

# TRADITIONAL ANIMATION

Group G

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## BREIF

This project is about trying to use light box to make some traditional animations. I did a four animations, each is in 2 seconds. The first line animation is a straight ahead animation. The second which is about a changing face is a pose to pose animation. Third ball animation is about bouncing object. And the fourth one is a character animation with the skill of ease out and ease in.

## REFLECTION

During this project, I found that I really didn't know how the objects move before. Luck, I understand some ways of how they act in this project. In my first two animations, you can only see 12 frames in one second, this due to if I made that with 25 frames in one second, it will be too fast, on the other hand, I really need to draw more frames. However, the other two animation is in 25 frames per seconds, and I think they work well. But I also should spend more time to add more frames or add more actions to get a better outcome.

Please Watch my animatin at my blog:  
<https://shiyuantong8145.myblog.arts.ac.uk/2021/10/21/traditional-animation/>

