

Different stages/ preparation of animation

Character designing means bringing characters to life with humanity and personality.







We have prepared story boards for multimedia presentations. A detailed story board is also used for an animation film.

Scene 1- (Name of the second model of a scene)

Model also contains still image, characters, actions sound etc.

Synfig studio

Synfig studio is a free two dimension animation software installed in IT@school GNU/Linux. Open and examine synfig studio window. It contains tool box, parameters panel, time track panel and layer pannel.

| Tool | Name | Uses |
|--|-------------|------------------------------|
|  | Rectangle | To draw rectangles & squares |
|  | Circle | To draw circles |
|  | Fill | To colours in objects |
|  | Gradient | to mix two or more colours |
|  | Star | To draw star objects |
|  | Smooth move | To move the objects |

Frames per second (FPS)

On still image – one frame, 24 frame per second means FPS is 24. Default values of synfig studio

FPS = 24, Time = 5 second. To change the values by clicking canvas → properties → Time

Scene -1 (Moving star)

Sky and stars

Opening the software synfig studio and draw a rectangle using rectangle tool. Give a colour to the rectangle using fill tool. Using star tool draw stars and colour it.



Layers Panel

Each objects you draw will appear in different layers. The last drawn objects layer is at the top. Select the objects and change its size, colour, position as you like.

Moving the star

FPS = 24, time = 5 seconds. Total number of frames = 120. Within 5 seconds a stars moves from one side of the sky to the other and return in five second. 'zero f = First frame, 60f = 5/2 seconds. Key frame or first frame = '0'f, star moves to one end of the sky completes 60 images i.e, 60 f. '60' f is known as second key frame. The frames in between '0'f and 60f of are filled by the software is known as Tweening. Tweening is made possible to mathematical process of interpolation. 120f is the third frame and it is a key frame.

Prepare the Animation

Animation start with first frame and current time is '0' f. Animate editing mode by clicking the button (colour changes 1to red). Enter '60'f in current time. The play back head in time track reaches to the 60th frame. Click on a key frame in the parameters panel and make it active. Add new key frame  And configure the '60'f as a key frame. Move the position of the star to the right end of the canvas and click on animated editing mode button to stop editing. Press  play button to play the animation and save it.

To save animation into video file

By clicking file → Render, to export animation file to video formats.

Examples for video formats: flv, mpeg, jif, mp4

Sun rise (2 key frame) First key frame = '0' f,

Last or second key frame = 120f