

Traditional 2D Animation

I try to apply all the technique I have learned in the session, including bouncing balls, arc movements, ease in and ease out etc. And I made two versions of the video, one for 12fps and the other for 25fps.

Another rubbish sentence I wrote. I mean when I start to imagine what will the character do before this pose when I do pose to pose, I struggle to decide the range of the displacement to match up with the key frame.



Actually, not much to say on this file.

Video: <https://kanzaki0alice.myblog.arts.ac.uk/2021/10/22/traditional-2d-animation-slime/>