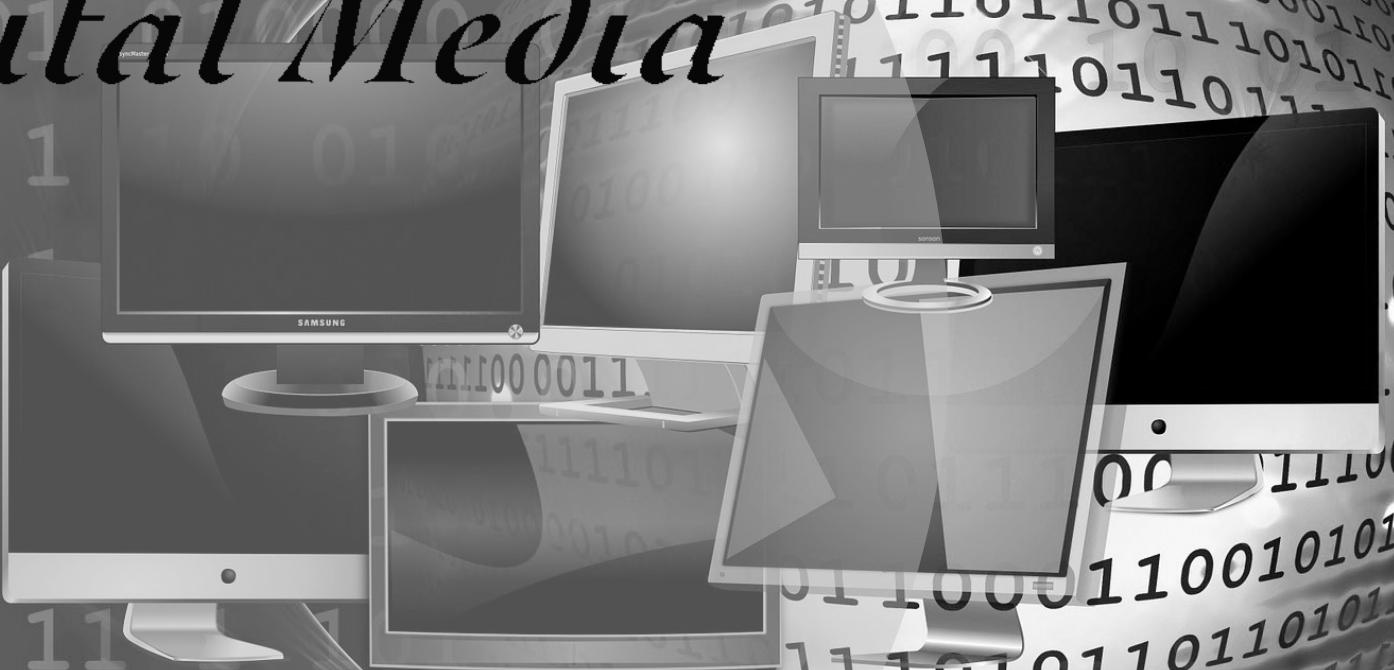


# Digital Media



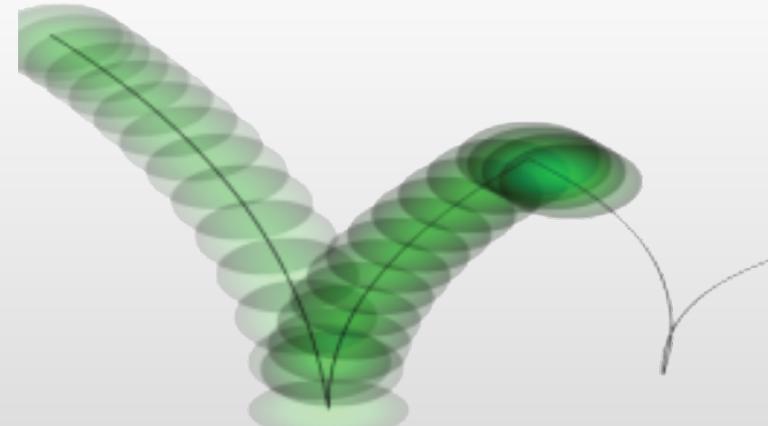
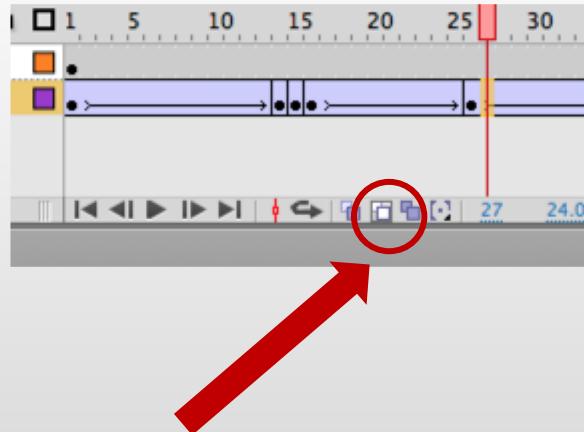
Objective 204.03

Execute advanced production methods to create digital animation.



# ONION SKINNING

- A feature that reveals a range of previous and next frames relative to the current frame and allows the user to compare the position of the objects when creating movement.
- Use to help draw animation frames.





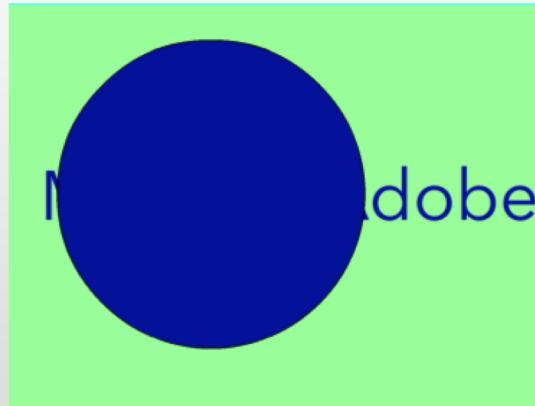
# QUESTIONS TO CONSIDER

- Is onion skin beneficial for vector animation or is it more useful for frame animation?



# MASKING

- Similar to masking in Adobe Photoshop, it allows an object in the animation to be hidden by an editable layer to reveal or hide what is underneath.
- Animated layers can be converted to masks, allowing them to reveal lower layers.



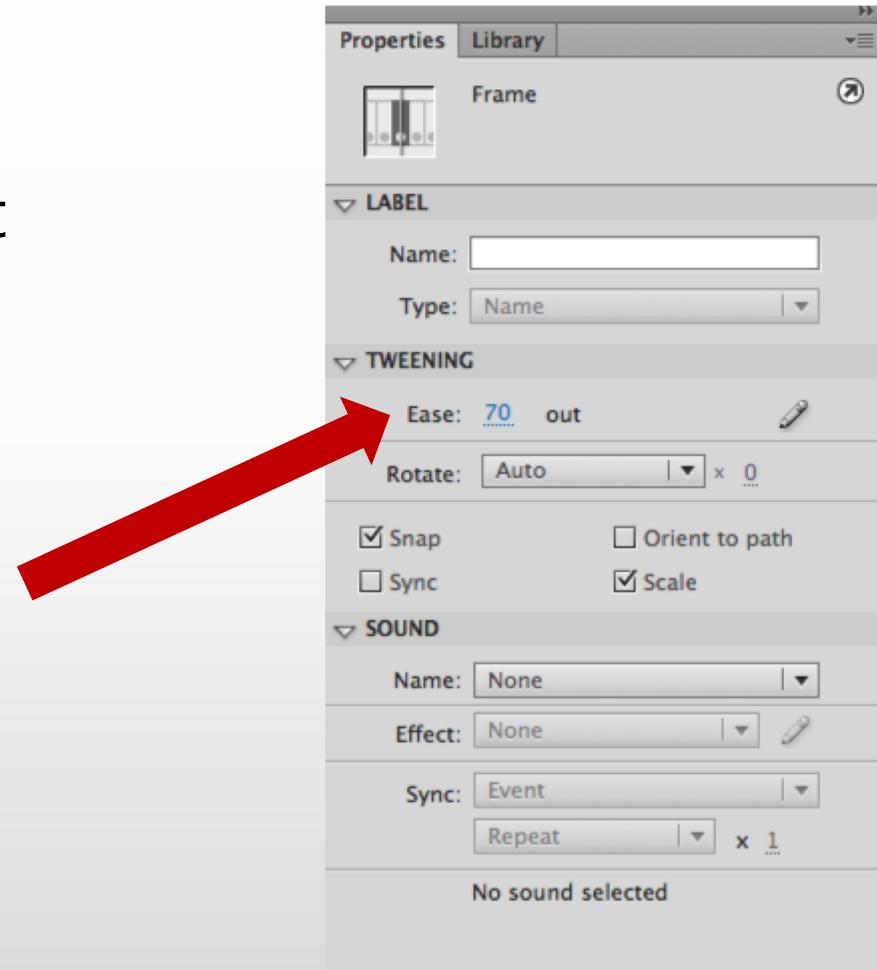
Before masking



After masking

# DM EASING

- Generating movement in an animation that is not a constant speed.
- To speed up or slow down to create a more realistic appearance.

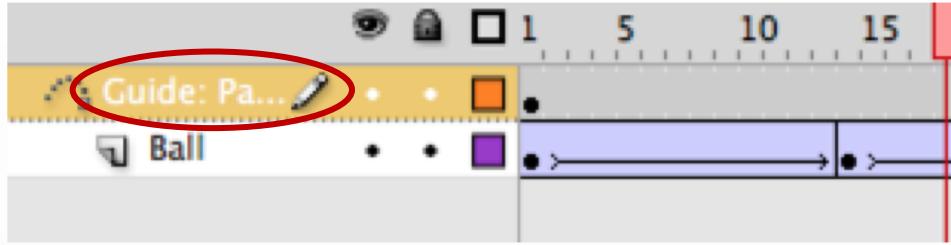




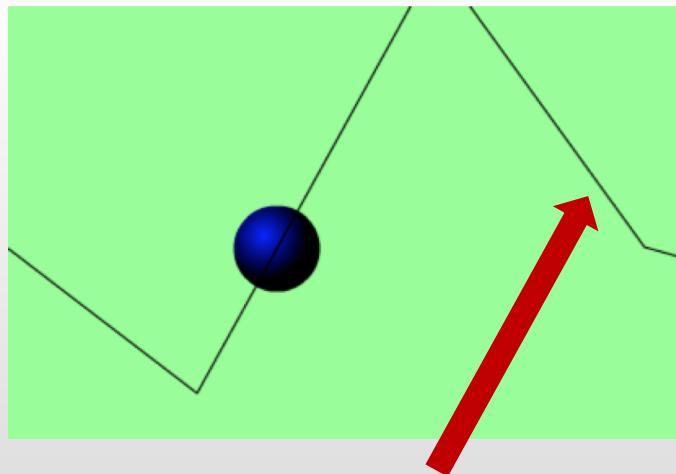
# QUESTIONS TO CONSIDER

- Why is easing important for animation?
- Can you think of cartoons or movies where the animation is eased?

# MOTION PATH



The object that follows the guide path is placed under the guide path and to the right.



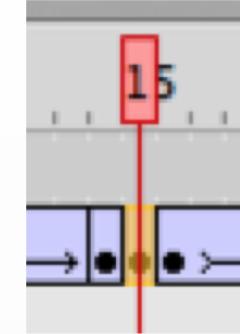
Guide path drawn with the pen tool  
(does not show in final animation)

A pre-determined path that moving objects can follow exactly, not just linear, but specific to a set route.

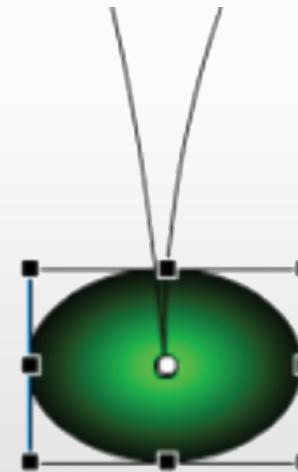


# SQUASH AND STRETCH

Technique used to create an exaggerated shape during movement.



Adding extra keyframes helps process.



Distorted “ball” at bottom of path movement on middle keyframe.



# QUESTIONS TO CONSIDER

- Squash and stretch in animation is an example of exaggeration. Why do you think it's important for animation to be exaggerated?



# ROTOSCOPE TECHNIQUES

- Rotoscope work involves careful tracing of individual frames in recorded video.
- Suggestions for rotoscoping:
  - Although film is typically 24 FPS, in rotoscope it is normal for only every other frame to be traced, then played at 12 FPS.
  - It is easiest to do with the help of a drawing tablet which allows for more natural tracing on the screen.

