

Introduction to Computer Graphics

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Lecture 20: Animation Concepts

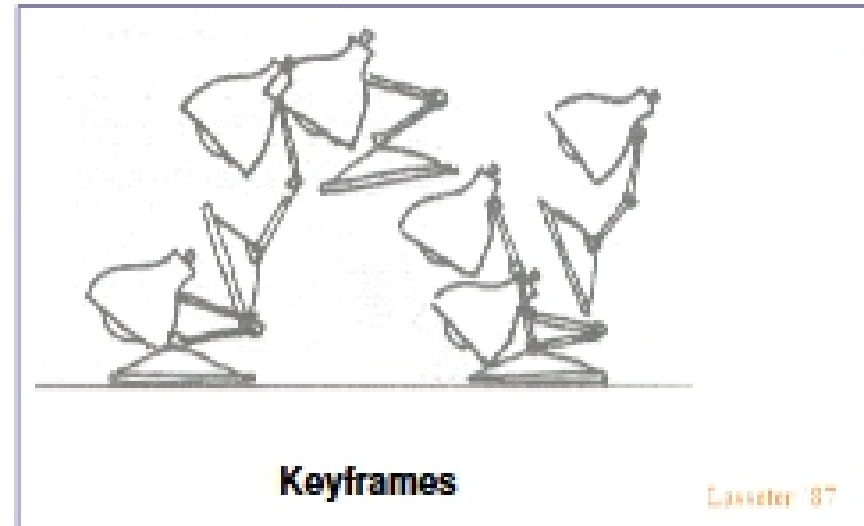
Conventional animation steps

1. Story laid out on a storyboard (sequence of sketches)
2. Keyframes for the animation are drawn
3. Intermediate frames are filled in (inbetweening)
4. Trial pencil test frames made
5. Final colored frames

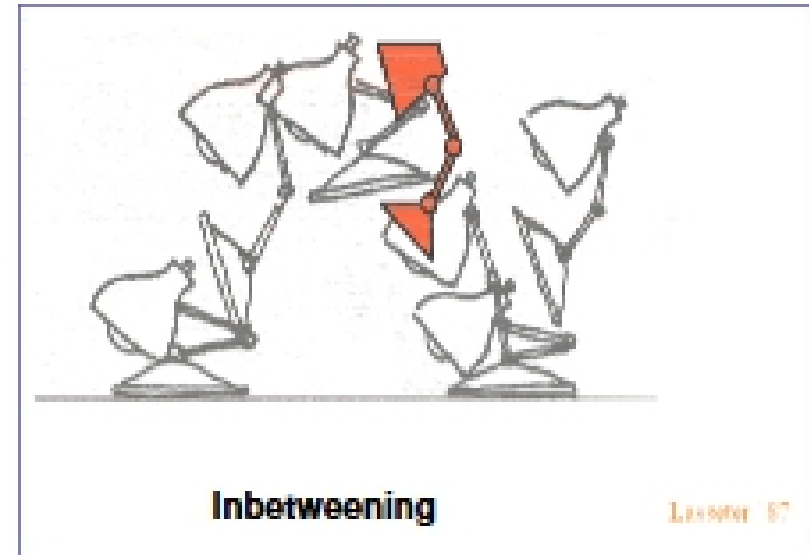
Animation steps



Storyboard



Keyframes



Inbetweening



Final rendering

Pixar