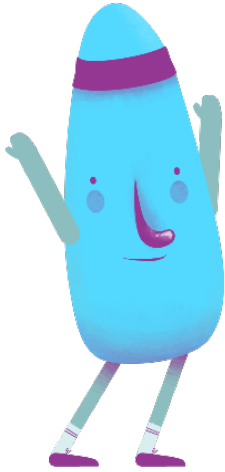




CHARACTER ANIMATION BOOTCAMP

UNLIMITED STYLES

ANIMATION STYLE



When we talk about “animation styles” here, we’re not talking about character design or genre, we’re talking about different styles of character movement and performance.

Animation styles are as varied as the gazillion character design styles we see around us, and we want to think about what animation style is appropriate for our projects.

Your choice of animation style will be influenced by

- Production and character design
- Project goal, story, genre, etc
- Budget and schedule

A very broad, rather crude “scale” of animation style from “full” to “limited” has been used in television and film production for years. It doesn’t come close to capturing the complete range of animation styles available to us, but it’s a place to start.

Here’s a cool “side by side” of more “full” animation next to more “limited” [animation from the Simpsons](#). The author of this post doesn’t like the limited example, but I would argue they are both very well done!

FULL ANIMATION

High end feature films and commercials sometimes employ the “platinum” option of “full animation” which usually means very fluid 12-24 FPS motion, often with a high degree of physical realism, character performance and finessing. Of course Disney basically created this gold standard, but it’s still carried on today in 2D and in 3D with studios like Pixar.

Here’s a great modern example of very “full” animation from [The Spa Studios](#).

And here’s a great 3D example from animator [Olivier Staphylas](#).

Also from Staphylas is his wonderful thesis film, which uses fairly [full 2D mixed with 3D](#).

LIMITED ANIMATION

Limited doesn’t have to mean bad, limited animation can be done very well! Limited usually uses fewer pieces of artwork, relies more on snapping to poses with more limited figure and dimensional movement. Sometimes a lower frame rate, and sometimes employs digital “cut out” techniques as we’re using for this course.

Cartoon Network’s [original Powerpuff girls](#) was a great example, as so is the reboot!

[Rubber House](#) knows how to do limited right too.

STYLES UNLIMITED

But obviously, “limited” and “full” are too narrow for the big wide world of 2D character styles. Here’s just a tiny smattering of fun examples of different art and character animation styles. Think about how the style of the artwork integrates with the style of the movement in all of these examples.

[Persepolis Trailer](#) • [Any Human Heart title sequence](#) • [Kiss Kiss Bang Bang titles](#) • [Super titles](#)

[Lemony Snickets](#) • [Earnest and Celestine](#) • [Bird Box Studios](#) • [Conor Whelan, Weekly Walks](#) • [Gobelins](#)

