

Mod1 – Quadruped an introduction to how animals move.

In this mod we will explore various four legged animals and the way they move. We will explore the difference between small and large four legged creatures and talk a bit about the different centers of gravity and weight shifts that differentiate the movement patterns.

Reading material

Muybridge animals in motion

Chapter 7 of Animators hand book

Youtube video Dogs in motion, PBR bull riding

Mod2 – Cartoon Quadrupeds: How we think things move.

In this Mod we will explore the classic cartoon quadruped animations and just what can pass for a walk.

Reading Materials

Illusion of life – Frank and Ollies chapter on 101 Dalmations

Cartoon Animation (The Collector's Series) horse walk section

Mod3 - Rigging for quadrupeds

Rigging for quadrupeds is a varied and complicated task. There are many theories and approaches to ever sort of animal. In this mod we will cover the needs of the rig and the possible ways to get there.

Reading material

Digital Tutors -Rigging Quadrupeds in Maya

Muybridge, Animals In Motion.

Inside Maya 5 - Rigging a Simple Quadruped Character: The Dog

Mod4 – Walking the dog Part 1

We will animate a dog walk cycle, a turn, and a sit. Then combine them into a short scene. Emphasis will be on character and movement accuracy of dog like movement.

Reading material

Youtube and provided reference

Muybridge, Animals In Motion

Mod5 – Walking the dog Part 2

We review our animations make corrections and finalize our scenes adding an environment if time permits.

Mod6 – horse walk

In this mod we investigate a larger animal with a different center of gravity. We will experiment with timing, and gait for a variety of different styles of walks.

Reading material

Youtube and provided reference

Muybridge, Animals In Motion

Digital Tutors -Animating Quadrupeds excerpts

Mod7 Midterm Assignment:

Students animate a scene of a dog interacting with a horse. The action is their choice but the scene must display the principles that have been discussed thus far.

Mod8 – Bull ride Part 1

This exercise gives us a chance to work with two characters at the same time, and explore the properties of follow through animation on a four legged animal. The bull will go through a series of bucks and turns as the rider tries to maintain his balance. You will first animate 240 frames of a bull bucking and then add the rider and attach him. Part one is animating the bull.

Reading material

Youtube and provided reference

Muybridge, Animals In Motion

PBR footage

Mod9 – Bull ride Part 2

This section we work with the rider. We take the bull animation and attach the rider maintaining his balance for 160 frames. Then he must dismount the animal in a method of your choice.

Reading material

Youtube and provided reference

Muybridge, Animals In Motion

PBR footage

Mod10 - Elephant walk with something in his trunk. Log or flower or Volkswagon, the choice is yours

Reading material

Disneys Jungle Book and provided reference

Muybridge, Animals In Motion

Mod11 – Elephant walking down stairs

Continuing with our elephant theme, we will now walk our character down a temple stairway. This will give the student a chance to play with weight distribution as well as engage in some problem solving with obstacles.

Mod12 - Final Project

For the final project I want you to take either one of the mythical creatures supplied, or one of your own and animate a scene in which the mythical creature is cornered by one or more of the creatures and tries to escape with an ending of your choice. Must be at least 600 frames (20 seconds)

Homework due: A small thumbnail storyboard of your idea.

Mod 13 – Turn in work on final project so far and make adjustments

Mod 14 - Work on final

Mod 15 – Final project Due