

The Illusion of Life – Disney Animation

This article was pretty interesting in manner of its descriptions and principles of animation. I really like watching animations and cartoons still even though I am in senior year of UIUC college of engineering. I loved Disney animation when I was in elementary school, but not I like Japanese animations too because of some uniqueness it has compare to Disney animations. Computer graphics has developed a lot in both software and hardware manner, so that most of animation movies Disney and other companies present are 3D animations like Ice age, Nemo, Shurek, etc. However, lots of Japanese animation movies are still based on drawings (even though some computer graphics used for backgrounds and minor settings), and that is why I like Japanese animations.

This article was having lots of principles for fundamentalism of drawing, and this fact was not boring but rather exciting. And this article explained well why Disney animations had more activating, motioning aspect than other cartoons and animations. And for me, who actually has most interest about animating figures, gave good information about basics of drawing animation. I always imagined to make an user interface that has much more drawing aspects than other user interfaces, and seems like I can really start working on the idea that I have referencing to this article.

Among the fundamental principles of animation listed in this article, I liked the arc principle which looks like principle for all living species that are moving. There are a lot of fighting skills that emphasizes circular movement to hit someone and this is quite related to the animation of arc movements. Honestly, all the principles about movements were equally interesting to me and made me understand how animation results as what I watch in theater.

Pad++

This application was quite interesting and fresh because of its new idea of displaying data and object from computer screen other than window managing visualization of data. I pretty much liked the concept of elastically zooming in/out, and also the concept of lenses that sees data in more detailed view. Well, this two zooming and lenses concept can describe same figure of this Pad++ application but these two different way of describing Pad++ was quite impressive to me. I was also fascinated by the showing of one data in to different views at once because this could be quite helpful to people who liked to study those lecture notes that are up at compass or course website. I also felt the familiarity of this user interface because it was quite looking similar to adobe photoshop or other painting tools provided, so the way of using this tool seems not that hard.

However, this Pad++ was kind of basic and not developed a lot like unix OS, some of the figures will be necessary to be implemented. I can't see and can't tell exactly what kind of things should be added to this visualization tool, but I would say those problems will occur as time goes. Also, because I am using windows vista and very much familiar with windows tool to visualize files, I somehow feel inconvenience to this visualization tool Pad++. The way of zooming is quite different and new to ordinary zooming tools, but I personally like ordinary zooming style. And if each person has a LCD monitor that wider than 20 inch, I think the current usable zooming technique is quite sufficient to users. LCD monitors are pretty cheap so that price won't be a problem to many people.

It is possible that Pad++ is better way of visualizing files and managing distribution of data, but because people are used to way of using windows to manage the data in their computers, I think directly conversion from windows to Pad++ is impossible. May be some hybrid of those two can be alternate way to improve the visualization of files, but I really can't figure out what's better; it seems there are good and bad for both visualization.