

# Evaluation in Digital Animation

## *Basic Concepts*



**ExplorNet CareerTech**

*from The Centers for Quality Teaching and Learning*





# Evaluation in Digital Animation

## ❖ Jobs Available in Digital Animation:

- 3D and 2D Character Animator
- Video Game Designer
- Graphics Production
- Cartoon Animator
- Film Animator





# Evaluation in Digital Animation

## ❖ 3D and 2D Character Animator:

- An artist who creates multiple images that gives an illusion of movement when displayed in rapid sequence
- The frames or images that animators use for movement are called key frames
- Usually a piece of animation takes more than one animator



# Evaluation in Digital Animation

## ❖ Video Game Designer:

- A person who designs gameplay
  - Gameplay is the structure and rules of a game
  - Video Game Designers usually start their career as product testers, but then gradually make it up to a designer





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- ❖ Responsibilities of a Video Game Designer:
  - Working well with a team
  - Making design decisions
  - Delegating responsibilities
  - Design and balance the game mechanics
  - Creating levels and missions of the game
  - Creating characters and their backgrounds related to the game, etc.





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## ❖ Graphics Production:

- Assembles together images, typography and motion graphics to create a piece of design
- Create motion graphics for published electronic media
  - Brochures
  - Advertising
  - Company websites





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## ❖ Cartoon Animator:

- Either can be hand-drawn or computer oriented cartoons that an animator has to apply movement to in order to tell a story
- These cartoons can be for the Web, film, or television shows





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## ❖ Film Animator:

- Either can be hand-drawn or computer oriented cartoons that an animator has to apply movement to in order to tell a story
- These cartoons are meant for film specifically
- Can use a variety of programs to apply movement to illustrations and can work with a variety of people in varying backgrounds or specialties







# Evaluation in Digital Animation

- ❖ Personal attributes that will help make you successful (depending on specialty):
  - Creative/artistic
  - Understanding movement
  - Technical knowledge
  - Attention to detail
  - Understanding of the production process





# Evaluation in Digital Animation

## ❖ Personal Attribute – Creative/Artistic:

- Ability to conceptualize
- Might need to create a storyline to go along with their animations
- Need to make original characters so not to infringe on copyright or any previous animations
- Knowledge of colors, balance, movement, and lines to create an animation effectively





# Evaluation in Digital Animation

## ❖ Personal Attribute – Understanding Movement:

- Ability to conceptualize
- Understanding the physical constraints that revolve around an animator's character is important for believability and realism
- Knowing what movement strategies will be used with the movement of a character and sticking with that strategy will ensure unity in story and ensure the audience won't get distracted with the

**movement**





# Evaluation in Digital Animation

## ❖ Personal Attribute – Technical Knowledge:

- Need to know software to be able to effectively use it in able to accurately depict your characters and accurately tell your story
- Software programs you can use to do digital animation include:
  - Adobe AfterEffects
  - Toon Boom Studio 6
  - Autodesk Entertainment Creation Suite
  - Adobe Flash





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## ❖ Personal Attributes – Attention to Detail:

- Need to be able to have impeccable attention to detail in order not to miss any design and movement miscalculations, mistakes, and issues
- You want to make sure that your story gets adequately depicted, just the way you intended with your visual effects





# Evaluation in Digital Animation

## ❖ Personal Attribute – Understanding of the Production Process:

- An animator needs to understand the production process
- An animation may need to be redone multiple times
- An animator has to work with many people in order to finish the design process

