

Design Course

Pose to Pose Animation

Digital Animation

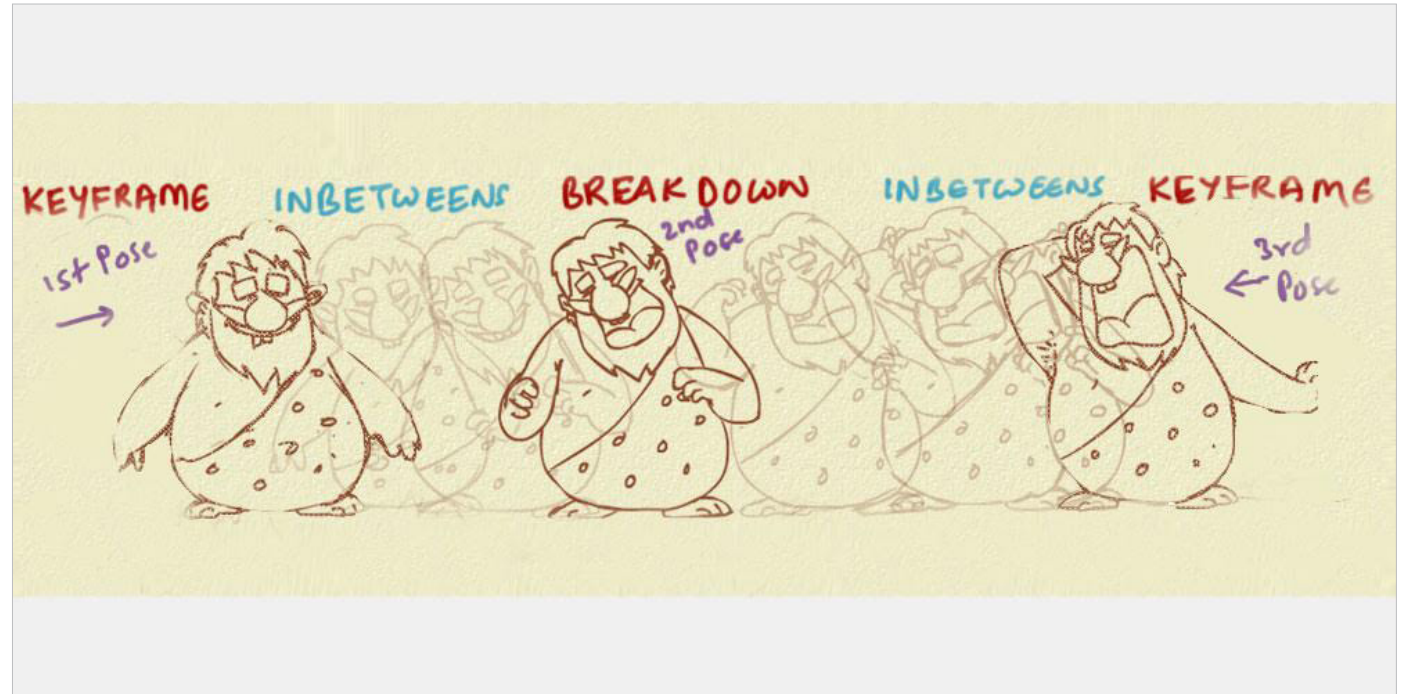
by

Prof. Phani Tetali and Vajra Pancharia

IDC, IIT Bombay

Source:

<http://www.dsource.in/course/pose-pose-animation>



1. Introduction
2. Technique
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<http://www.dsource.in/course/pose-pose-animation/introduction>

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Introduction

Pose-to-pose is the key method used in hand drawn traditional animation and as the name suggest it's different than what we saw in the previous module '**Straight-ahead Animation**'.

In Pose-to-pose, the animator draws only the required key drawings to animate the action. It is a very structured and planned way of approaching animation where thumbnails are first made related to the action being animated.

The important steps involved in pose-to-pose animation are its key poses. If key poses (key drawings) are strong, then the animation will look rich and believable. In pose to pose we draw the first key pose and then the extreme key pose and then we come back and do the in between frames.

Pose-to-pose is often used for animations that require good acting, where the posing and timing are crucial.



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Technique

The technique for 'Pose-to-Pose Animation' method is as follows:

- Draw your thumbnails for planning the action
- Drawing the key poses, breakdowns and then the in-betweens.
- Check the line test and comeback to the animation if more frames are needed.

Important Notes to follow while Animating:

• ARCS:

In character animation 'ARCS' are very crucial. In basic human motions like - A head rotation, a walk or any other action, our body does not move in a linear fashion, it follows an arc all the time.

So always animate with arcs in mind, as it will make your actions believable and much richer in its motion.

Also, principles are the key part of animation without which your animation would look lifeless. So principles like anticipation and adding cushion at necessary places in your animation is important. Remember no human action start or stops abruptly, it always starts with anticipation at the beginning and eases or settles down as it ends. So adding a few frames to give a cushion to the actions helps the action look smooth and believable. Also one can play with squash and stretch in a character if necessary.

• Maintaining Volumes throughout the Animation:

To keep a check of your volumes keep flipping (as explained in the video). This not only helps you check the volume but also gives you a quick feedback of the motion.

- Refer to the videos for further practical details.



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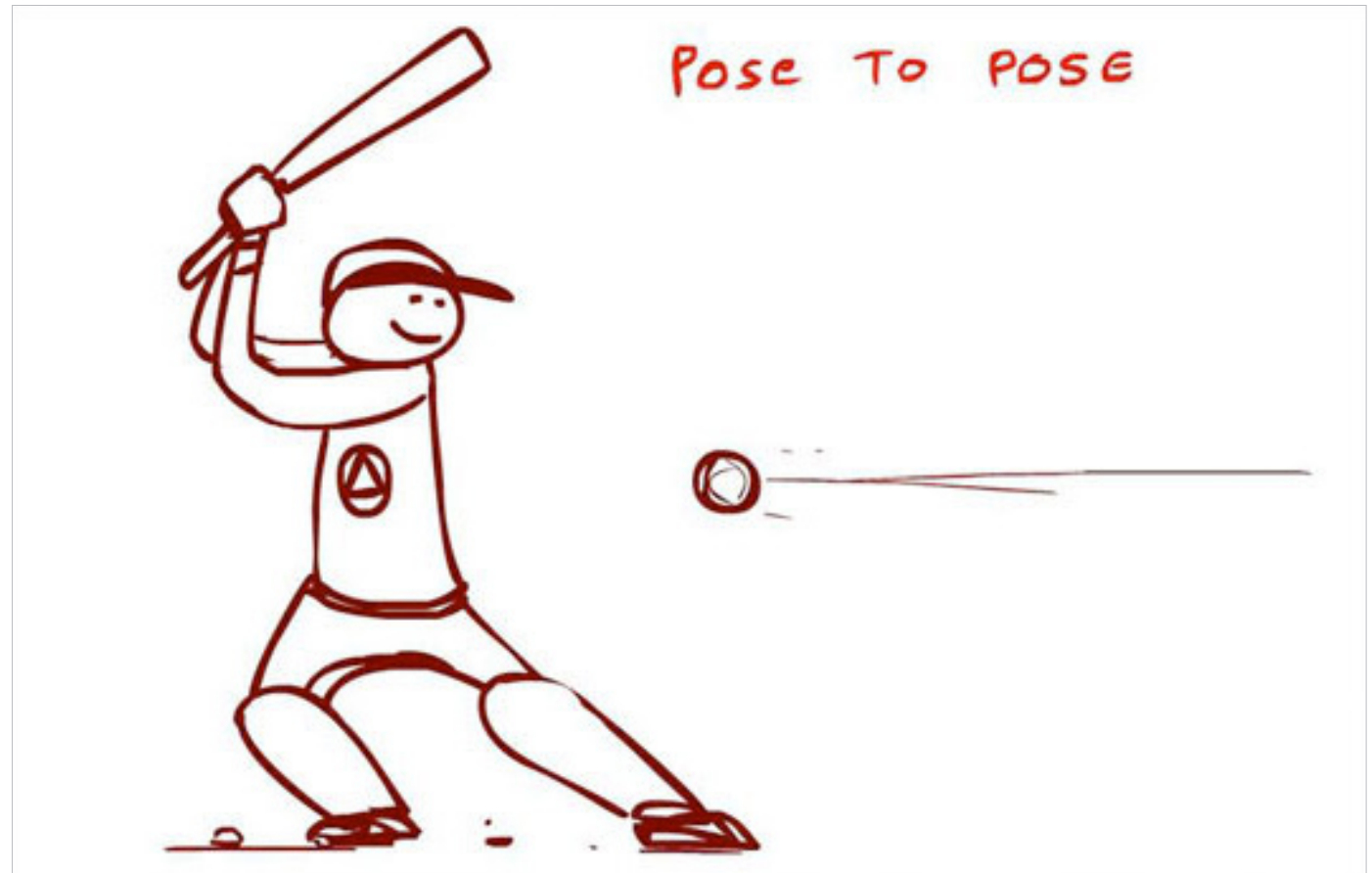
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Exercise



Exercise 1:

Pose-to-Pose Animation:

- Animate a Batsman striking the ball using pose-to-pose method.
- Try to be innovative while posing the character and play with the anticipation action of the character.

Exercise 2:

Cleanup Exercise:

- Clean up the above mentioned exercise using consistent line thickness and do a line test to check the volumes and the line quality.

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Source:

<http://www.dsource.in/course/pose-pose-animation/video>

Video



Pose to Pose Animation - Part 1



Pose to Pose Animation - Part 2

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Contact Details

This documentation for the course was done by Vajra Pancharia at [IDC, IIT Bombay](#).

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