

# *ExplorNet's Digital Media II*

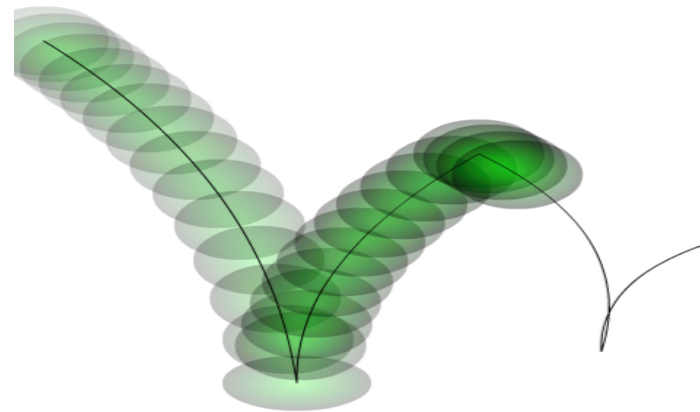
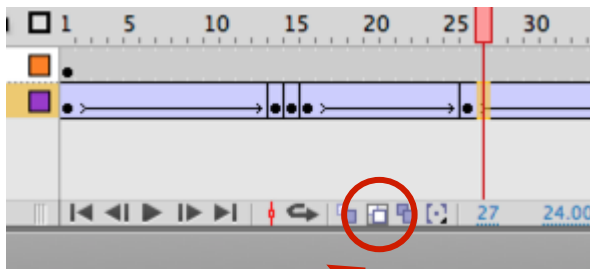
Objective 204.03 4%

Execute advanced production methods to create digital animation.

# Onion Skinning

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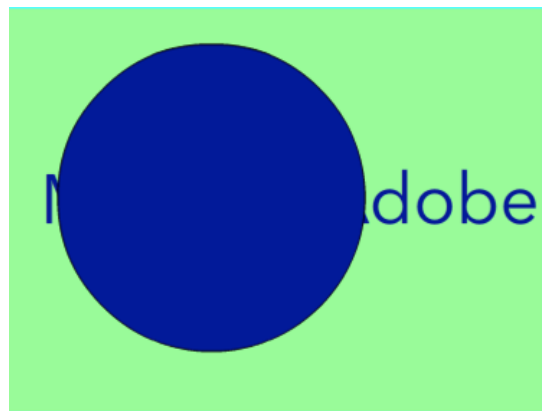
- A feature that reveals a range of previous and next frames relative to the current frame and allows the user to compare the position of the objects when creating movement.
- Use to help draw animation frames.



# Masking

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- ❑ 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

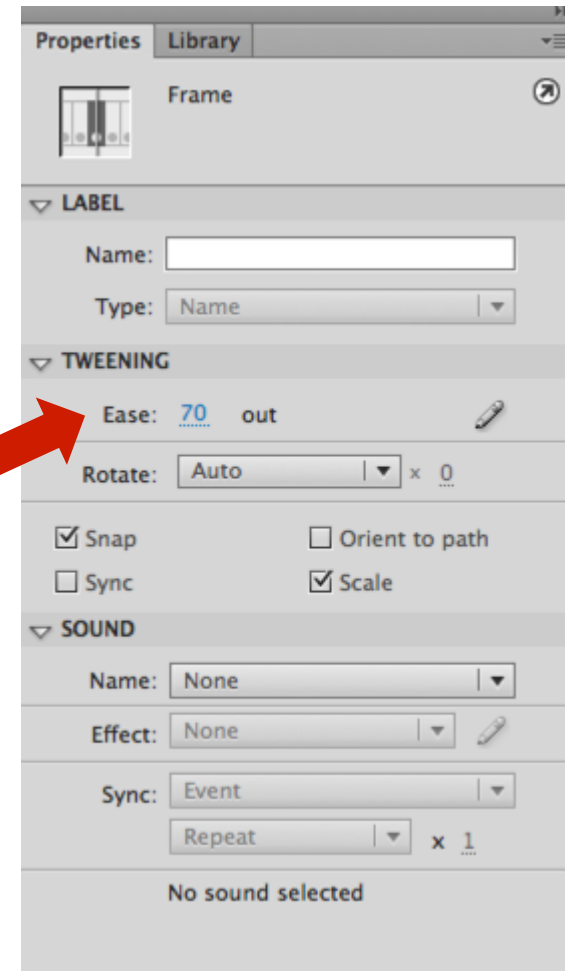


After masking

# Easing

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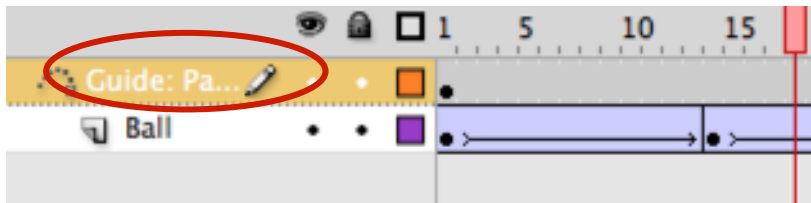
- ❑ Generating movement in an animation that is not a constant speed.
- ❑ To speed up or slow down to create a more realistic appearance.



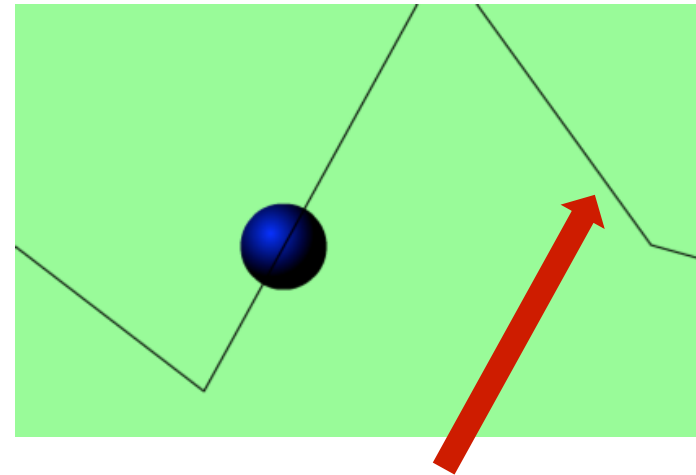
# Motion Path

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



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

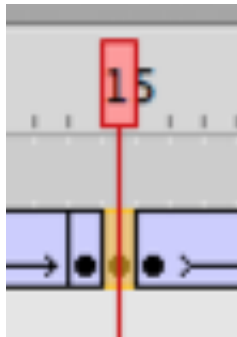


Guide path drawn with the pen tool  
(does not show in final animation)

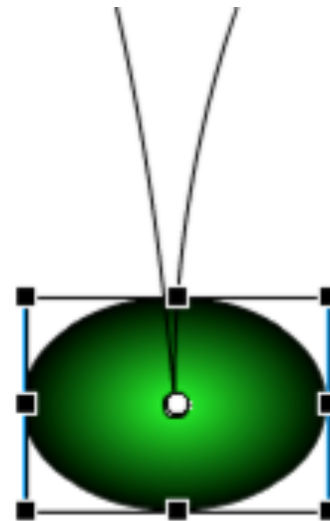
# Squash and Stretch

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- Technique used to create an exaggerated shape during movement.



Adding extra keyframes helps process.



Distorted "ball" at bottom of path movement on middle keyframe.

# Rotoscope Techniques

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- ❑ 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.

