

Design Course

Straight-ahead Animation

Digital Animation

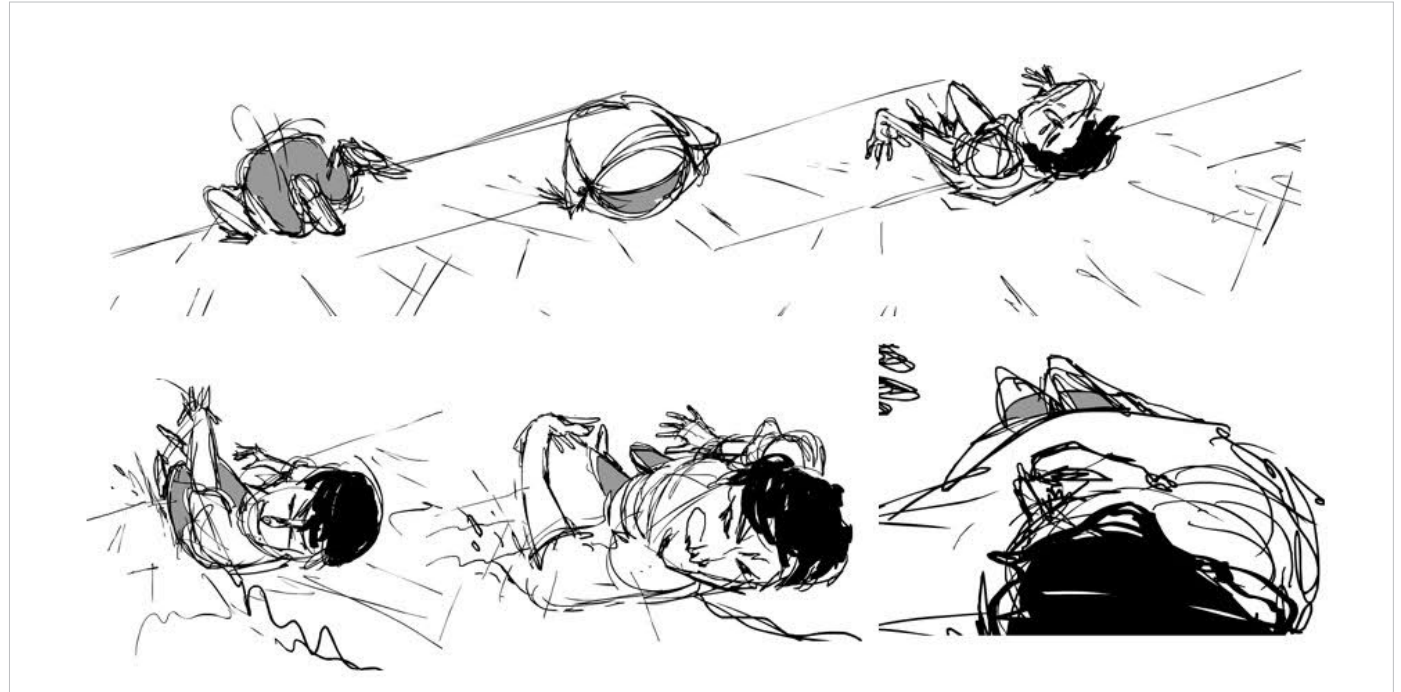
by

Prof. Phani Tetali and Vajra Pancharia

IDC, IIT Bombay

Source:

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



1. Introduction
2. Basic Methods and Skill Set
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<http://www.dsource.in/course/straight-ahead-animation/introduction>

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Introduction

Straight ahead animation is one of the methods use to create vibrant and energetic animation. The process involved is very simple as the title says 'straight ahead'.

The animator draws the animation straight ahead which means he draws the first frame, then the second frame and then the third and continues till the last frame of the action. This results in a very dynamic and energetic output.

This process is majorly used in doing complex action sequence where spontaneity is important, transformation scenes, effects such as water, explosions, etc.

There are few issues related to adapting this method of animation:

- It is very difficult to maintain the volumes of the drawings throughout the animation.
- It is difficult to retain the sketchy lines after the clean up stage. Thus, making the ink and paint process a bit tedious.

But overall it is a fun process, which also leads to creative ideas coming in, as you animate.



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Basic Methods and Skill Set

Basic Methods:

One can easily create a straight animation by using either hand drawn technique directly on paper or completely digital by using software's like-Toonboom animate pro, adobe flash or PPA like open source software which are available for free online.

As described above while animating straight ahead; plan your animation and then draw your first drawing and continue spontaneously till the end.

While animating, do keep a check of volumes of your drawing (in case of character animation).

Also, one can go a step further and try different camera movements to create more dynamism to the action and explore the technique further.

Skill Set:

One need not be a master in drawing to animate straight ahead but yes; one should be creative and imaginative enough to explore possibilities of this technique.

But for complex character movements, fight sequences and camera moves one needs to be comfortable with basic drawing skills.



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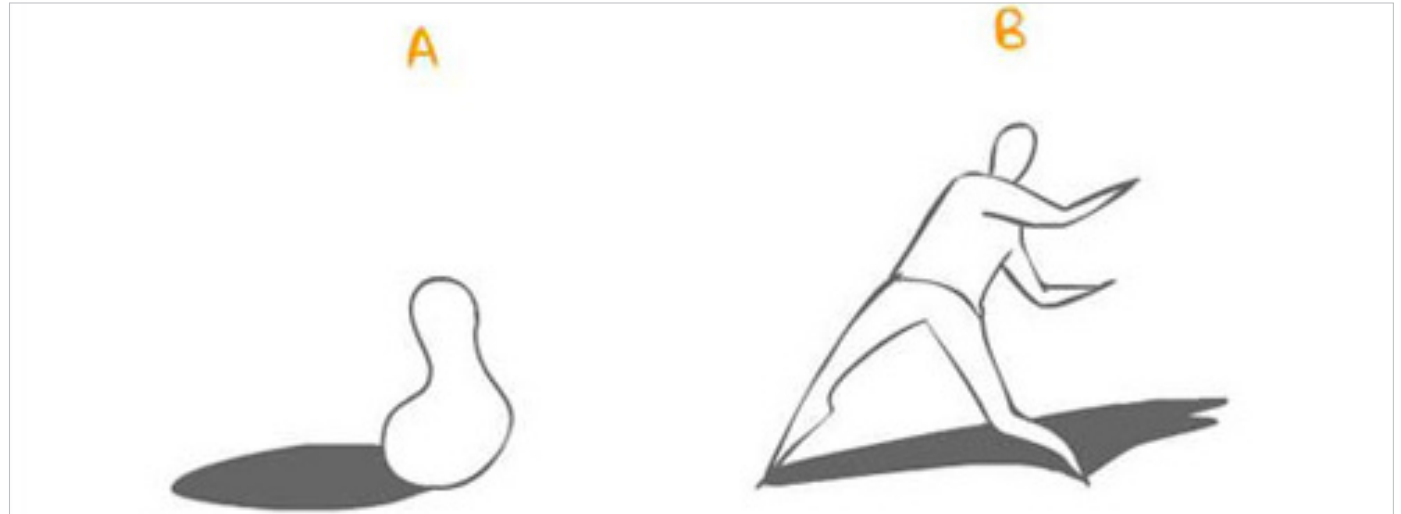
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Exercise

Transformation Exercise:

This is a fun exercise.

- Try-out animating the transformation between the Drawing A to Drawing B.
- Use your creativity and try bringing out interesting transformation between the two drawings.



FX Exercise:

- Choose a cracker of your choice and animate it bursting using the straight-ahead method.
- Trust me, its more fun than bursting real crackers.



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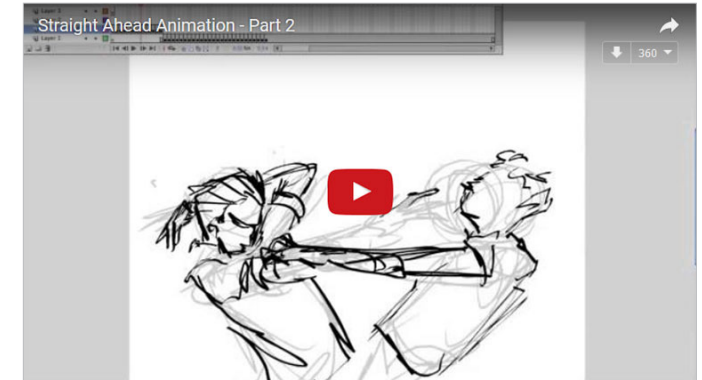
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Video



Straight Ahead Part -1



Straight Ahead 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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