



# CHARACTER ANIMATION BOOTCAMP

## TV SCENE

### THE SCENE'S THE THING

For the next few lessons, we're going to work on a full "scene" with a more complete performance of a character in a narrative setting. Our focus will be on how you connect one movement with another, while always considering the important aspects of character performance and storytelling in our decisions.

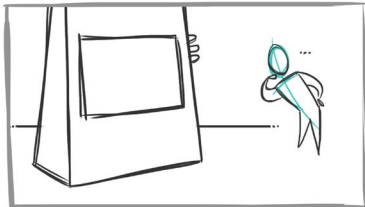
### A BRIEF BRIEF

Our goal is to create a roughly :10-:20 title sequence for Character Animation Bootcamp using Olly and Dolly in the Animation Lab. For the lessons, we will be using Dolly, for the exercises, you will use Olly.

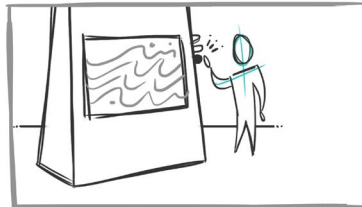
You'll be provided with everything you'll need, rigged puppets, background, and audio.

We have a simple thumbnail storyboard to start with. We will follow it fairly closely for the lessons. For the exercises, you may change, embellish, or improvise if you feel confident in doing so.

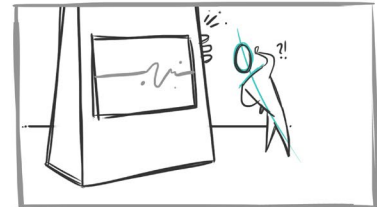
### STORYBOARDS



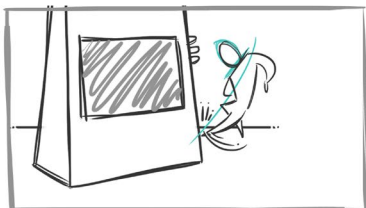
1 - Character looks at giant monitor



2 - Presses button



3 - Monitor just shows static  
SFX - White noise, static, etc



4 - Character kicks monitor



5 - CAB Logo appears on screen



6 - Character gestures or "ta-daa's"  
to monitor

### TRAINING WHEELS OFF

We will not be providing you with research links or thumbnail sketches this time, although the lessons will lead you through breaking down key poses for the basic actions laid out in the storyboard.

It is strongly recommended, especially if you decide to do something different than what is covered in the lessons, that you carefully do your own research and thumbnail sketches before beginning animation.

Keep in mind the basic "structure" of most movement: 1. Starting 2. Anticipation 3. Action 4. Reaction/Recoil 5. Ending/Settle

Remember to look for opportunities to "link" movements together! The recoil or settle pose of one movement can be the starting or anticipation for the next movement!

Also remember that this "structure" is a tool not a rule! Not every action needs all 5 phases, but it's a good place to start breaking down your key poses.