

2D ANIMATION II: APPLICATIONS- FIL2723C  
**BACKGROUND INTERACTION**

**ASSIGNMENT:**

- Create 1 Background image and a 40-frame *minimum* Animation of a Character interacting with that background. Character must touch and go behind part of the imagery.

**LAYOUT**

Before animation begins, you not only need a Storyboard but also a solid Layout. Both your Background image as well as the animation that will exist within it needs a nice, balanced composition.

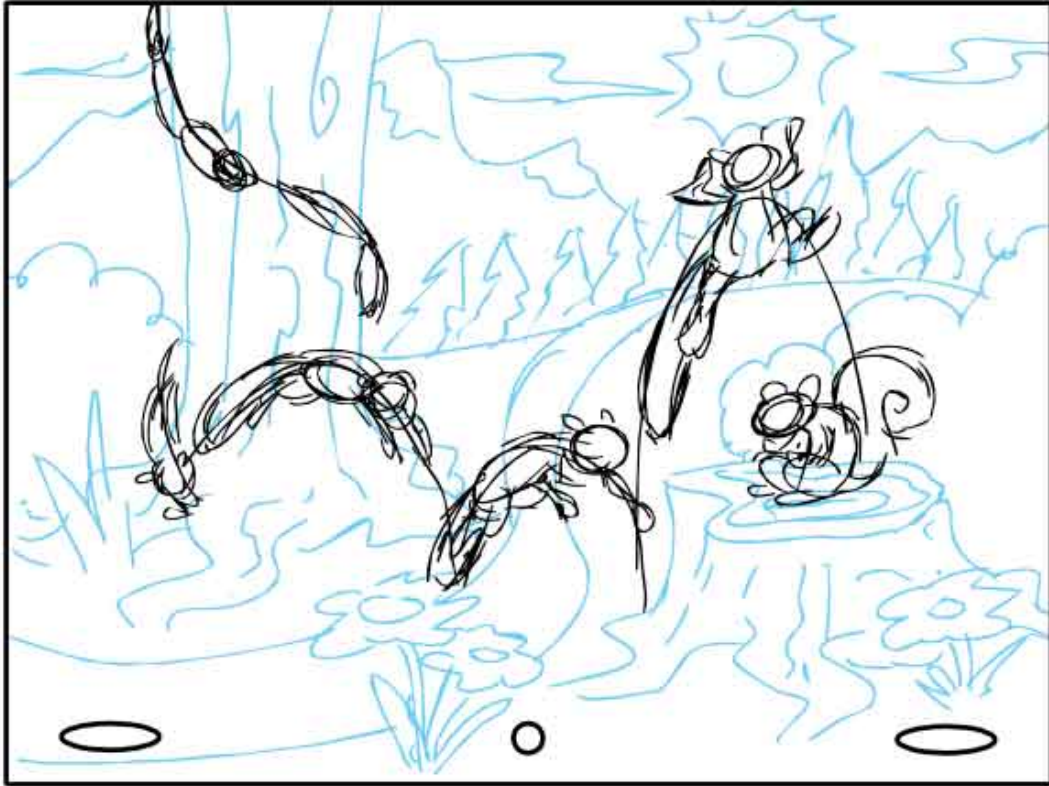
Here is a scenario that involves a squirrel. First, I drew the setting with the squirrel placed where it would end up in the shot-



The scene is balanced but a tad bit left-heavy with the tree there. That's ok since my squirrel is going to quickly end up on that stump.

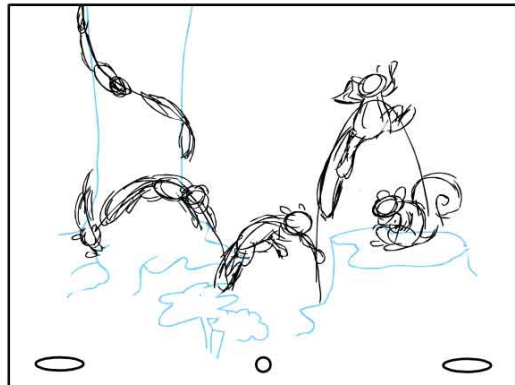
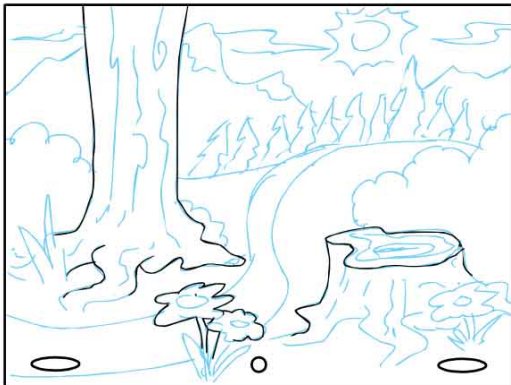
It's important to note that any Animation on screen will draw the eye and create weight to the Layout. This needs to be offset and balanced by the Background.

Next, I drew a path the squirrel would follow and some rough key placements...some which may end up as my actual Key Frames. Notice how the Animation Layout is done on a separate layer so I retain my Background imagery-

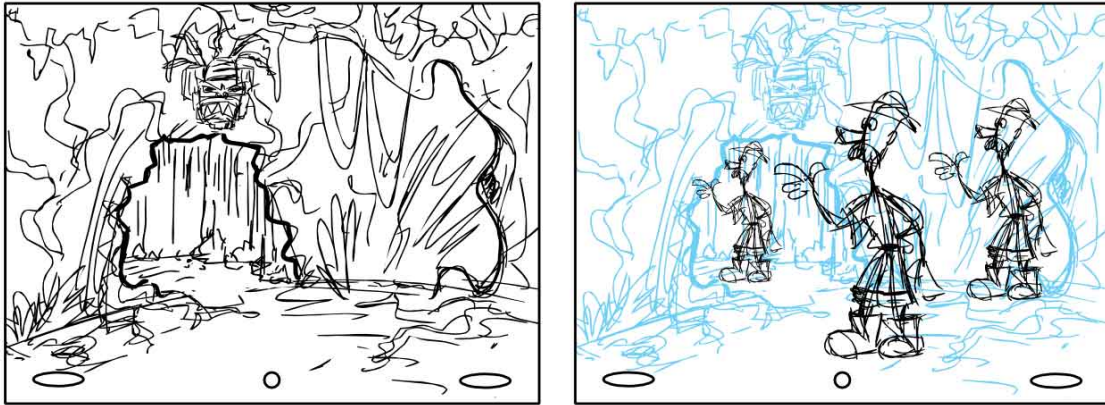


You will keep both your Layouts beneath your pages while you're doing the Animation.

If your Background is heavy in detail, it may be necessary to trace out just the objects that the Character will interact with...that way it's easier to see the animation layers-

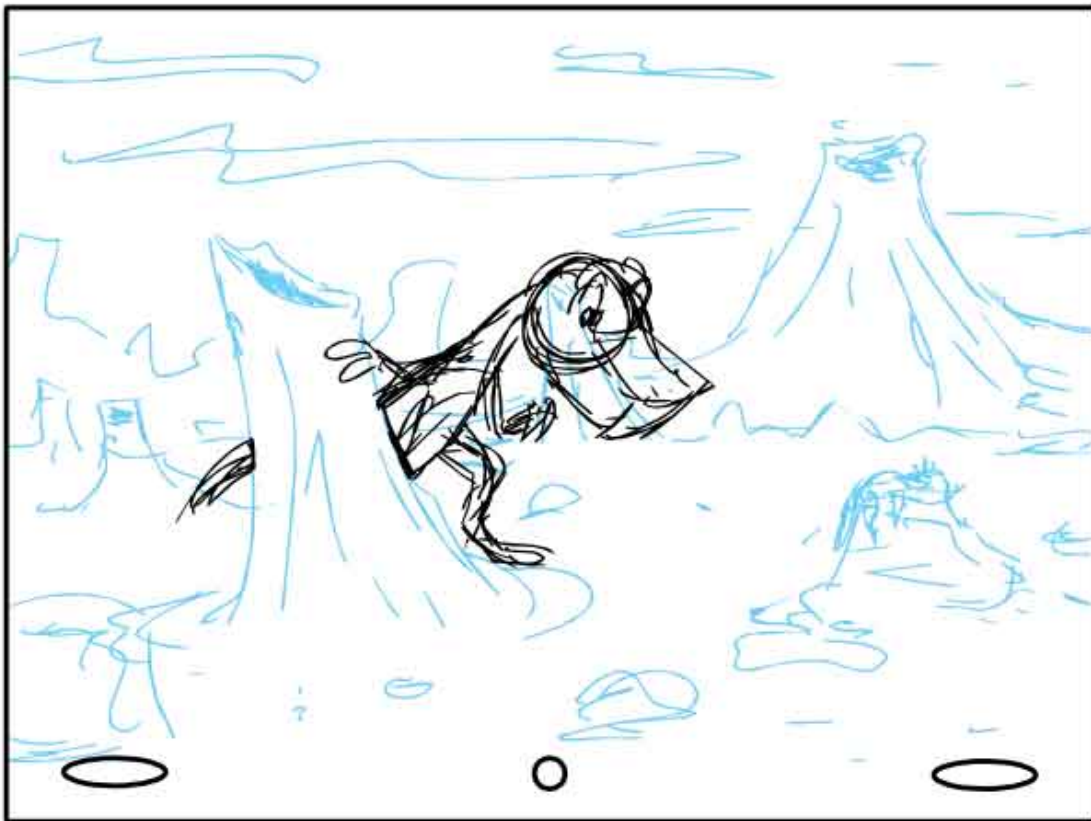


When dealing with Perspective, it's a good idea to sketch out a few different Character distance sizes before you start your Animation Layout-

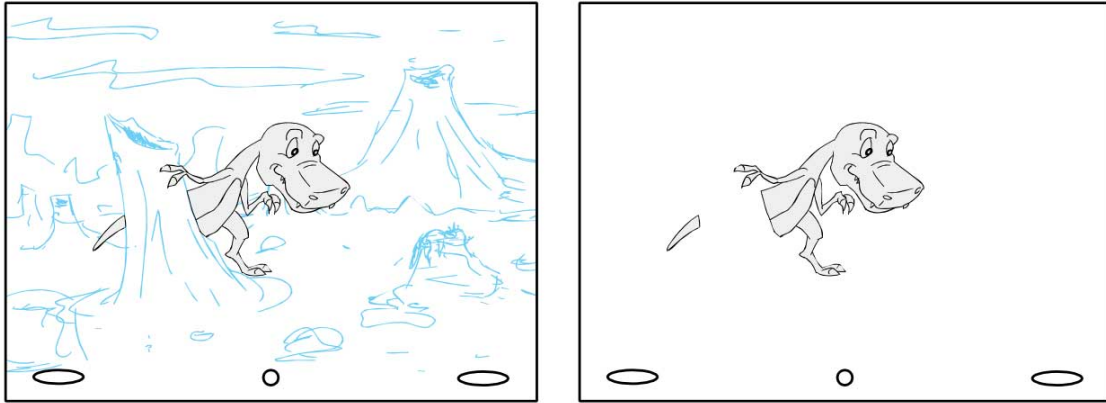


Remember, your character needs to exist both in front and behind Background objects, as well as touching them. The only way to accomplish this is to draw the Absence of the Character when it is behind something.

Here is a little Dino peeking out from behind a geyser-



The Animation needs to be layered on top of the Background so he can exist in front of objects. Where his body needs to go behind the geyser, the Absence of Character is used. Now he can go in front and behind objects on the same layer-



I always get asked if the Character is allowed to pick up a Background object. The answer is 'yes' but realize that would make the object an Animated layer and not technically part of the Background. It won't count as an interaction unless the Character touches some part of the still Background image. If you want to pick up another animated object, that is ok as long as you fill the interaction requirement.

Now that you have a solid Layout, you can start to Animate!

You need *at least* 40 Animation drawings but can do more if you want.

It is also up to you whether they are just 40 Key Frames or 40 Keys and Tweens combined.