

2D ANIMATION II: APPLICATIONS- FIL2723C

ACTING GESTURE

ASSIGNMENT:

- Create two 23-frame performance animations, one Female and one Male, using provided Dialogue and X-sheets.

X-SHEETS

Now that you understand how to break down and read X-sheets, let's incorporate that knowledge into a much more challenging animation.

This time, instead of simply reusing frames to create lip synch, we will animate a full-blown character performance using these dialogues-

Seconds	Frame	Phonics	Word	BG
1	1			
2	2			
3	3	eh		
4	4			
5	5			
6	6			
7	7			
8	8	oh		
9	9			
10	10			
11	11			
12	12	ll		
13	13			
14	14	ll		
15	15			
16	16			
17	17			
18	18			
19	19			
20	20	oo		
21	21			
22	22	oo	no	
23	23			
24	24			
25	25			
26	26			
27	27			
28	28			
29	29			
30	30			
31	31			
32	32			
33	33			
34	34			
35	35			
36	36			
37	37			
38	38			
39	39			
40	40			
41	41			
42	42			
43	43			
44	44			
45	45			
46	46			
47	47			
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50	50			
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55	55			
56	56			
57	57			
58	58			
59	59			
60	60			

Female Dialogue: Oh, no!
30 fps, Shot on 24

Seconds	Frame	Phonics	Word	BG
1	1			
2	2			
3	3			
4	4			
5	5			
6	6			
7	7			
8	8			
9	9	will		
10	10			
11	11			
12	12	A	What	
13	13			
14	14	z		
15	15			
16	16			
17	17			
18	18			
19	19			
20	20			
21	21	z		
22	22			
23	23			
24	24	v		
25	25			
26	26	ll	Edge	
27	27			
28	28			
29	29			
30	30			
31	31			
32	32			
33	33			
34	34			
35	35			
36	36			
37	37			
38	38			
39	39			
40	40			
41	41			
42	42			
43	43			
44	44			
45	45			
46	46			
47	47			
48	48			
49	49			
50	50			
51	51			
52	52			
53	53			
54	54			
55	55			
56	56			
57	57			
58	58			
59	59			
60	60			

Female Dialogue: Whoreven.
30 fps, Shot on 24

Seconds	Frame	Phonics	Word	BG
1	1			
2	2			
3	3			
4	4			
5	5			
6	6			
7	7			
8	8			
9	9	ll		
10	10			
11	11	e		
12	12			
13	13		llow	
14	14	l'v		
15	15			
16	16			
17	17	ll'f		
18	18			
19	19			
20	20	ll'		
21	21	ll'		
22	22	ll'		
23	23	ll'		
24	24			
25	25		llow	
26	26			
27	27			
28	28			
29	29			
30	30			
31	31			
32	32			
33	33			
34	34			
35	35			
36	36			
37	37			
38	38			
39	39			
40	40			
41	41			
42	42			
43	43			
44	44			
45	45			
46	46			
47	47			
48	48			
49	49			
50	50			
51	51			
52	52			
53	53			
54	54			
55	55			
56	56			
57	57			
58	58			
59	59			
60	60			

Female Dialogue: lly, mm!
30 fps, Shot on 24

Seconds	Frame	Phonics	Word	BG
1	1			
2	2			
3	3			
4	4			
5	5	oo		
6	6			
7	7			
8	8			
9	9			
10	10			
11	11			
12	12			
13	13			
14	14	oh		
15	15			
16	16			
17	17			
18	18	oh		
19	19			
20	20	ll		
21	21			
22	22	ll		
23	23			
24	24	oh		
25	25			
26	26		llow	
27	27			
28	28			
29	29	v		
30	30			
31	31			
32	32			
33	33			
34	34			
35	35			
36	36			
37	37			
38	38			
39	39			
40	40			
41	41			
42	42			
43	43			
44	44			
45	45			
46	46			
47	47			
48	48			
49	49			
50	50			
51	51			
52	52			
53	53			
54	54			
55	55			
56	56			
57	57			
58	58			
59	59			
60	60			

Male Dialogue: Oh, lly...
30 fps, Shot on 24

Seconds	Frame	Phonics	Word	BG
1	1			
2	2	will		
3	3			
4	4			
5	5			
6	6			
7	7			
8	8			
9	9			
10	10	v	llow	
11	11			
12	12			
13	13	ll'		
14	14			
15	15			
16	16			
17	17			
18	18			
19	19	v		
20	20			
21	21			
22	22	oh ll		
23	23			
24	24			
25	25			
26	26		llow	
27	27			
28	28			
29	29			
30	30			
31	31			
32	32			
33	33			
34	34			
35	35			
36	36			
37	37			
38	38			
39	39			
40	40			
41	41			
42	42			
43	43			
44	44			
45	45			
46	46			
47	47			
48	48			
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50	50			
51	51			
52	52			
53	53			
54	54			
55	55			
56	56			
57	57			
58	58			
59	59			
60	60			

Male Dialogue: llly yoo...
30 fps, Shot on 24

Seconds	Frame	Phonics	Word	BG
1	1			
2	2			
3	3			
4	4			
5	5	ll		
6	6			
7	7			
8	8			
9	9			
10	10	ll		
11	11			
12	12			
13	13			
14	14			
15	15			
16	16			
17	17			
18	18			
19	19			
20	20	ll	Alright	
21	21			
22	22	oh ll		
23	23			
24	24			
25	25			
26	26			
27	27			
28	28			
29	29			
30	30			
31	31			
32	32			
33	33			
34	34			
35	35			
36	36			
37	37			
38	38			
39	39			
40	40			
41	41			
42	42			
43	43			
44	44			
45	45			
46	46			
47	47			
48	48			
49	49			
50	50			
51	51			
52	52			
53	53			
54	54			
55	55			
56	56			
57	57			
58	58			

Once you've decided, come up with a character and scenario that goes with the audio. What lead up to the character saying that? Even though you will not be animating the events before the dialogue, it is important to give the animation intent and purpose.

I'll use the "Why, You" dialogue as an example of how to approach an Acting Gesture animation-

Seconds	Frame	Phonics	Word							BG
	1									
	2									
	3	WH								
	4									
	5									
	6									
	7									
	8									
	9									
	10	Y	Why							
	11									
	12									
	13	EE								
	14									
	15									
	16									
	17									
	18									
	19	Y								
	20									
	21									
	22									
	23	OU								
	24									
	25									
	26									
	27		You							
	28									
	29									
	30									
	31									
	32									
	33									
	34									
	35									
	36									
	37									
	38	ou								
	39									
	40									
	41									
	42									
	43									
	44									
	45									
	46									
	47									
	48									
	49									
	50									
	51									
	52									
	53									
	54									
	55									
	56									
	57									
	58									
	59									
	60									

Male Dialogue: Why you...
30 fps, Shot on 2s

First thing to notice, is that the frame speed is 30 fps and the drawings will be shot on 2s, as indicated at the bottom left of the sheet. That means we can go ahead and number our drawings in one of the animation layers.

I've marked off 1.5 seconds and named the first animation column "Man". Since the animation will be shot on 2s, I filled in my drawing numbers skipping every other frame. 2s means we will only need 23 drawings, even though there are 45 video frames-

Seconds	Frame	Phonics	Word	MAN						BG
	1			1						
	2									
	3	WH		2						
	4									
	5			3						
	6									
	7			4						
	8									
	9			5						
	10	Y	Why	6						
	11									
	12			7						
	13	EE								
0.5	14			8						
	15									
	16			9						
	17									
	18			10						
	19	Y								
	20			11						
	21									
	22			12						
	23	OU								
	24			13						
	25									
	26			14						
	27		You							
	28			15						
1	29									
	30			16						
	31									
	32			17						
	33									
	34			18						
	35									
	36			19						
	37									
	38	ou		20						
	39									
	40			21						
	41									
	42			22						
	43									
1.5	44			23						
	45									
	46									
	47									
	48									
	49									
	50									
	51									
	52									
	53									
	54									
	55									
	56									
	57									
	58									
	59									
	60									

Male Dialogue: Why you...
30 fps, Shot on 2s

When listening to the dialogue, it actually sounds like he says, "Why-ee you".

Sounds that vowels make usually create peaks in the audio waveform. Those peaks are referred to in animation as Beats. The 'I' and 'EE' sound in "Why-ee" and the 'OO' sound in "you" are the highest peaks in the waveform and therefore are the Beats. Beats are a perfect place in the timeline to put extreme or Key poses!

Here, I have indicated the Beats in the dialogue and circled the drawings to be our Key Frames, as well as our first and last drawings-

Seconds	Frame	Phonics	Word	MAN						BG
	1			1						
	2			2						
	3	WH		3						
	4			4						
	5			5						
	6			6						
	7			7						
	8			8						
	9	Y	Why	9						
	10			10						
	11	EE		11						
0.5	12			12						
	13			13						
	14			14						
	15			15						
	16			16						
	17			17						
	18	Y		18						
	19			19						
	20			20						
	21			21						
	22	OU		22						
	23			23						
	24			24						
	25			25						
	26			26						
	27		You	27						
	28			28						
1	29			29						
	30			30						
	31			31						
	32			32						
	33			33						
	34			34						
	35			35						
	36			36						
	37			37						
	38	ou		38						
	39			39						
	40			40						
	41			41						
	42			42						
	43			43						
	44			44						
1.5	45			45						
	46			46						
	47			47						
	48			48						
	49			49						
	50			50						
	51			51						
	52			52						
	53			53						
	54			54						
	55			55						
	56			56						
	57			57						
	58			58						
	59			59						
	60			60						

Male Dialogue: Why you...
30 fps, Shot on 2s

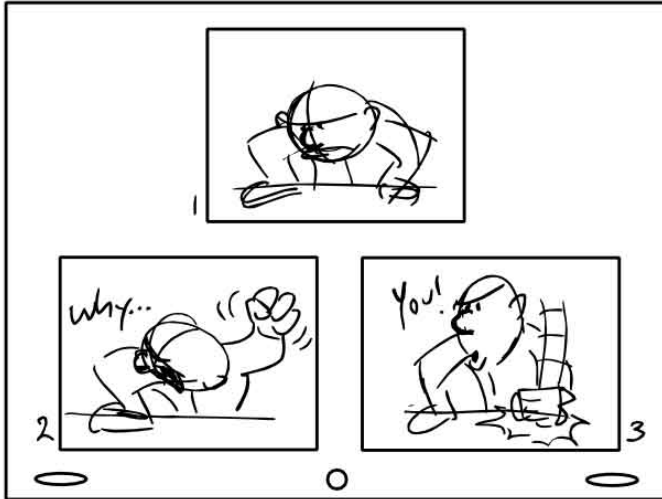
Notice how the 'Y' in the Phonics column lands on frame 10 but there is no drawing in that row. When this occurs, simply use the frame before it as the Key (drawing 5 in this case).

Now, I can start animating!

KEYS & TWEENS

With my Key Frames identified, I can start to layout my animation.

The scenario is simple enough- a grumpy guy gets shortchanged at a convenience store. Here is a quick little storyboard of it-



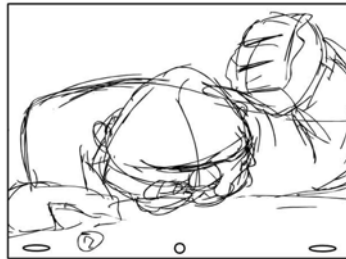
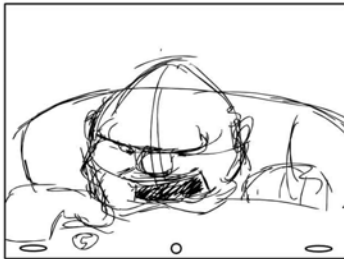
And here are 1 and 23, my first and last Key drawings-



Now, let's look at our X-sheet again and work out those Beats-

Seconds	Frame	Phonics	Word	MAN					BG
	1			1					
	2			2					
	3	WH							
	4								
	5			3					
	6			4					
	7								
	8			5					
	9	Y	Why	6					
	10			7					
	11	EE		8					
0.5	12			9					
	13			10					
	14	Y		11					
	15			12					
	16			13					
	17			14					
	18			15					
	19	Y		16					
	20			17					
	21			18					
	22	OU		19					
	23			20					
	24			21					
	25			22					
	26		You.	23					
	27			24					
	28			25					
	29			26					
1	30			27					
	31			28					
	32			29					
	33			30					
	34			31					
	35			32					
	36			33					
	37			34					
	38	ou		35					
	39			36					
	40			37					
	41			38					
	42			39					
	43			40					
1.5	44			41					
	45			42					
	46			43					
	47			44					
	48			45					
	49			46					
	50			47					
	51			48					
	52			49					
	53			50					
	54			51					
	55			52					
	56			53					
	57			54					
	58			55					
	59			56					
	60			57					

Male Dialogue: Why you...
30 fps, Shot on 2s



Frame 5- The 'I' sound in "Why-ee". This is where the mouth is open the widest and Anticipation for him raising his fist will start.

Frame 7- The 'EE' sound in "Why-ee". His fist snaps up in the air and he tucks his head in Anticipation to bring it forward.

Frame 12- The 'OO' sound in "you". The perfect Beat to have his fist slam on the counter...notice the Squash. His face Stretches as his head scoops forward and up from the last Key, filling the screen as he peers at the cashier on the word "you".

Now, I'll add some more Keys and start to Tween here and there.

Seconds	Frame	Phonics	Word	MAN					BG
	1			1					
	2			2					
	3	WH		3					
	4			4					
	5			5					
	6			6					
	7			7					
	8			8					
	9			9					
	10	Y	Why	10					
	11			11					
	12			12					
	13	EE		13					
0.5	14			14					
	15			15					
	16			16					
	17			17					
	18			18					
	19	Y		19					
	20			20					
	21			21					
	22	OU		22					
	23			23					
	24			24					
	25			25					
	26			26					
	27		You.	27					
	28			28					
1	29			29					
	30			30					
	31			31					
	32			32					
	33			33					
	34			34					
	35			35					
	36			36					
	37			37					
	38	ou		38					
	39			39					
	40			40					
	41			41					
	42			42					
	43			43					
	44			44					
1.5	45			45					
	46			46					
	47			47					
	48			48					
	49			49					
	50			50					
	51			51					
	52			52					
	53			53					
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	56			56					
	57			57					
	58			58					
	59			59					
	60			60					

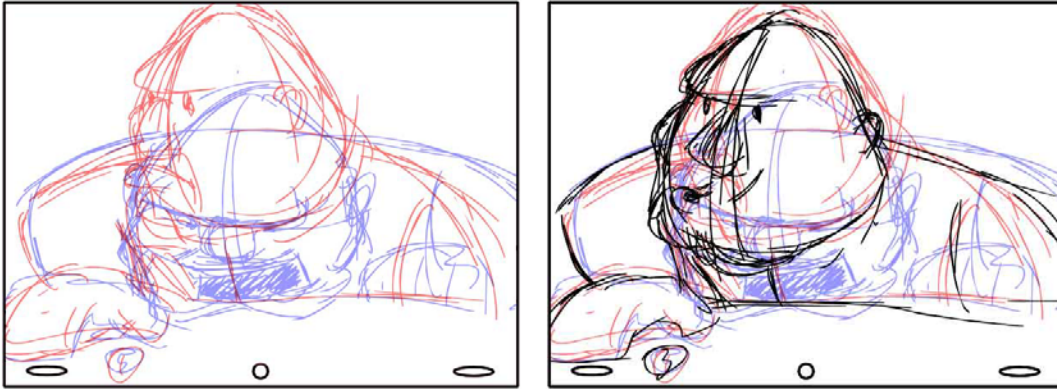
Male Dialogue: Why you...
30 fps, Shot on 2s



Frames 10 and 15 are Key changes in direction for the character.

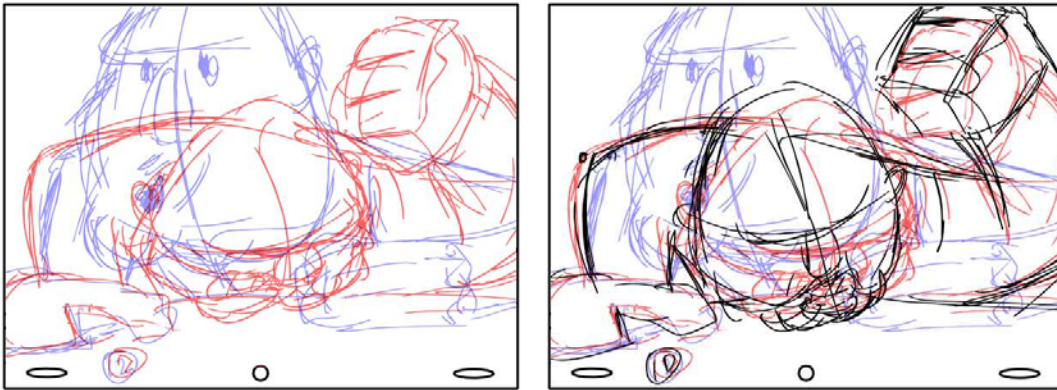
Drawings 3 and 19 are simply Tweens.
Here are their breakdowns-

Tween 3:



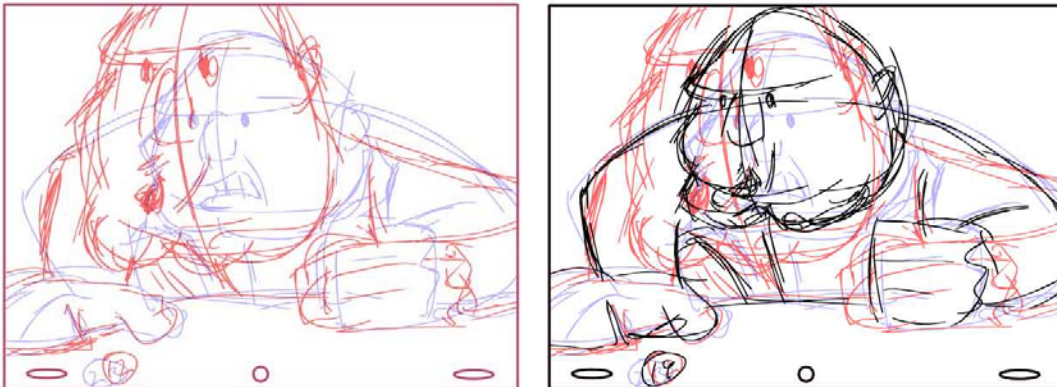
A little more than just a simple Tween from Key 1(red) to 5(blue), this is the drawing where the mouth forms the 'W' in "Why".

Key 10:



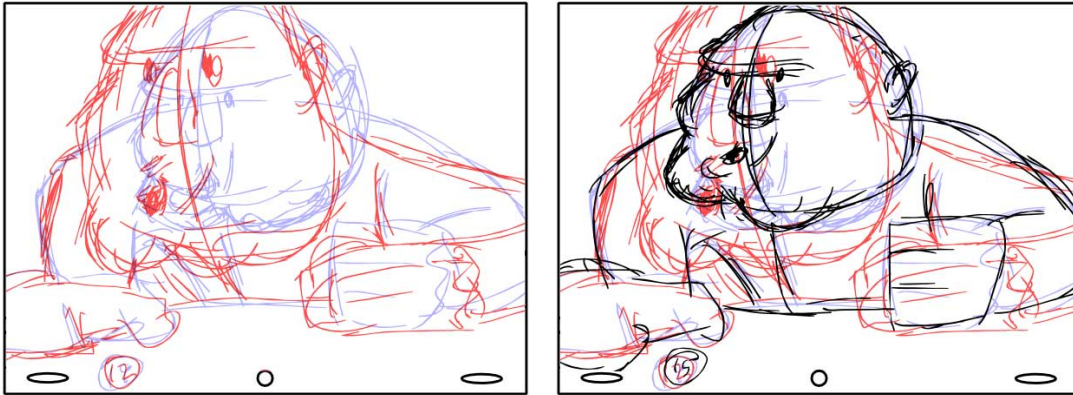
The 'Yuh' sound in "you" is formed as the head changes direction to scoop forward into Key 12(blue). The elbow also changes direction, lowering from Key 7(red), while the fist keeps going up and back in a follow-through to slam down hard in the next frame.

Tween 19:



A Tween from Key 12(red) to 23(blue).

Key 15:



After coming forward in Frame 12(red), the head must go back, yet still be moving upward in the same scoop motion. Notice how the chin is slightly above Tween 19(blue) and the fist comes out of its Squash.

Now to tackle those 14 Tweens and I'm done-

Seconds	Frame	Phonics	Word	MAN					BG
	1			1					
	2			2	✓				
	3	WH		3	✓				
	4			4	✓				
	5			5	✓				
	6			6	✓				
	7			7	✓				
	8			8	✓				
	9			9	✓				
	10	Y	Why	10	✓				
	11			11	✓				
	12			12	✓				
	13	EE		13	✓				
0.5	14			14	✓				
	15			15	✓				
	16			16	✓				
	17			17	✓				
	18			18	✓				
	19	Y		19	✓				
	20			20	✓				
	21			21	✓				
	22			22	✓				
	23	OUI		23	✓				
	24			24	✓				
	25			25	✓				
	26			26	✓				
	27		You	27	✓				
	28			28	✓				
1	29			29	✓				
	30			30	✓				
	31			31	✓				
	32			32	✓				
	33			33	✓				
	34			34	✓				
	35			35	✓				
	36			36	✓				
	37			37	✓				
	38	ou		38	✓				
	39			39	✓				
	40			40	✓				
	41			41	✓				
	42			42	✓				
	43			43	✓				
	44			44	✓				
1.5	45			45	✓				
	46			46	✓				
	47			47	✓				
	48			48	✓				
	49			49	✓				
	50			50	✓				
	51			51	✓				
	52			52	✓				
	53			53	✓				
	54			54	✓				
	55			55	✓				
	56			56	✓				
	57			57	✓				
	58			58	✓				
	59			59	✓				
	60			60	✓				

Male Dialogue: Why you...
30 fps, Shot on 2s