



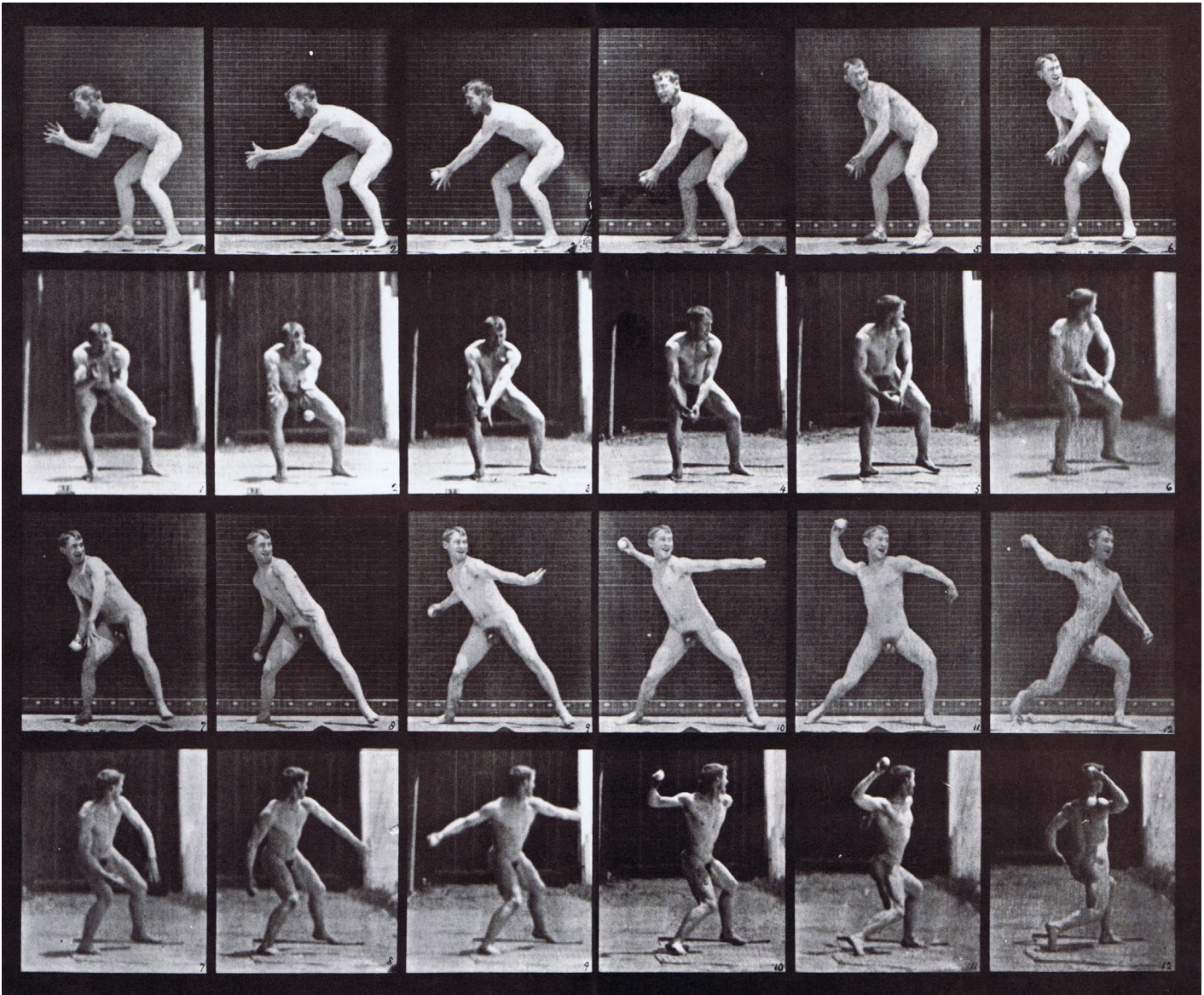
CHARACTER ANIMATION BOOTCAMP

THROWING DOWN

ANALYZING A BALL THROW - RESEARCH!

As always, do your research!

- [Video reference](#)
- Yourself - Go outside and throw a ball!
- Muybridge - Plenty of naked people throwing things!



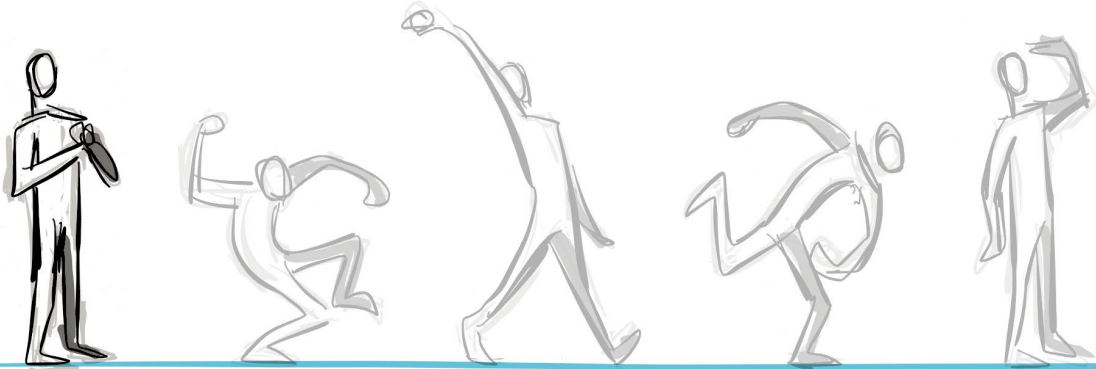


CHARACTER ANIMATION BOOTCAMP

THROWING DOWN

THROWING THUMBS

In this case we're going to go chronologically through the key poses...



STARTING/NEUTRAL

This pose can start to tell part of our "story" by showing the character holding the ball, looking out to where they're going to throw.



ANTICIPATION

Body bends forward, knees bent, maybe the front leg is up off the ground. The ball arm is "cocked" back.



ACTION

Front foot, if up, should go down heel first like a contact position, body moves forward leading with the hips / pelvis so body arches back, back leg straightens to push forward, arm comes over the head with forearm and hand "dragging" behind a bit.



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RECOIL/OVERLAPPING

Body bends forward as weight is taken on the front foot, back foot may rise off the ground, arm follows through and “curls” a bit under the torso, back arm swings up high.



SETTLE/END POSE

This pose could be part of the “story” or the starting pose of the next motion.



FOLLOW THE LINES

Note the strong lines of action in the poses. The reversal of the big curve from pose 3 to pose 4 is critical to getting the feeling of “propelling” the ball forward.



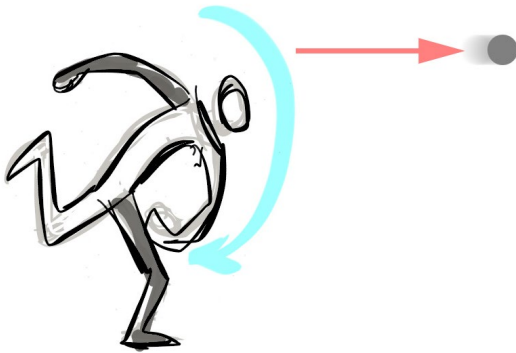
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ARC IT OUT

The big arcs in the path of the throwing arm are extremely important to making the movement convincing.



THE THROW ITSELF

The ball will actually leave the character's hand near the top of the arc **between** pose 3 and 4.

OLLY HAS A GO

As interpreted by our buff friend Olly, our throw keys might look something like this...

