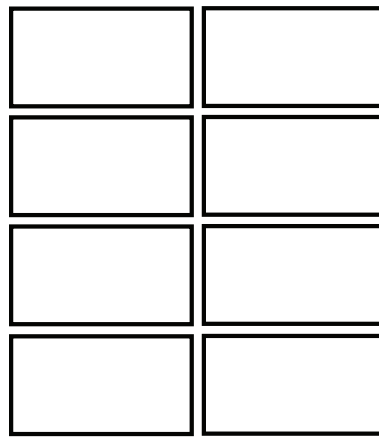


This is a very simple walk cycle -- a series of sequential drawings that, when shot and played back on loop, make a character appear to be walking continuously. Copy the leg positions exactly, but make the upper body your own original character. Voila! You're animating, my friend.

Hey did you know that if you draw your character three times, being careful-ish to make them look roughly the same each time, you can loop your drawings and you'll end up with something that looks like a handheld shot of your character standing still? It's true. Repeat this approach, and use it to re-draw absolutely anything (buildings, cats, Hot Cheetos, even hand lettering), to give it a lively little squiggle in your final film.



Drawing \*small\* (using the templates we have today) saves time, enabling you to make more animation, faster. A tiny workspace forces you to focus on only the most important details. You may want to draw big on a future project, but for a first toe dip into what we'd like you to see is a comfortably heated pool, working small will empower you to make lots and lots of experiments in the time we have!

**Q. Dear Encylclopedia**

**OLFAT how much should I MOVE stuff???**

A. Hi, I would aim to have 8 to 12 drawings per second. So if an action / motion / event takes one second to happen, break it down into at least 8 incremental positions. This may sound like a lot, but you'll be amazed by how great it looks when we shoot it, and also remember we're drawing real small so it won't take as long as you might think. :)

**Q. Any other words of advice?**

A. Yeah def. Like the walk above, animators tend to think in terms of "cycles". So try to come up with some animations that can loop -- and therefore extend screen time, and the value of your work. For example, imagine a shot of a building with a poofy little cloud passing. If you START your shot with *no cloud* in the drawing, then slowly draw your cloud across the screen, and END with *no cloud* in the drawing, you can loop it continuously and have this amazing shot of a building that appears to have one cloud after another, passing and passing, when it's really just that one little cloud, working real hard for you. Re-read this paragraph with the word "car" in the place of "cloud", and you can see how this technique can be extended.

So yeah thanks for coming and listen, there's probably some typos and sloppiness but this was made with love. Sloppy love (the uncautious enthusiastic kind that dogs give).  
THANK YOU TO THE WAUGHFORD FOR HOSTING THIS EVENT. WE REALLY APPRECIATE YOU INVITING EVERYONE TO HANG AND CELEBRATE GOOD GOOD ANIMATION TIMEZ.

This part of the page is reserved for inspirational quotes.

"Process is more important than outcome. When the outcome drives the process we will only ever go to where we've already been. If process drives outcome we may not know where we're going, but we will know we want to be there." -- **Bruce Mau** (from "An Incomplete Manifesto for Growth")

The practice of art should be primarily explorative, and the creation of art should be discovery rather than invention. -- **Tom 7** (from "The Crap Art Manifesto")