

:: Week 3 ::

Squash & Stretch

Anticipation

Storyboarding

:: Squash & Stretch ::

physical form is manipulated to emphasize a certain action

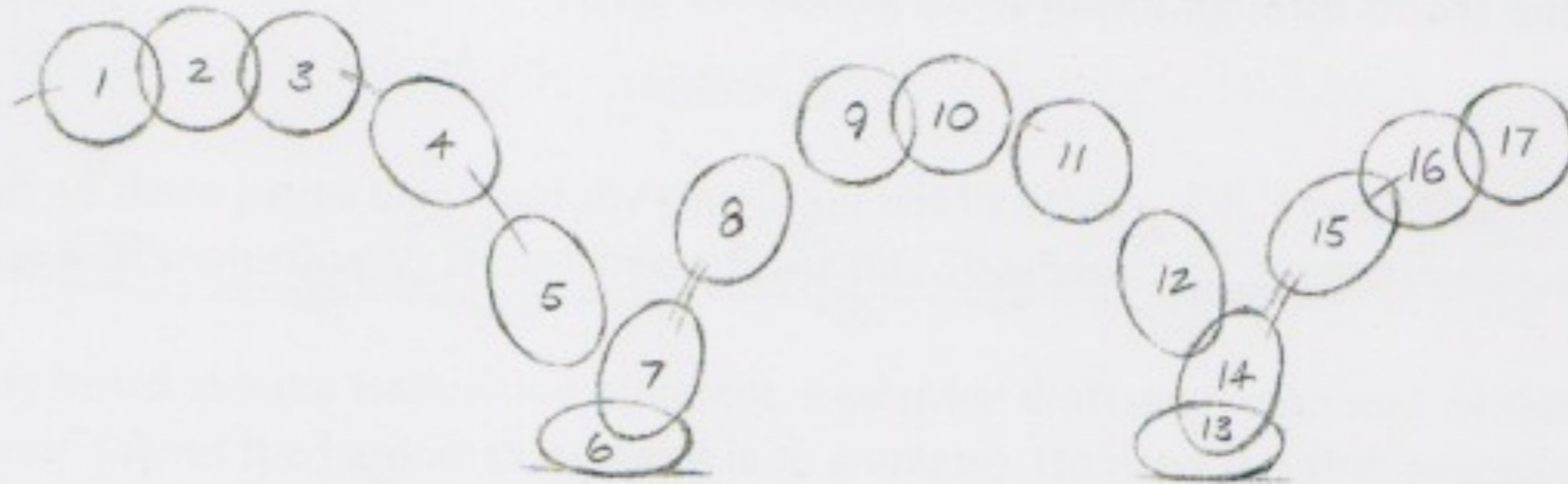
- object is flattened when hits the ground (squash)
- fast moving object is elongated (stretch)

:: Squash & Stretch ::

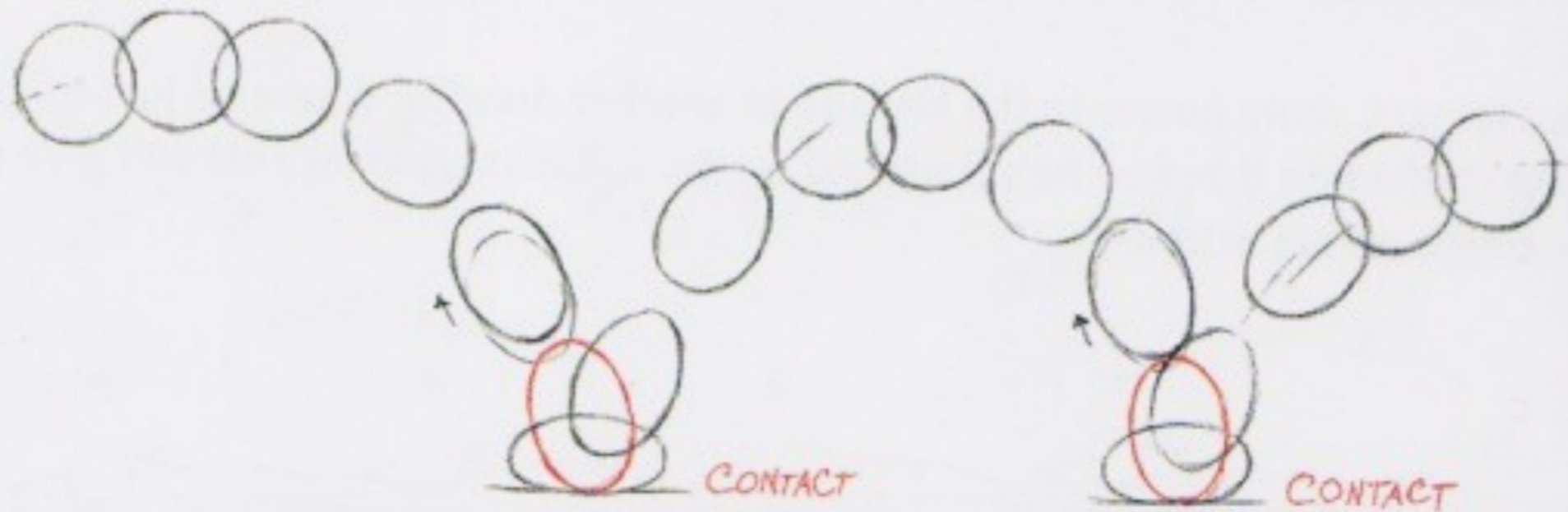
Rules:

- keep volume consistent
- consider weight and density
- allow for natural flexibility of the material -
don't rubberize

I had the page open on the bouncing ball. It was like this – which certainly works OK.

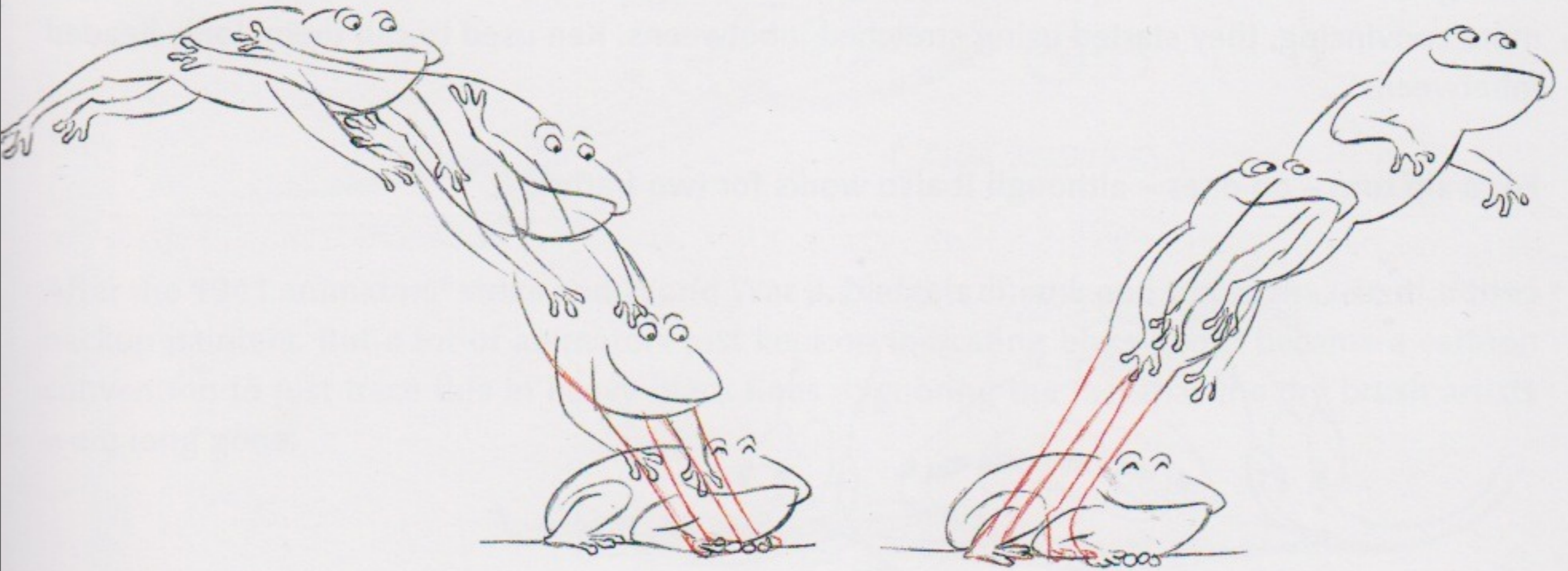


Ken said, 'Yeah, sure, but wait a minute – never mind that. We can make this much better. We need to have a contact in here before the squash.'



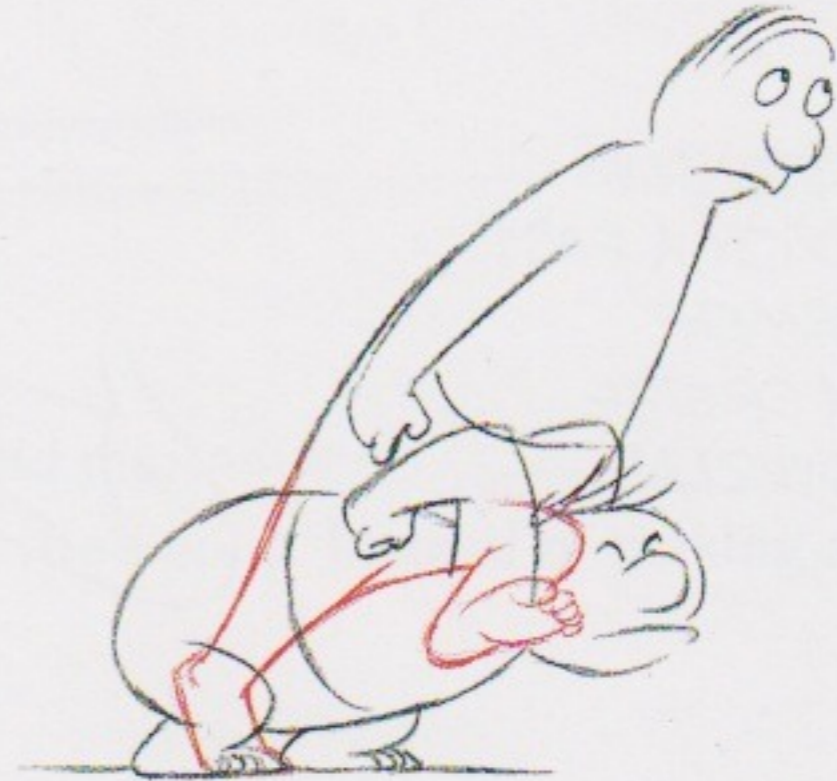
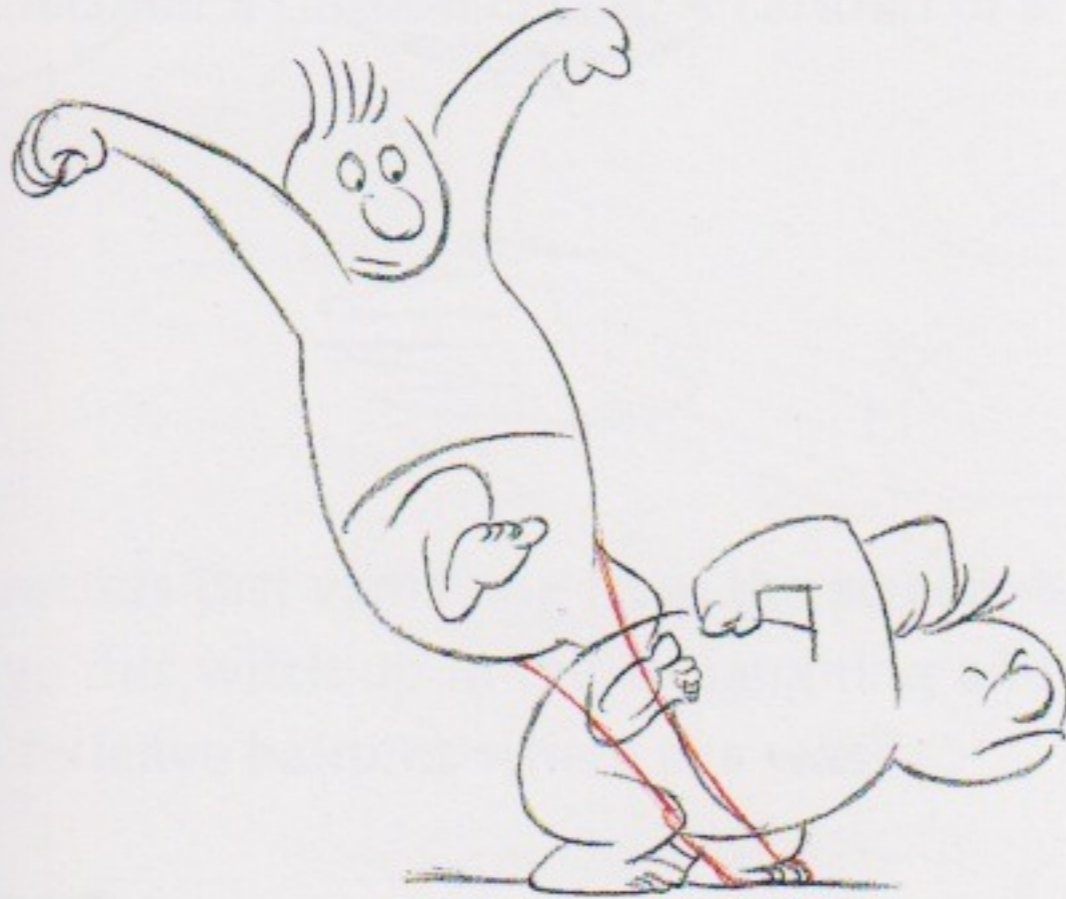
'Put in a contact where the ball just touches the ground and *then* it squashes. That'll give it more life.' (Move the preceding drawing back a bit to accommodate it.)

Ken continued, showing the same idea with a frog.



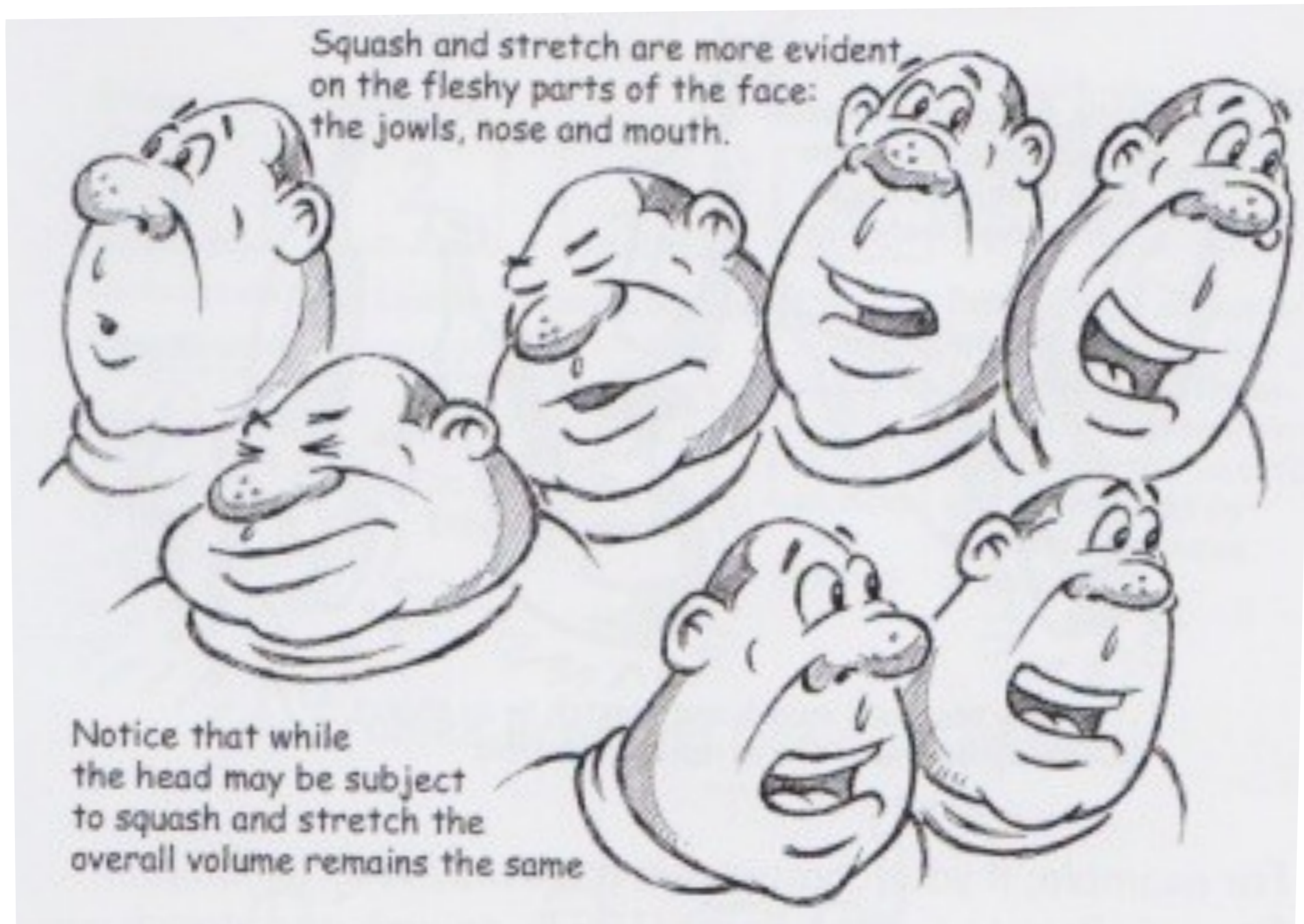
'Have him contact the ground before he squashes down. Then keep his feet contacting the ground as he takes off. That'll give more change to the action.'

Next, a jumping figure.

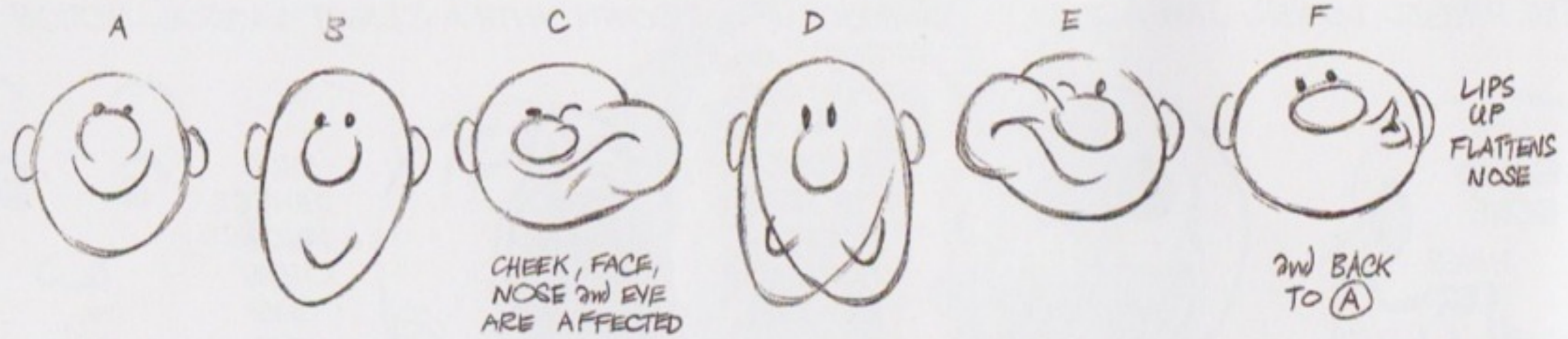


'Have at least one foot contacting the ground before the squash down, then leave at least one leg still contacting the ground as he takes off again.'

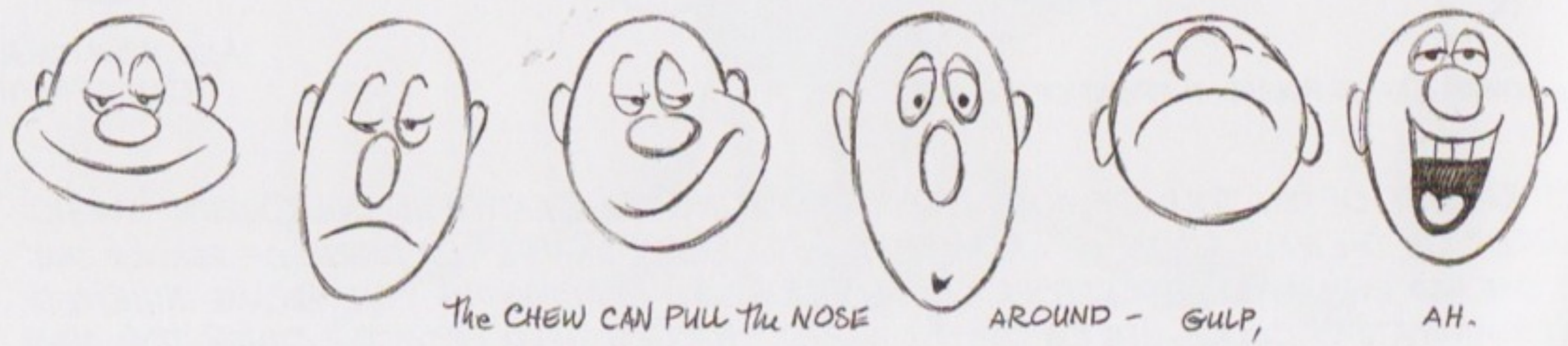
:: Squash & Stretch ::



TAKE CHEWING, FOR EXAMPLE:

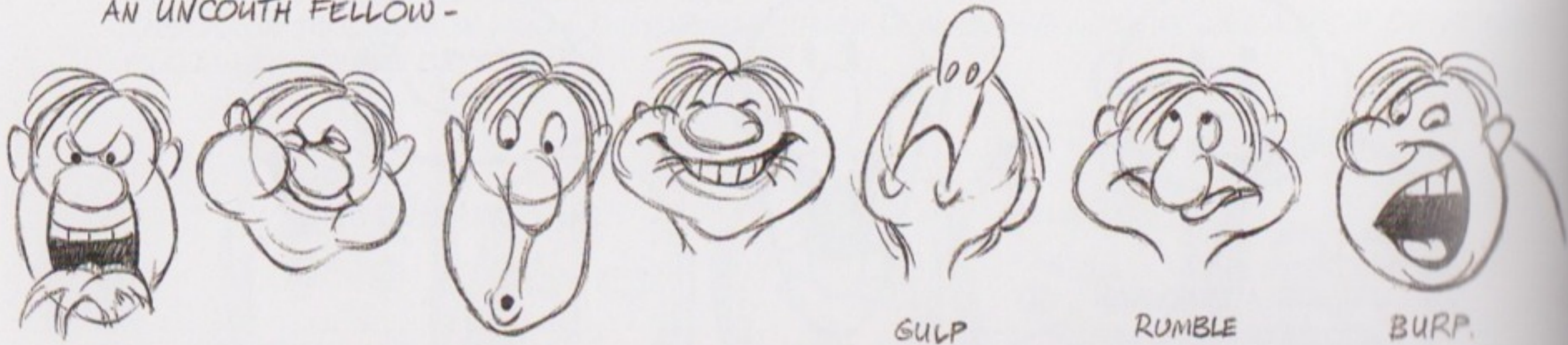


WE COULD GO FROM ANY OF THESE POSITIONS TO ANY OTHER IN ANY SEQUENCE, VARYING IT.



AGAIN, WITH SQUASH and STRETCH, WE TRY TO KEEP THE SAME AMOUNT OF MEAT. IF YOU TOOK IT OUT and WEIGHED IT - IT WOULD WEIGH THE SAME.

AN UNCOUTH FELLOW -



GULP

RUMBLE

BURP.

SO, AGAIN, IT'S WHO IS CHEWING? FAT, SMALL, OLD, CRAZY, INHIBITED?
A SOPHISTICATED PERSON CHEWING VERSUS A TRAMP WHO HASN'T EATEN FOR 3 WEEKS?



A SOCIETY
MATRON
NEVER OPENS
HER MOUTH -

VERSUS A
LABOURER
EATING -



:: Anticipation ::

Used to attract the eyes of the audience to a specific part of the screen at a particular moment so the viewer does not miss the next action or part of the story

:: Anticipation ::

Basically...

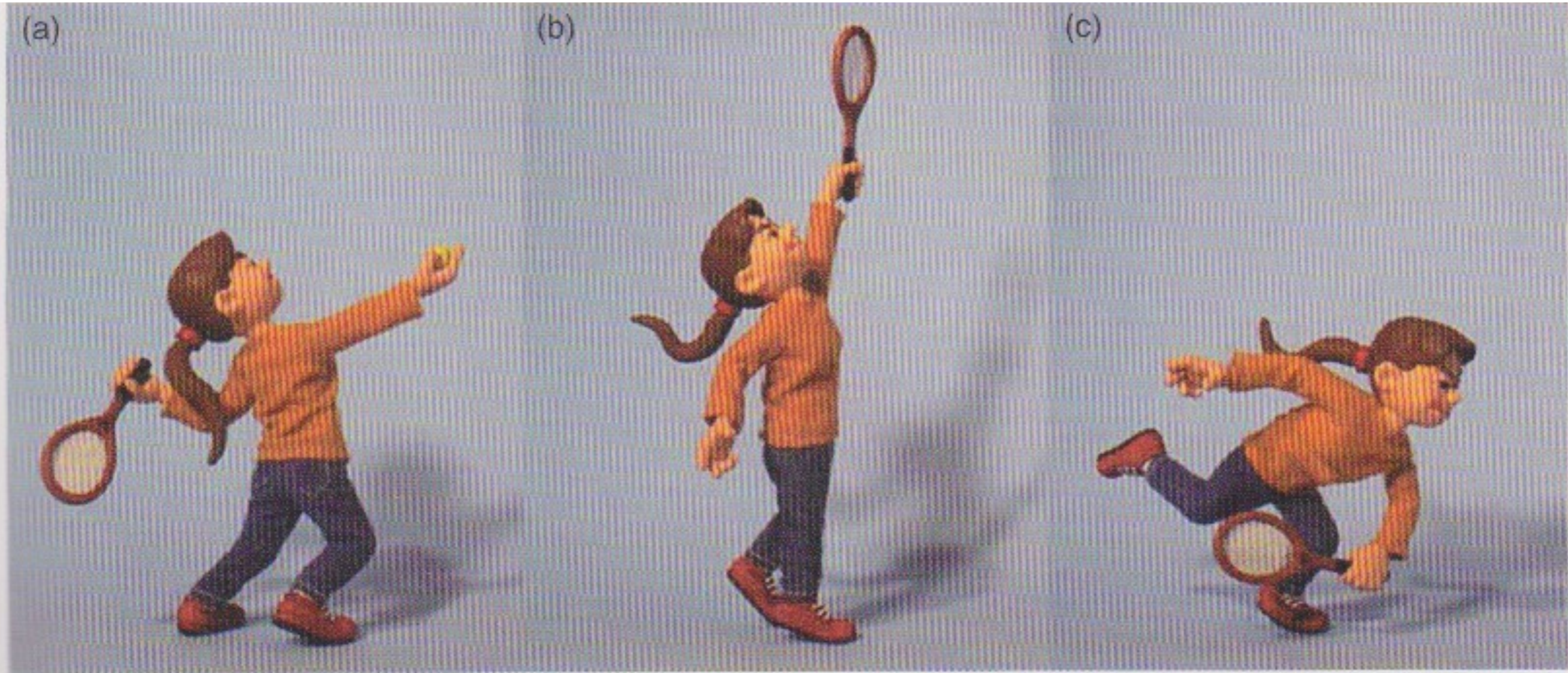
The viewer needs to understand what your character is doing before, during and after and action.

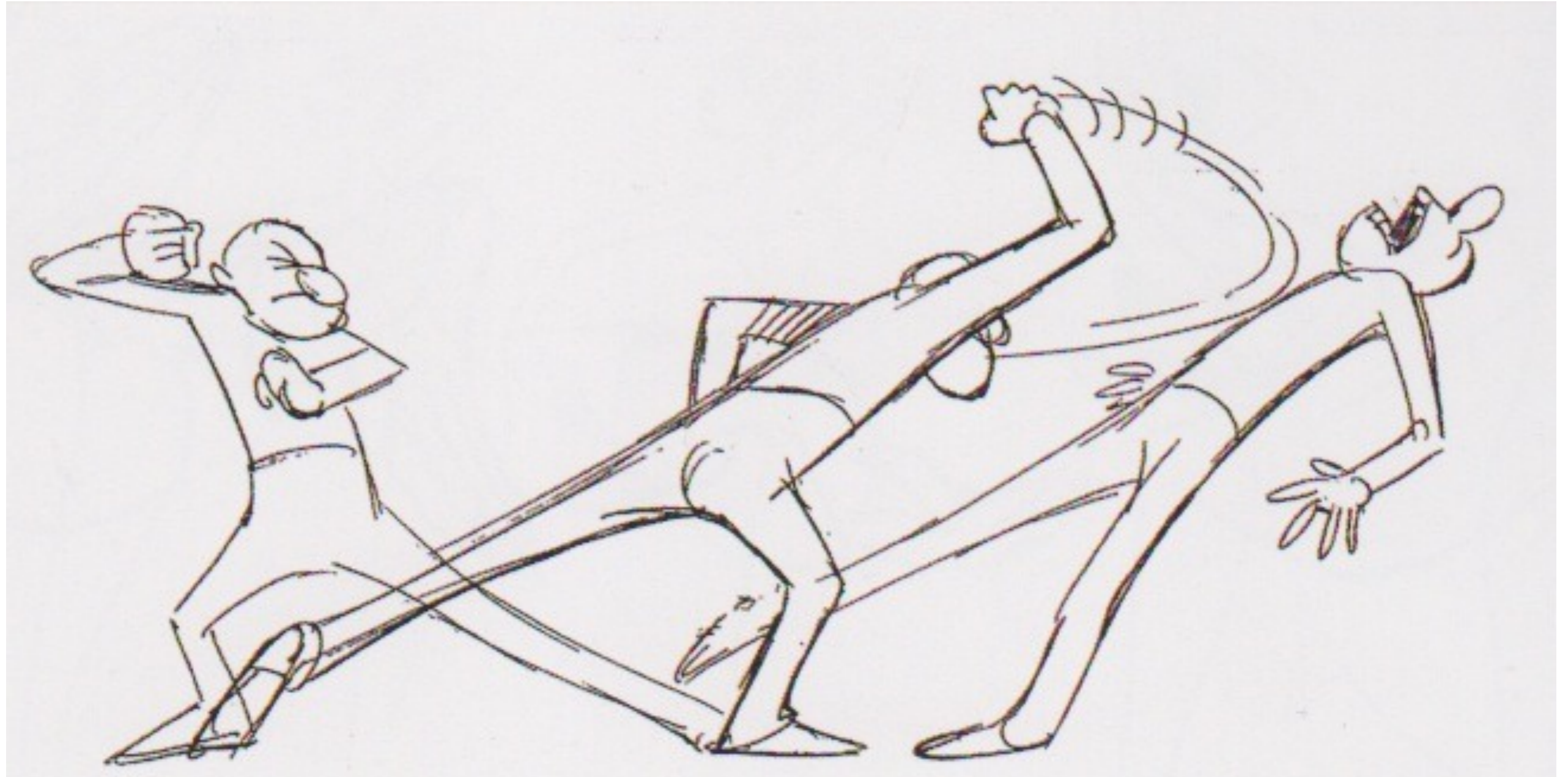
:: Anticipation ::

- brains are predictable
- movement attracts attention
- if you use anticipation you can speed up the main action and not run the risk of losing your viewer
- if you do not prepare your audience for the next action, the next action will need to be slower

:: Anticipation ::

“Any action can be enhanced if there is anticipation before the action.”





:: Storyboarding ::

A production blueprint; sequential film outline

- helps you figure out if story and visuals flow



:: Storyboarding ::

Title/Logo PAGE _____

Scene			Scene			Scene		
Panel	Timing	BG	Panel	Timing	BG	Panel	Timing	BG

Action _____ Action _____ Action _____

Dialog _____ Dialog _____ Dialog _____

Trans _____ Trans _____ Trans _____

Title/Logo PAGE _____

Scene			Scene			Scene		
Panel	Timing	BG	Panel	Timing	BG	Panel	Timing	BG

Action _____ Action _____ Action _____

Dialog _____ Dialog _____ Dialog _____

Trans _____ Trans _____ Trans _____

Observation & Inspiration

Ren & Stimpy - Happy Happy Joy Joy

<http://www.youtube.com/watch?v=ximubl-hv9Q&feature=related>

Bill Plympton - Your Face 1987

<http://www.peteava.ro/id-116979-089-your-face-bill-plympton-1987> heard em say - kanye west 2005

guard dog

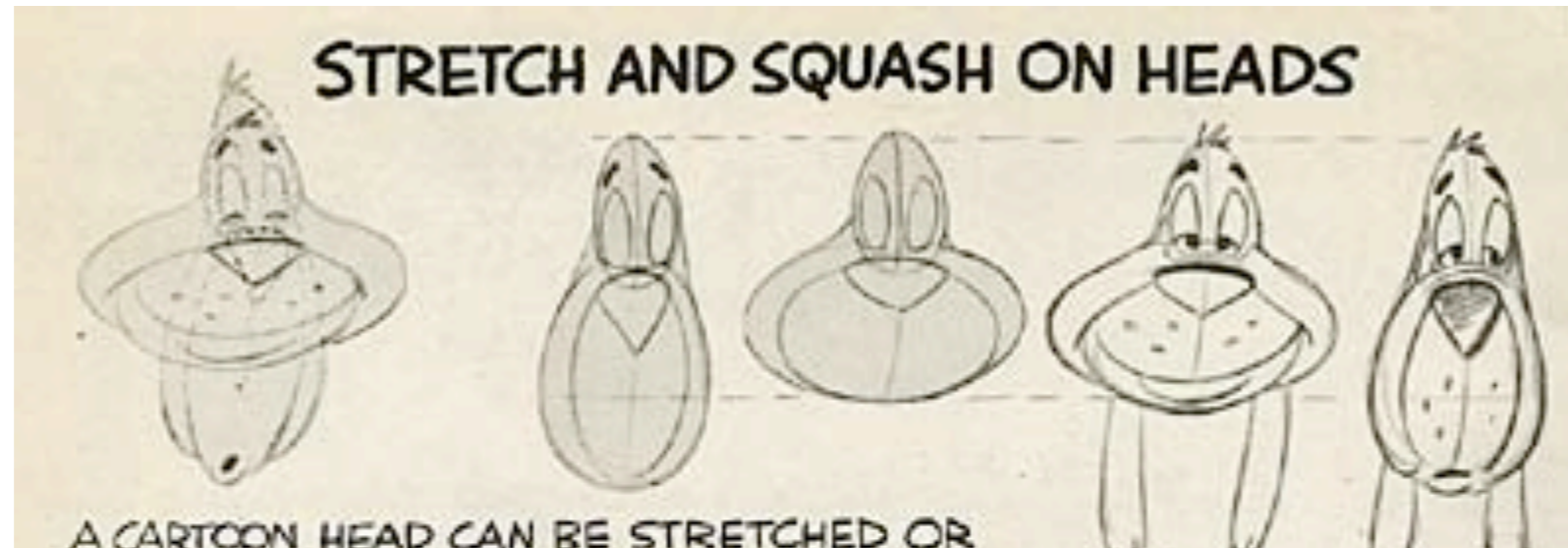
Acting & Poses <http://www.youtube.com/watch?v=wW6rENTfaU&feature=related>

- squash and stretch
- anticipation
- acting is reacting

hw week #3 :: ANIMATE

- animate a ball in and obstacle course.
- REFLECT on BLOG:What worked? What didn't? What would you change next time?
- Ball should have visible rotation.
- Storyboard first. Post storyboard and animation.

hw week #3 :: DRAW



- Maintain the basic volume of the form you are distorting to create the expressions.
- Pay attention to the differences in the way that the cranium and jaw distort.
- Pay attention to the way the cheeks move up and down as the character smiles or frowns.

hw :: POSES

Draw 5 Poses showing '**DEVASTATION.**' At least one should be
“**HYSTERICAL DEVASTATION.**”