

Handouts for the class (Hopefully soon we will have books out as well.)

Structure

I want to cover a few things...

- 1) I want to have a nice little intro, like a from the creator type thing. Almost like a thank you for joining us and I hope you enjoy our course as well as take up our challenge of creating your first animation
#empoweringpeoplethroughanimationinqueens
- 2) I want to go ahead and explain some of the videos that I am using for my course
 - a. The first video I would like to discuss will be the Mac Tutorial to which I like the handout to be able to follow along with the online tutorial.
 - b. Then the (Shorttutorialani) I want touch on that video for a bit and then make a transition to the next thing I want to cover.
- 3) I want to kind of give tips of how my mind works when it comes to animation.
- 4) Next thing I want to do is to rap up with some type of conclusion, to say like thank you for taking time out to enjoy our presentation, we definitely hope that you take up our challenge and create your first animation
- 5) Then I want to have a motivational type speech inside the handout, always keeping the audience engaged at every step.

Handout

Hi how are you doing today, my name is Greg and I want to thank you for taking the time to take part in what we are doing and we really hope that you will join the fun in creating your first animation. I have been interested in Animation and Game designing for quite some time now but I have really decided to take it seriously these past couple of years and it has taught me so many wonderful life lessons that I want to share those lessons with others so I hope that you will take me up on this challenge of learning to animate.

I would like to cover a few important things that will give you a head start when it comes to learning animation. Before we can do anything in animation it is important to learn how to use the computer, I use a Mac computer so I will go through a few techniques that will hopefully help you to be efficient with using the Mac. Then I want to go into some tips on how my mind works when it comes to undertaking an animation project and I want to go into the cost of undertaking this journey as an animator.

What do I want to focus in on when it comes to learning the mac? Okay lets start with powering on our computers, look for a little power icon and press it once.

When you get through putting in your password the Graphical User Interface (pretty much what you see when the computer screen loads up.) Now look for the Apple icon at top, known as the apple menu, and click on the Apple icon to activate the drop down menu and look for “System Preferences”.

Once you click on System Preferences, the menu will pop up. (Extremely important) look for the Network icon, it will be labeled Network, this is to specify which Internet network you want to connect to, just go to the Wifi, look for the Network Name and enter the password.

To close a menu that pops up on your mac you can look all the way to the top left of that menu bar for a small red circle and click on it.

Go back to the Apple icon (Apple menu) and on the drop down menu you will see “Shut Down” this is where you can shut down your computer.

Top right of computer screen there is the spotlight button. So this icon helps you to access files on your computer. So once you click on this icon, you will be able to type in a name of a particular Document or Application and as soon as you start typing in even the beginning of the file name some hits should pop up.

Next thing you can do is click on the button icon “The Finder” the icon with the smiley face, a window will appear. The Finder will allow us to access all our files, folders and locations on our computer and remember to get rid of any menu that pops up on your computer click on the red small circle a top left.

Another Icon I like to use to pull up the locations on the Desktop (The computer home screen) is the Trash icon, just click on it and even though the Trash folder will appear all the other locations in the menu bar, such as Application, Documents, Desktop etc....

Next thing when you click on to the Applications Folder (This is the folder designated for all the Applications on your computer) you will see all your applications that have either come with the computer or that you have downloaded to the computer. To access an Application just double click on that Application and once the Application opens up if you look at the bottom of your screen where all the icons are docked, you should see the icon that you just opened up and a black circle underneath it (This is just to say that the application is up and running on your computer.)

You can make a window bigger by just going down to the bottom corner or any edge area of the menu clicking holding and dragging.

The menu has a top greyish part to it; you can click hold and drag on that part to drag the menu around the screen.

Now you will have your Documents folder, this is where all your saved documents should go, either there or the Desktop.

CREATE FOLDER

Creating a folder in your documents menu, you will simply right click in the white space in the documents folder and you will see a drop down, at the top you will see New Folder.

When you click on that a new folder is created and you should see the default name right below that folder "Untitled Folder", you can simply click on that default name once and you can name that folder anything you want.

When you download anything on your computer they will all go to your Download folder.

MINIMIZING THE MENU BAR

So when you have your menu up or even certain projects up, we already went through how to close them out with the red circle button at the top left but there are two other circle buttons one is yellow and right beside the red button and the other is green and right beside the yellow button.

Now when you press the yellow circle at the top left of the menu bar you will see a short animation of the menu bar going to the bottom where the icons are located and this is a simple way of storing things and all have to do is click on it in the icon menu (aka the tool bar) to bring it back up.

GREEN BUTTON

Resizes windows but you can do that by dragging out the edge of any window or the side so the green button is not that necessary.

DELETING FILES AND FOLDERS

Okay so lets go to our Documents where we will have most of our files, so to delete an item in any folder or the actual folder itself, you can just click, hold down and drag the item and when you look to the bottom right of the screen you will see a trash can, you can drag the item into that trash can and let go. Now the folder or item will be in your trash, from there you can empty trash or put the item back in the folder.

Second way to remove an item and put it in the trash, is to right click on that item and when the drop down menu appears, click move to trash.

COPYING AND PASTING FILES

Now copying and pasting a file to another location is a very important function for your computer, there are like three ways to do this.

1) "Drag and drop" so let's say you wanted to have a file that you saved to your Desktop also saved to your Documents, you would bring up the Desktop folder where the file is and then you would have the Documents folder open on your computer screen, then simply click and hold the mouse onto the file in the Desktop, you should see the file highlighted blue at this point, then pull the mouse over to the Documents folder you should see the file follow the mouse as you do this, then let go of the mouse and the file will save into the Documents.

Now to drag and drop a few files in a row, just click on the first file in the batch and hold down the Shift key, then go to the end of that batch and click, the whole batch should be highlighted from there click and hold onto the highlighted files and drag them to the desired location that you would like them to be pasted.

2) Simply right click on the file you want to copy and you should see a drop down menu appear where you will see the option to copy the file, then from there go to the folder that you would like to paste your file in right click on any blank space (make that you don't right click on another file) and a drop down menu will appear and you will see the option to paste that file or look to the top left of the screen and go to Edit and in the drop down menu you will see paste.

3) You can simply go to the application that the file originated from, once the application opens up, open the file through the application and then go to file access the drop down menu "Save as" and you can save the file anywhere you like.

TOOLS FOR SUCCESS

Well let's start off with the tool that you use every day and that is your smart phone, this is very important, not only for getting your voice recordings to your cloud storage but so many other things like writing notes on the go, interacting with other artists, taking pictures and uploading to your cloud storage.

Next thing you will need is cloud storage.

Animation is done on the computer, so the first thing you will need is a computer. I like to use Mac computers, easy and efficient when it comes to graphics.

Starting out get like a Mac Laptop, which is going to run you \$1000.00 right if possible I would also get a Mac desktop too with a nice screen and if you really want to get serious I would also get a PC laptop for your 3d software.

Now that you got the computer out of the way, we need design programs. The design programs that I use is Illustrator, Photoshop and Flash (I think now it's called Animate.) You can get these products from Adobe.com. I think it will run you like \$60.00 per month.

I also use a 2d animating software that you can download for free or suggested pricing, called Synfig, www.synfig.org it's a really cool program, you should check it out.

There is also a few plugins I have for Flash but obviously Flash has turned to Animate so I am not sure how Animate works, because I have Flash but I got one plugin from ajarproductions.com "Smartmouth" which I use for my characters mouth movements and the other Flash plugin is from Toonmonkey at <http://toonmonkey.com/extensions.html> and it's called New Anime Clip, really cool flash plugin for animators, let's say that you have imported a whole animation and the animation is quiet a few images and you want the images to be scaled a certain size and you don't want to go through having to resize every image. You can put it in an anime clip and size the image once and all the images will size proportionally.

The next program I started using is Moho, another awesome animation software, really great with the transition of facial expressions, there are a lot of cool tutorials on this software check some of them out Moho will run you like \$400.00 but it's worth it.

For those who really want to take it to the extreme, pick up a 3d animating software like 3d Studio Max I think that will also run you like \$195.00 a month but if you pay annually it will be \$125.00 per month.

Okay we have the design programs, we have the computer now we need a smart phone, very important for a variety of things like making recordings, uploading and downloading files, getting your work onto certain social media platforms and most importantly writing notes when your on the go.

Now for the finished product you can use a video editing software such as Adobe Premier but I like to use software named Movavi at Movavi.com.

IN THE MIND OF AN ANIMATOR

Okay so now that we have gone into the basics how to use your mac, it is now time for me to talk about how I approach my character animation projects, this is just to give you some tips as you go about your animation journey. Now lets say I have a fully illustrated character and I want him to talk right so what do I want to do first, the whole idea is to get different images of the characters mouth moving so that I can save each pose and move to next step, so to do this I need to think about which part of his mouth and jaw is moving, so what I need to do is take the parts of the mouth that are affected when the character talks, put them into there own section and move them into place. Now the blank area that will occur from moving certain pieces of the mouth need to be filled in with the characters skin tone or a piece of

the characters mouth I need to take whatever color is needed and fill that in. Now all this will start making sense when you start to learn the programs that will help you execute these functions, but that's just a quick idea when it comes to animating your character to move his mouth.

Now let's have our character blink his eyes, so what do I need to do? Well first of all we are going to have our image of our characters face. Now copy and paste the eyes in there exact same position. Save the face as one file then hide the face to where there is only the eyes and save that file as well now take the face and put it into one section, then take the eyes and put it in a section above the face. Now hide the eye section and create a new section between the face and the eye, this section will be above the face but bellow the eye now grab the characters skin color and put it right over the eyes, which will mask the eyes. Finally unhide the section where the eye by it self is and create an animation where you free transform the eyes and make them look like the character is blinking. Again sounds crazy but when you get the programs you will understand what I am talking about.

WHY ANIMATION?

Now the one question is why should I learn animation, it's expensive, it's hard well I can tell you from a personal experience that learning animation for me has been truly a rewarding experience as I said learning animation has every trait when it comes to being successful in life, even if your passion is not for animation I believe that everyone should take the challenge to create their first animation, I personally believe that you will come out a stronger individual.

I want to come across that animation is fun but it is a very difficult journey that takes a lot of effort for the end product to come out good. Animation takes patience, know that your working toward something great, that will be a reflection of you. There is no limit to the accomplishment that you can achive with animation it's just how hard are you willing to push yourself. As you can see some of the amazing things done by other animators, it may take a while but it is incredible what we can achieve.

A lot of people will say that I love watching animation but actually making animation, that's way too hard for me. Well guess what? Your missing out on the best part if you think watching an animation is fun that is nothing compared to creating an animation from scratch out of your own imagination. A video that you can say yes I did this. Now that is what I think is fun, me personally I think that everybody should create at least one animation in their lifetime.

Is animation hard, well so is life, it's just that it's a task and when we focus on a task and not let our thoughts get the best of us, "Oh I am not good enough" let's reprogram our mind to say "Yes I am good enough and I can do anything I put my mind to." Let's tell our selves that "Yes it's hard! Well someone else did it so why can't I?" Learning animation is an investment in the future and I know not everyone can be animators but why not take the challenge and see it through to your first one-

minute animation I guarantee you that you will want to create another one because not only will you have fun doing it, you will also learn the hard work it takes to go out there and take this world by storm. Not to mention learning animation will vastly increase your computer skills and it is so important to be computer literate in this day and age because so many things have to be done on the computer these days,

Now is animation an expensive journey, well depending on what you consider expensive. I created a price break down above, the bottom line is you need the material to accomplish the mission or you need to keep refreshing yourself with the material till you can afford to get the material.

Now you got through our course and you have made your first animation. Good! Now it is time to come back and help continue our effort of empowering people through animation through helping others.

OKAY YOU CONVINCED ME! SO HOW DO I LEARN ANIMATION

How do I learn animation? Well let's try to keep this as simple as possible so we have learned a little bit of how to use our computer right? So the next stage is to learn how to use the graphical programs that I mentioned.

Programs

- 1) Illustrator
- 2) Photoshop
- 3) Flash (now ANIMATE)
- 4) Synfig
- 5) Moho (Definitely Important)
- 6) 3d Studio Max

There are great resources online for beginners who are looking to learn these programs especially on Youtube, pick up so when go to the search bar you can type for example Illustrator tutorials and just go through the video tutorials for each program until you get a good handle on how to use these programs I also plan to try to put out recourses to help out as well but just remember this a journey, the information is out there to help you accomplish your goal of creating your first animation you just need to find the information and have a willingness to find the information.

I have created a vision board a vision board so that you can focus your attention on learning these programs and I want you to put it up in your room or a place that you pass by a lot so that your target will always be on your mind, until you complete this challenge.

LEARN ADOBE ILLUSTRATOR

LEARN ADOBE PHOTOSHOP

LEARN ADOBE FLASH
(NOW ANIMATE)

LEARN Synfig, Moho, 3d Studio Max