



Sophie's Animation Philo-Sophies

Sophie Evans
Animator at The Molasses Flood

GAME DEVELOPERS CONFERENCE

MARCH 18–22, 2019 | #GDC19

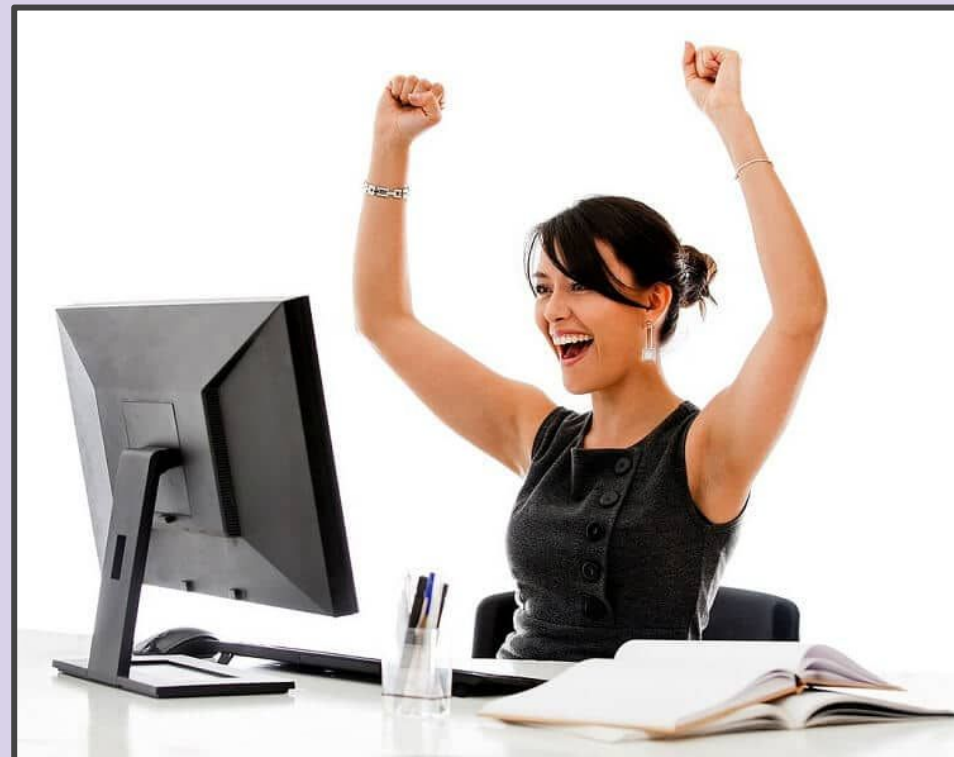
Workspace

Camera

Lessons from Yoga

Tip 1

Make Your Workspace Work For You!



YEEAAAA ANIMATION!!!

WELCOME TO MAYA®



Efficiency = *SPEED* =



Valuable Animator!



Proper Workspace

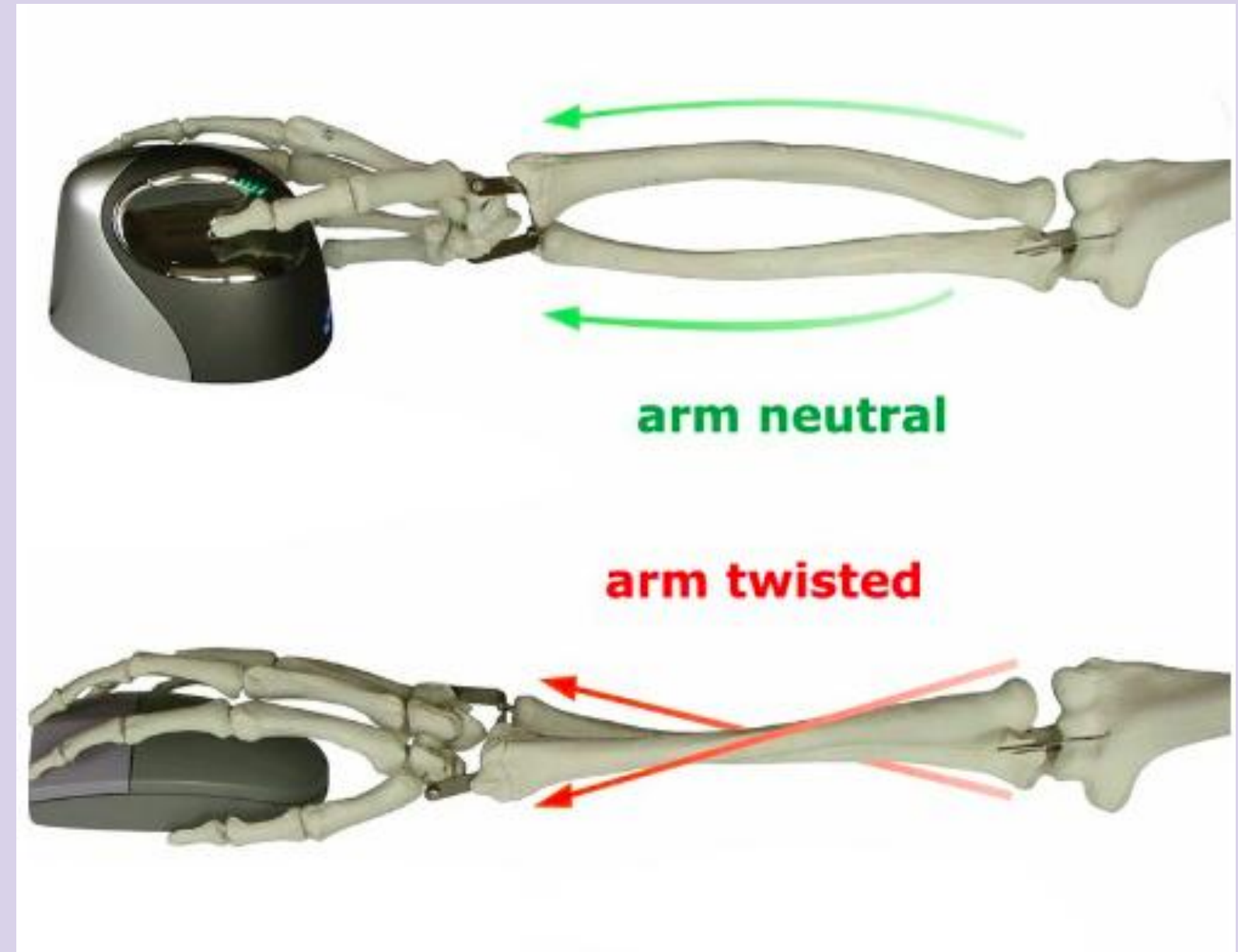
Wrist Health

RSI

Carpal Tunnel Syndrome



Consider switching to a tablet (or vertical mouse)



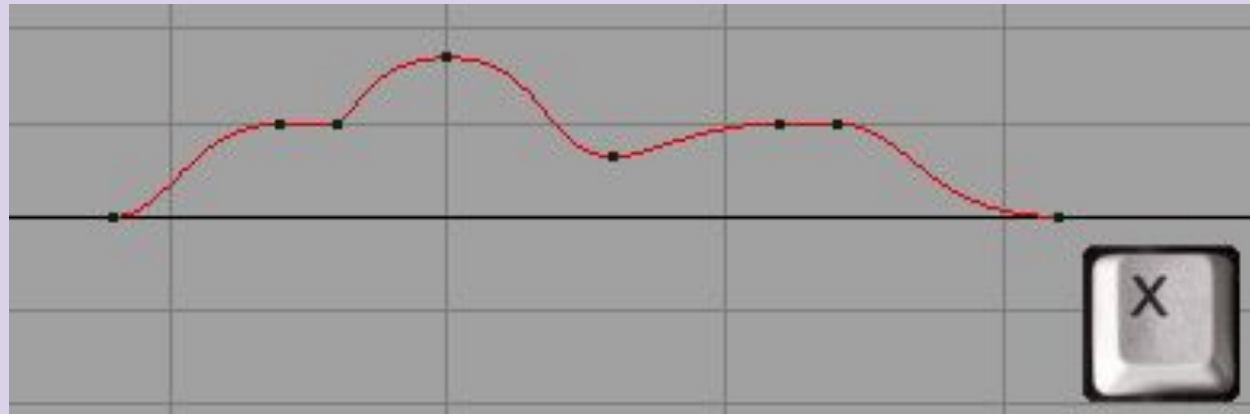
Animation Tools

Aaron Koressel

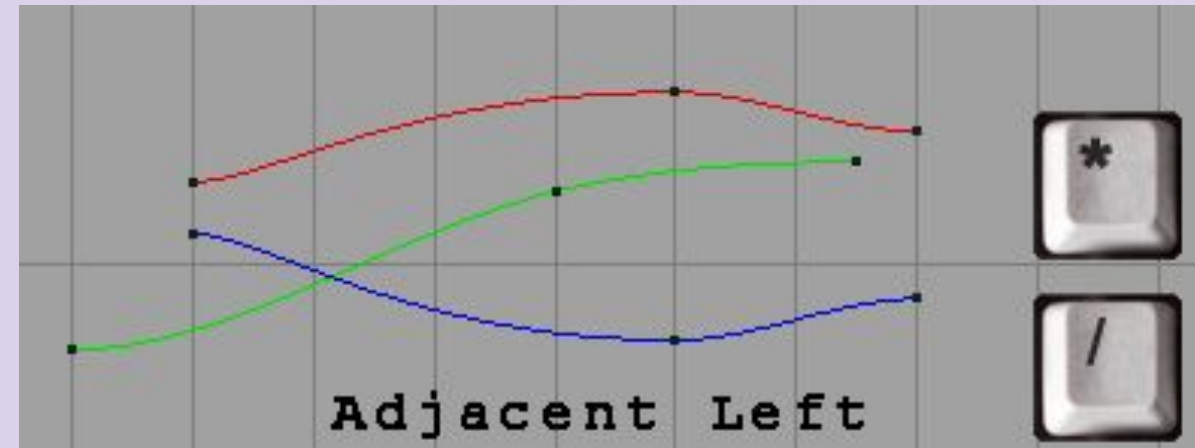
<http://www.aaronkoressel.com/>

Animation Tools

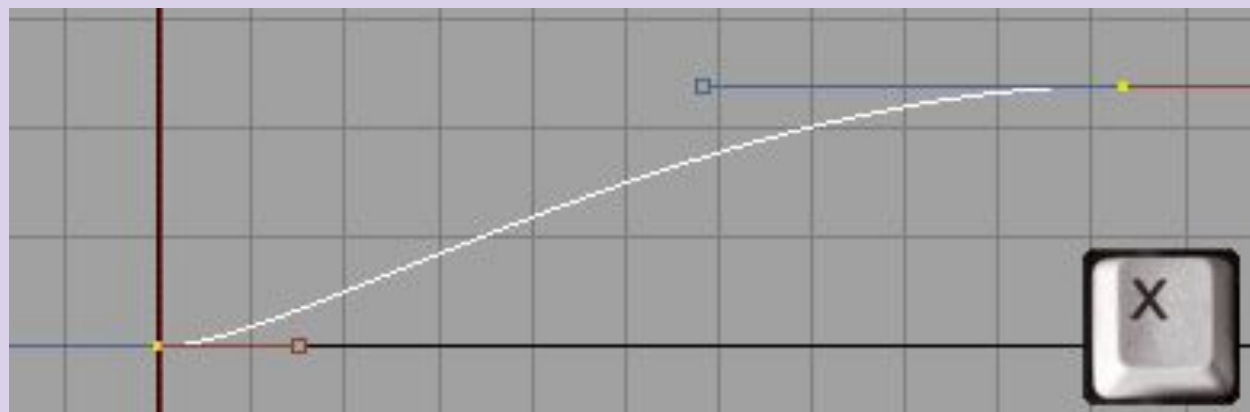
Flipping curves (negating keys)



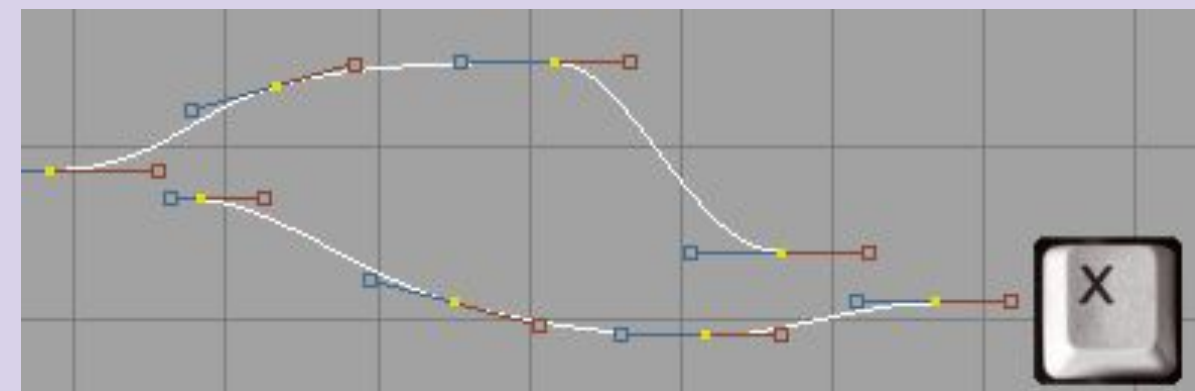
Push / pull curves



Slicing curve (placing key without affecting the curve)

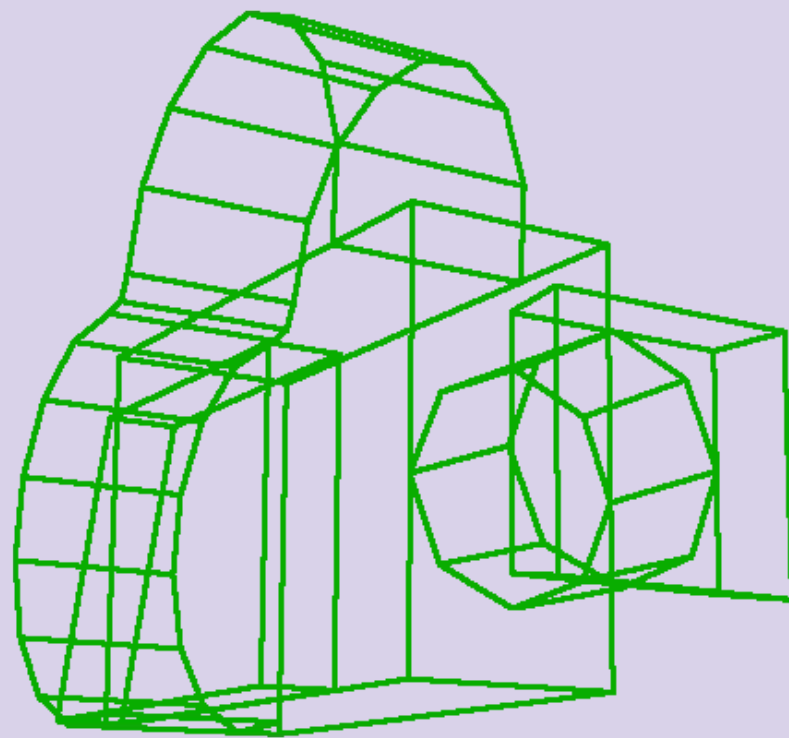


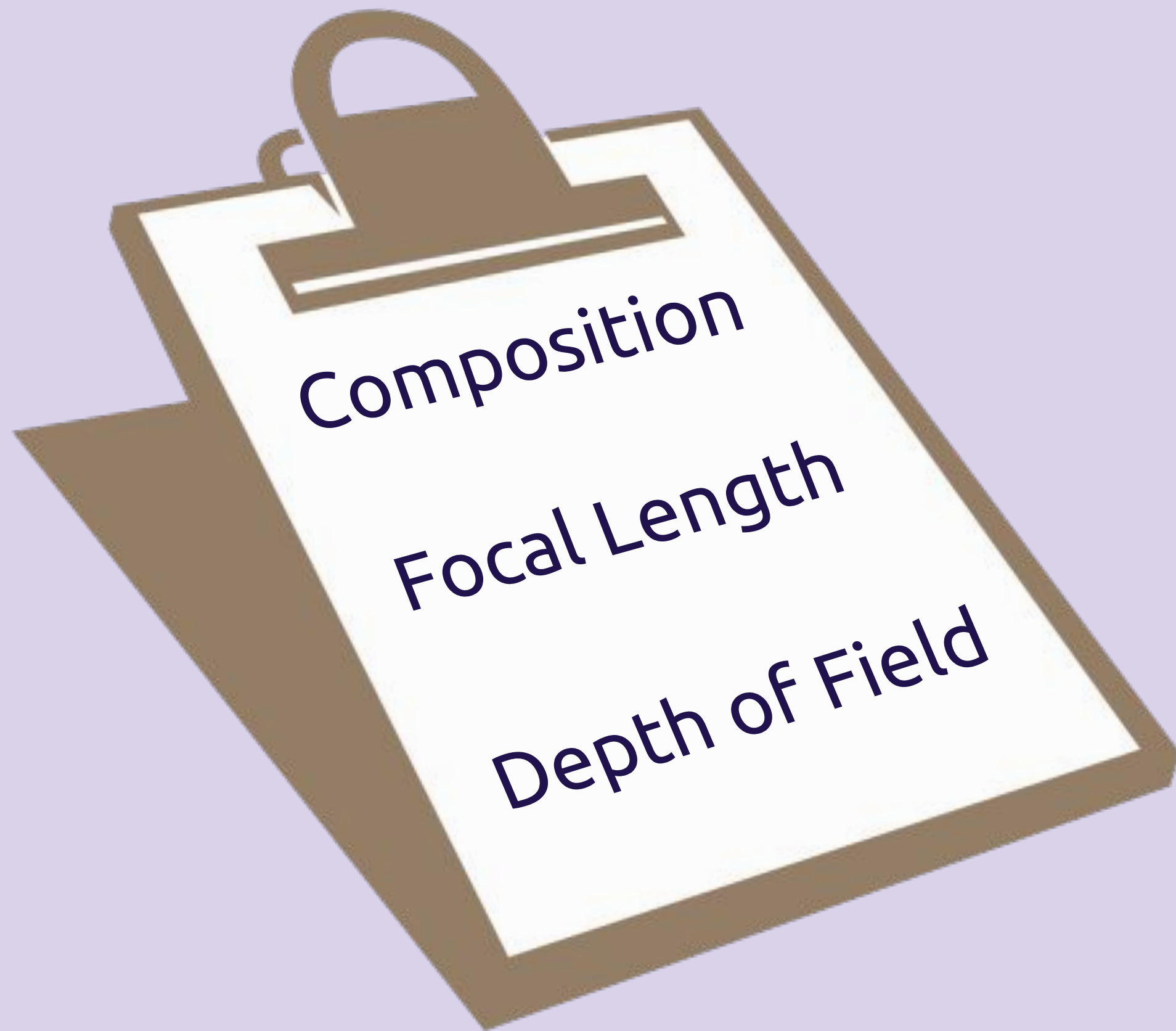
Snap end key values (make loops)



Tip 2

Plus Your Animation With Camera

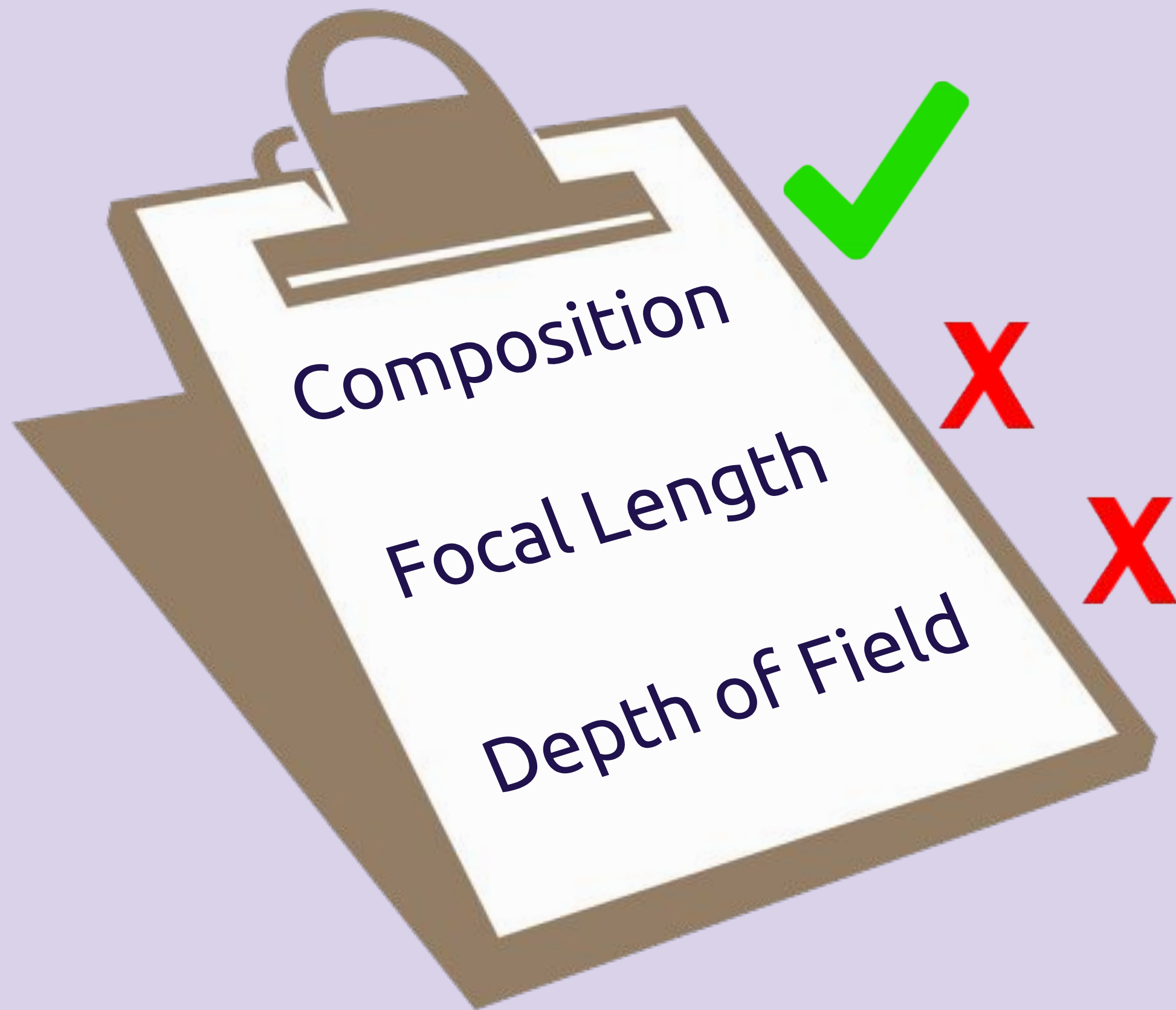




Composition

Focal Length

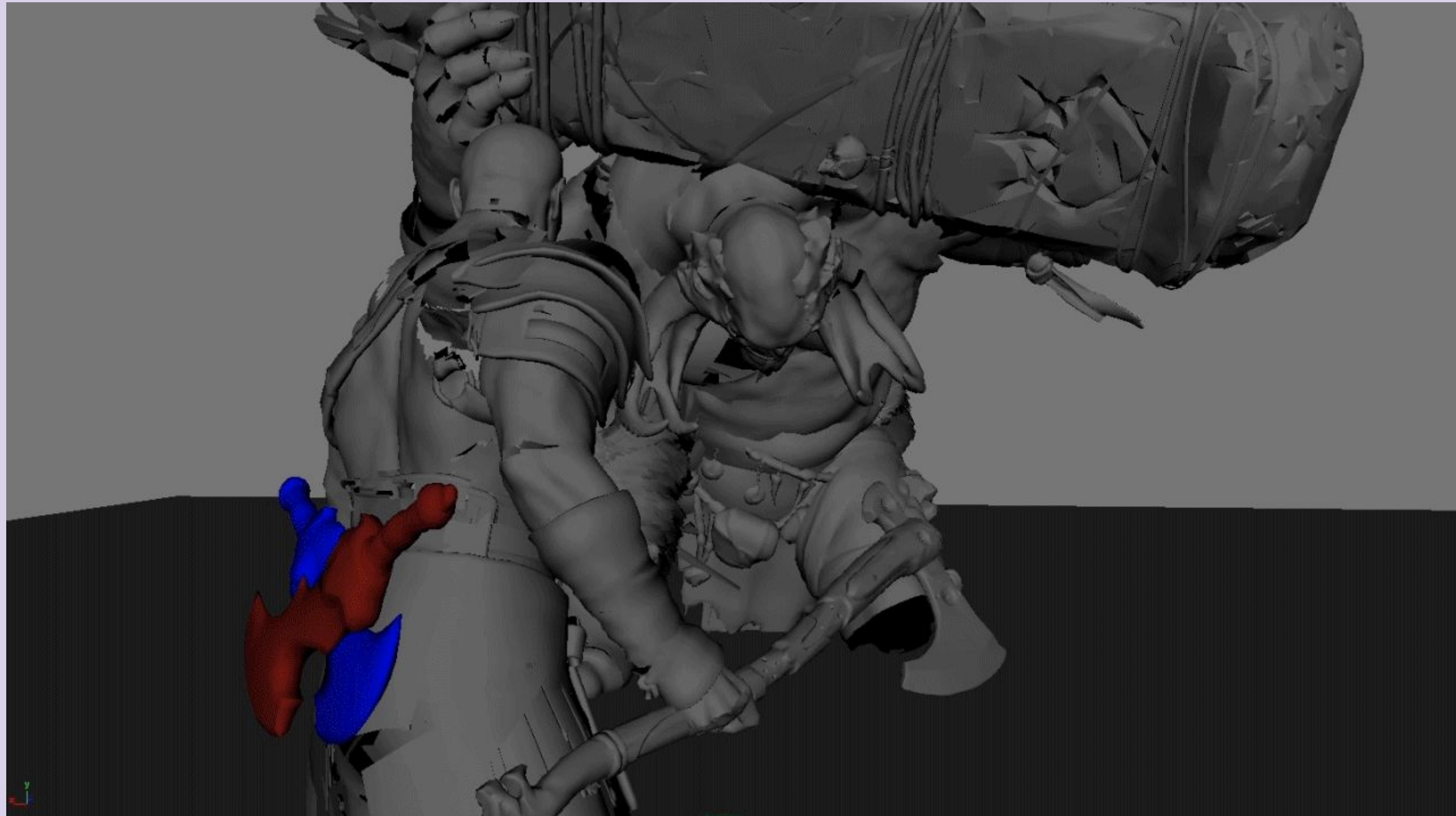
Depth of Field

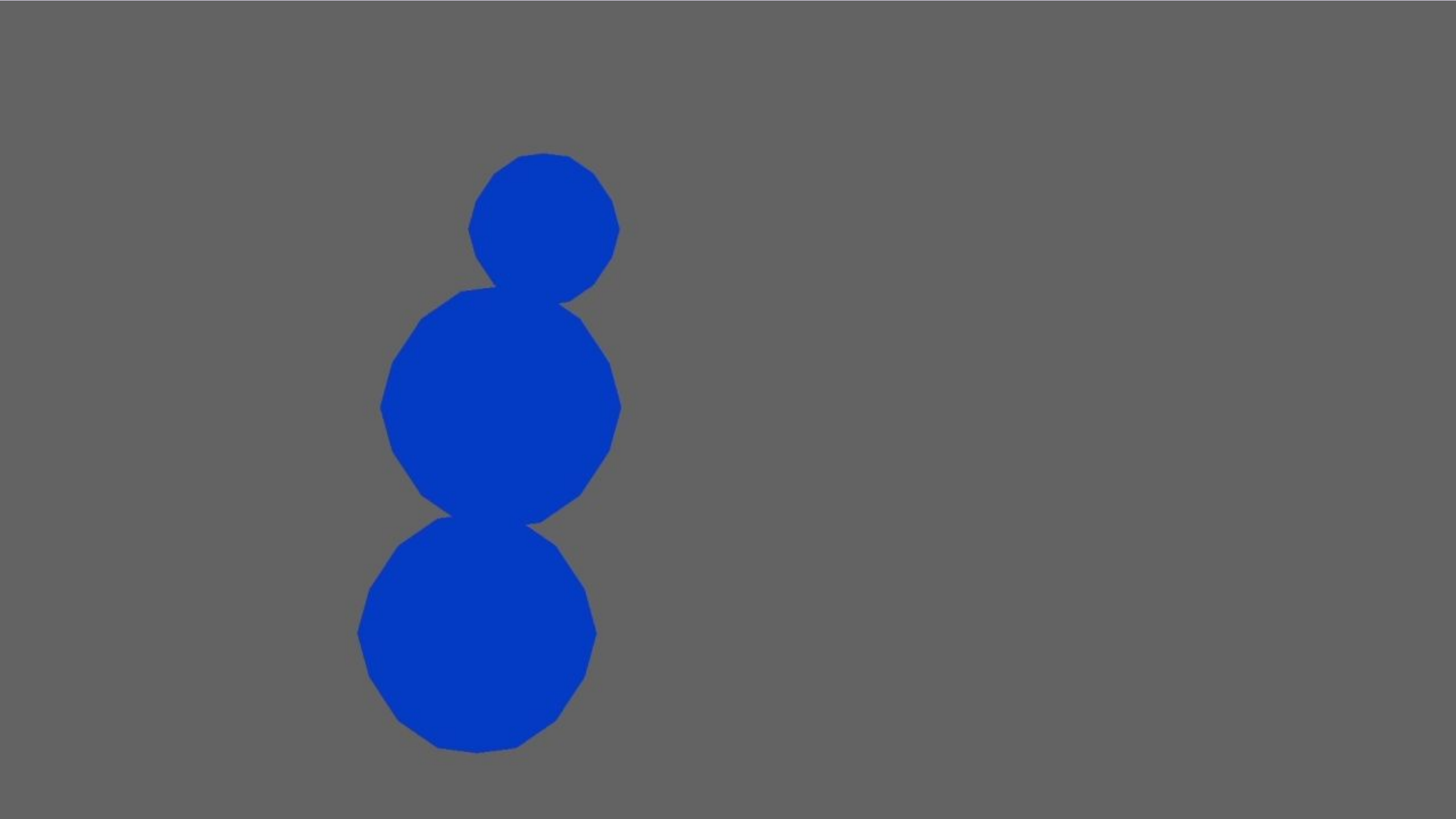


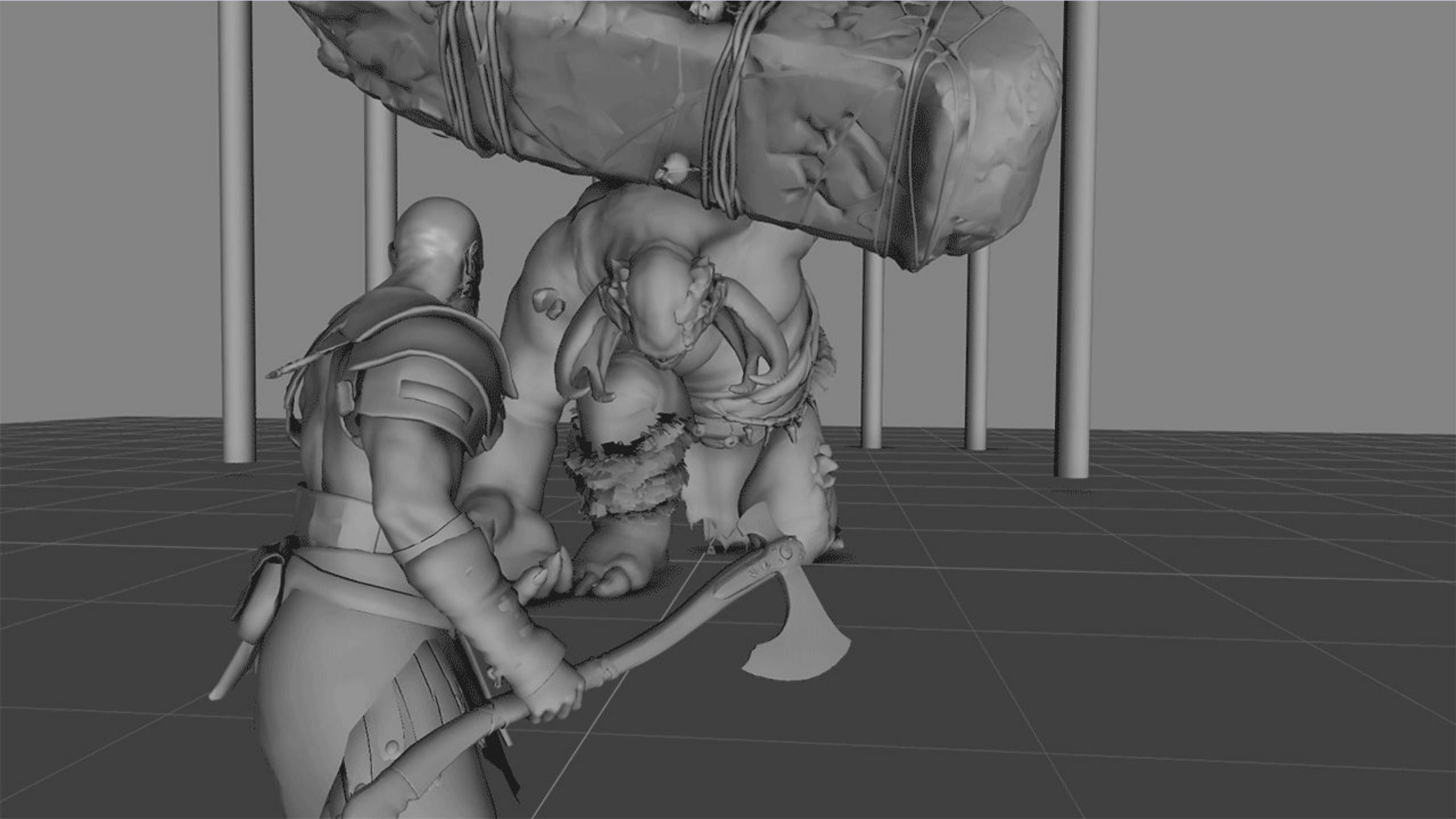


Same composition,
different **focal lengths**

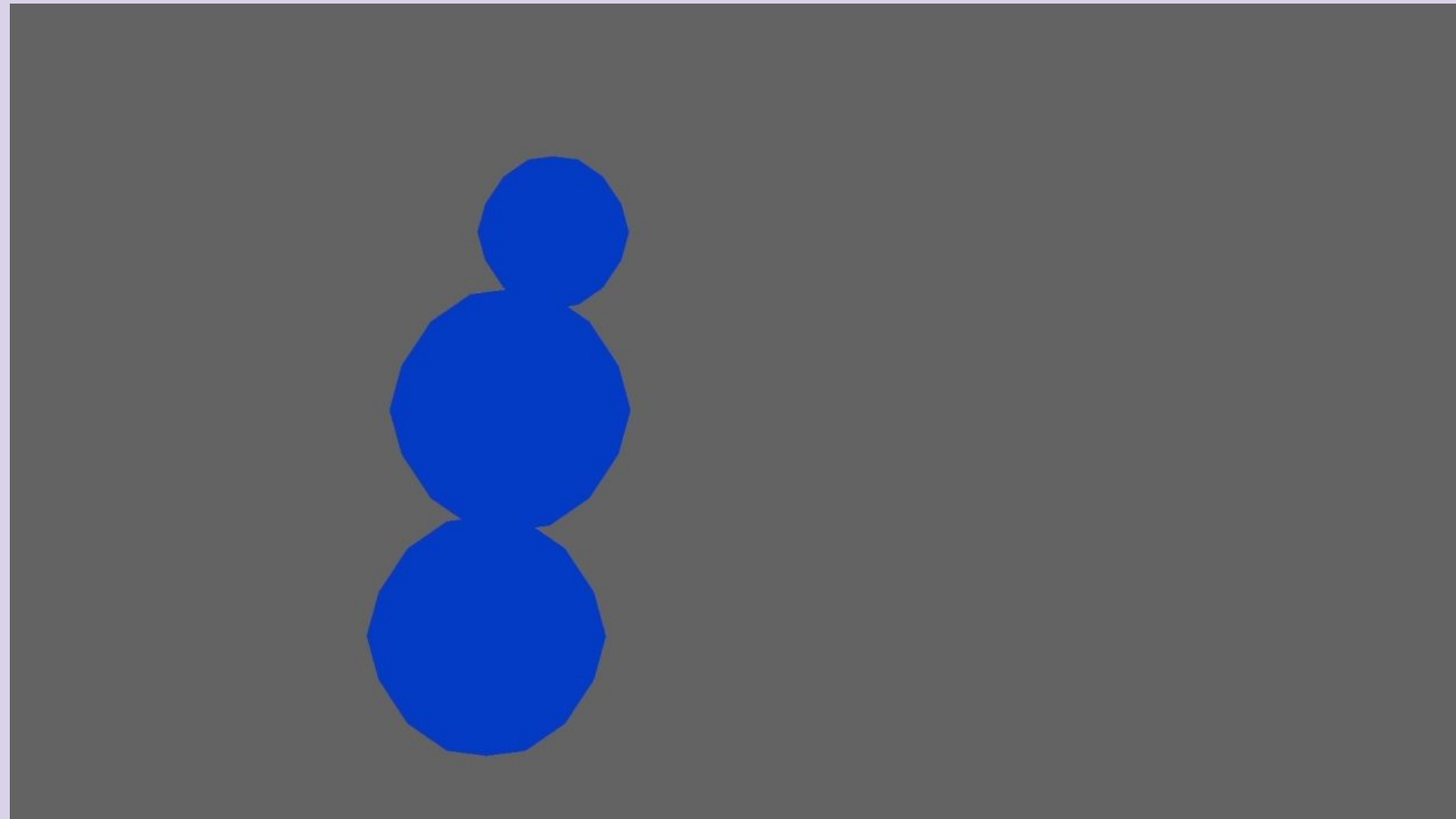
*Emphasize **Action** with Camera Movement*



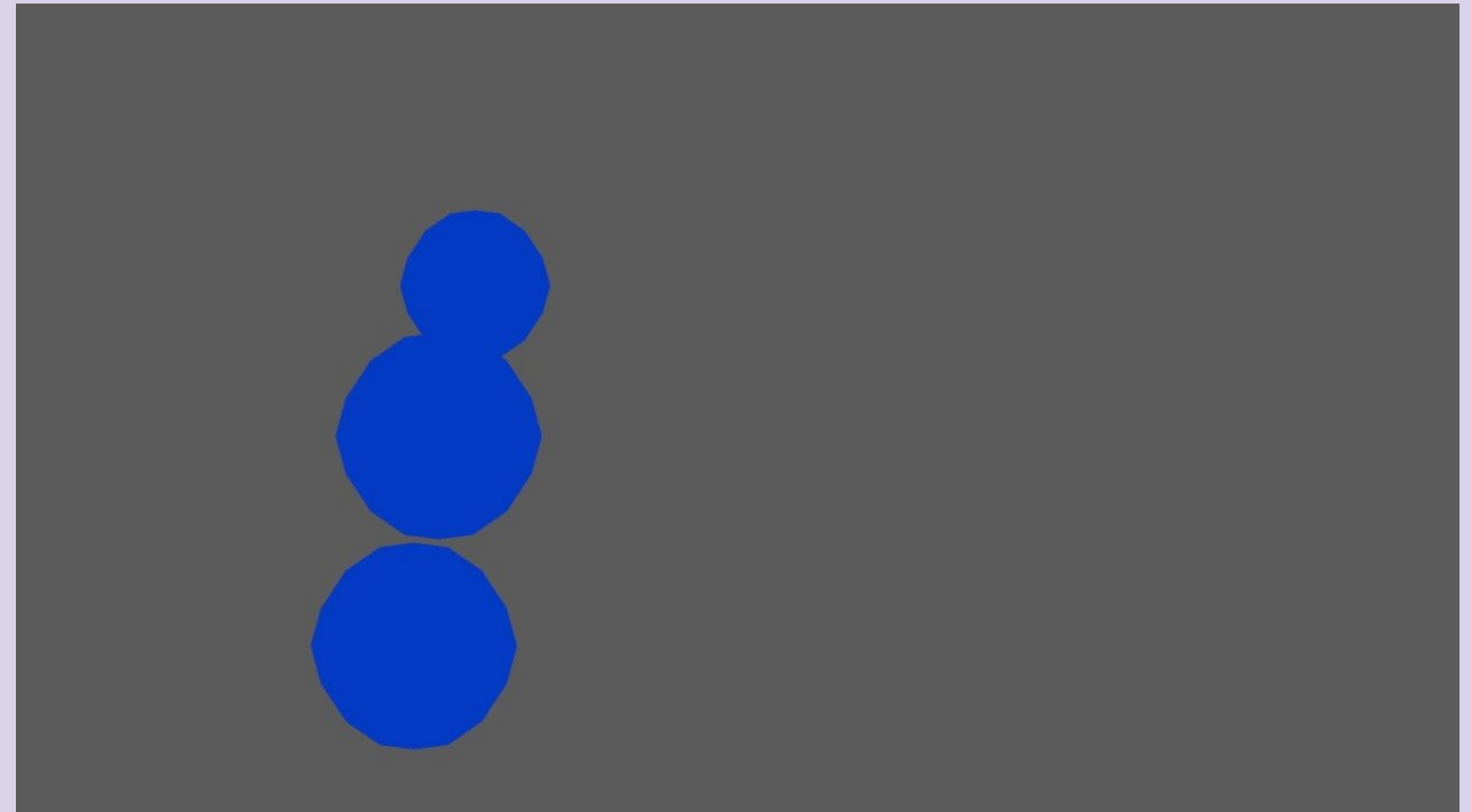




Before



After



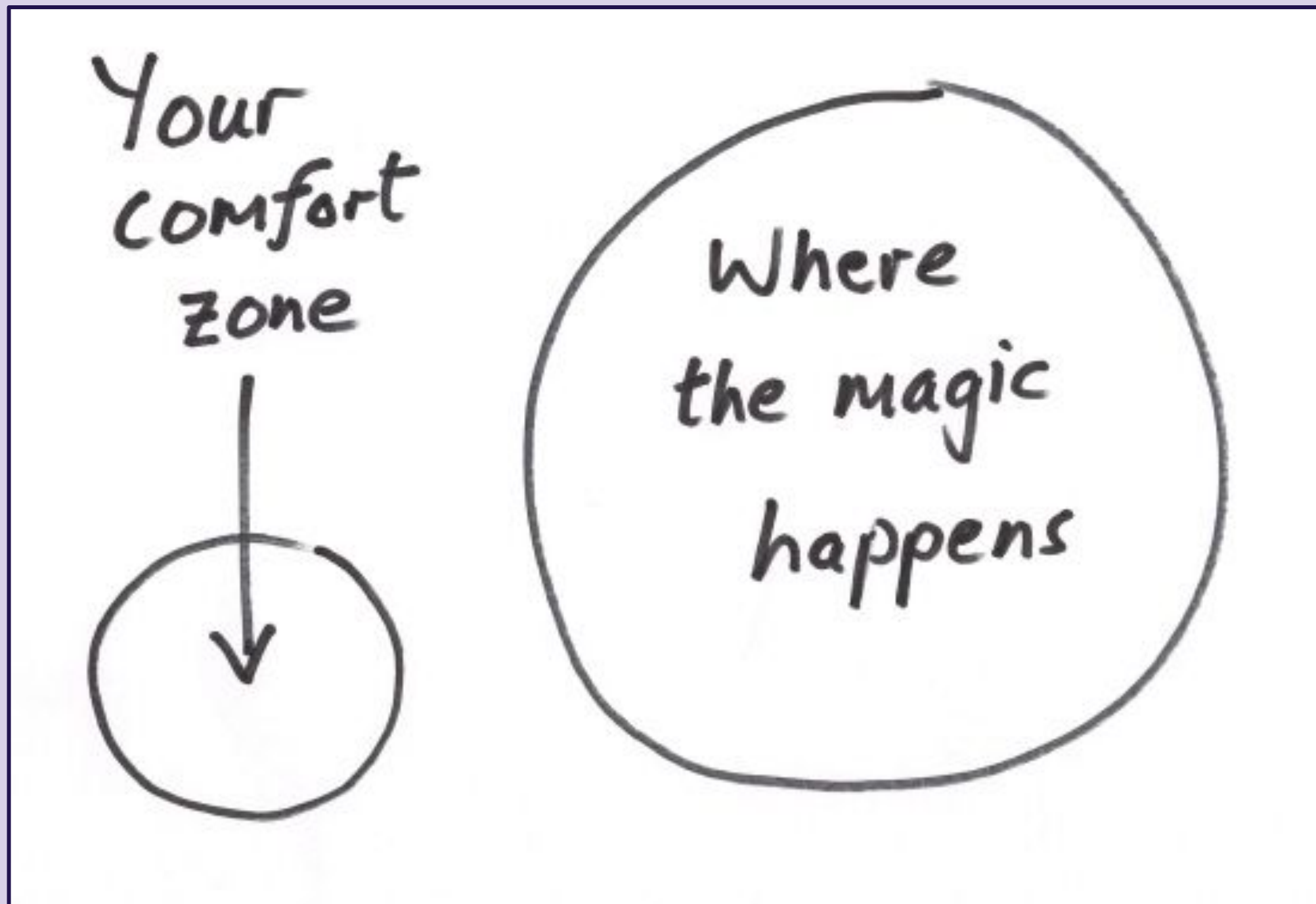
Tip 3

Lessons From Yoga



Achievement unlocked
Successful Animation Career

Go to the uncomfortable





Comfort Zone

Growth

Painful



It's OK to fail!

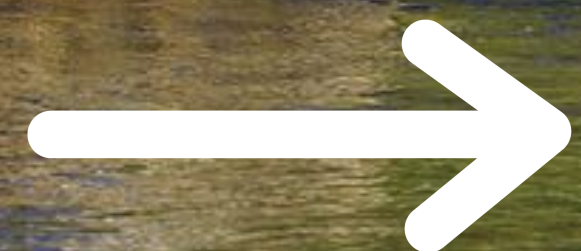




*Previous
Failures*

*Previous
Failures*

*Previous
Failures*



Success

Make Your Workspace Work for You

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GDC

End



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