



**BILLY BLUE**  
COLLEGE OF DESIGN



<b>Course</b>	<b>Flash Character Animation</b>
<b>Lecturer</b>	Rodney D'Silva
<b>Duration</b>	Three days 10.00am – 4.00pm
<b>Dates</b>	Saturday: October 16, 23, 30
<b>Fee</b>	\$715
<b>Venue</b>	Billy Blue College of Design, 171 Pacific Highway, North Sydney

### Course Outline

Flash is a vector based animation package commonly employed to produce web animations. It can also produce exciting character animations through the use of traditional cel animation techniques.

You will cover:

Timing	Acting and Dialogue – Lip Sync
Laws of motion	Walk Cycles and Run cycles
Squash and Stretch	Exaggerated Animation
Follow Through	Storyboards Layout and Composition
Anticipation	Animal Movement and Special Effects

### Who should attend

Anyone interested in applying traditional character animation techniques to the production of their Flash movies. Rodney D'Silva's wealth of animation experience coupled with his unique adaptation of Flash to apply these methods will open you up to a whole new world of dynamic, character-driven animations, never thought possible.

### Course Outcome

At the end of this course you will be able to bring your Flash movies to life by adding your new found cartoon skills:

- stretch and squash



- exaggerated physics
- character poses
- powerful timing

### Course Content

#### Module 1

- General timing.
- Full and limited animation.
- Exercise: Weight - heavy object drops, Light object floats and lands.
- Caricaturing poses for animation. Exaggeration for strength of pose.
- Line of action. Using grids for timing.
- Cause and effect. Animate 3 actions to show this.
- Laws of motion.
- Exercise: Shoot a cannonball into the air
- Exercise: Animate a balloon floating in the air
- Exercise: Man kicks or pushes a ball.

#### Module 2

- Squash and stretch
- Timing of bouncing objects and objects flying through the air
- Anticipation
- Exercise: Action of a man raising a huge mallet above his head and slamming it down onto something, which reacts.
- Follow through
- Exercise: cloth trailing, tail wagging, flag waving, dog's ear moving as head moves.
- Action to suggest weight and stretch
- Exercise: character pulling a heavy object and character lifting a heavy object.

#### Module 3

- Storyboards and layouts
- Visual storytelling: How to draw one up and tell a story.
- How to use different camera moves (zooms, pans, dissolves etc.)
- How to create interesting compositions and when to use different fielding (close-up, long shot and mid shot)
- How to include the script and sound.
- Acting and dialogue Lip Sync: mouth positions for all the various vowel and consonant sounds and acting for dialogue



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- Walk and run cycles: basic moves in a walk cycle and different character walks reflecting different personalities
- Acting for dialogue. Following audio lip sync on a time line and applying appropriate mouths.

### **Prerequisites**

Basic computer skills with Mac or PC. Some basic drawing skills would be beneficial.

### **Lecturer's Biography**

Rodney D'Silva brings to Billy Blue nearly 40 years experience in the animation industry as an animator, project manager, consultant to the industry and as an animation educator both privately and at the tertiary level. Since 1984, Rodney has done animation, directing and everything else needed to run his own business – including TV commercials, TV series and anything that requires some level of animation.

Rodney's proud of now going digital and saving trees (by not using paper) with a Wacom tablet and Flash to animate.

As well as running one of Sydney's leading animatic studios, he lectures and develops curriculum at the University of Western Sydney and KvB Institute of Technology, as well as Billy Blue College of Design. You can see some of his work at: <http://www.movingideas.com.au>.