

EXERCISE 1

(10%)

EXERCISE 1: BOUNCING BALL ANIMATION

1. Using OpenToonz, you are required to animate normal weight with moderate timing of bouncing ball (Soccer ball).
2. Applying the animation principles that you have learned on Week 2, Timing, Spacing, Slow in & Slow out and Arcs is required.
3. You may refer to any bouncing ball video to get the sense of the right timing.
4. The required frame rate is 24fps, 16:9 aspect ratio with resolution of 1280 x 720 (HD 720p)
5. The final animation should be animated on '2' with clean up stroke and output as .mp4 format.
6. Upload progress in your e-portfolio and update the link on MYTIMES platform as submission.
7. Attach the OpenToonz file for animation feedback.
8. Deadline for submission is by the next class on Week 3 (Sunday)