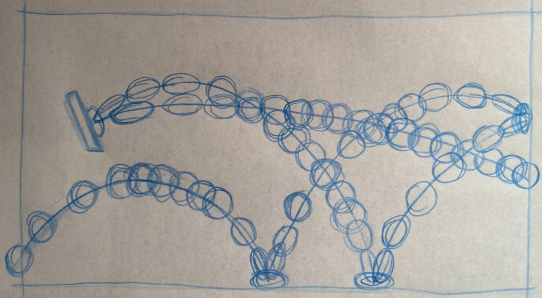


Traditional animation | Fruzsina Huszar

<https://fruzsinahuszar.myblog.art.s.ac.uk/2021/10/02/hello-world/>



I really enjoyed this week even though it was a lot of work. By the end I couldn't feel my hands which I guess is good because it means I gave it all.

I was pretty happy with the face and the bouncing ball animation I worked on them the hardest. I redid the face like two times because the line test did not add up. But I am happy I redid it so many times because it turned out looking good.

My concepts for the head was to create something a bit strange. I was inspired by the Gorillaz mainly because I was listening to them while drawing. But the way I have the small patterns around the face just jumping around kind of turned out to be like bugs which was not my intention.

As for the ball bounce we were told to not do the main practice that is said in the principal books. We had to create a new look for it to really practice time and space. Therefore I went a bit overboard and added a floating board into the air where the ball can bounce off from.

In my blog I will go into more detail about the rest but I just highlighted my favourite ones here just so you can get an idea of my concepts.

I wish I would have had more time to explore more and have more fun with this. In the future I will definitely give this type of animation a go.

Overall traditional animation is a lot of work but worth doing it. It was definitely out of my league because I always stopped myself and thought I'm not good at drawing. But I realised I should not limit myself and this week really showed me I can draw just need to practice more and push myself.

<https://youtu.be/trArcapEGCE>

<https://youtu.be/Vvw-o-WodSU>

<https://youtu.be/6G0cKGx6Dig>

<https://youtu.be/pJAirstxcc8>

<https://youtu.be/7SoAW9LaUOc>

