Principle of Animation

To me this paper was interesting in a sense that I have never thought about the animation and the drawing techniques. In page 56, I was intrigued by the quote “You do not make drawings just because they are cute or look funny. You make the drawings that will stage each idea in the strongest and the simplest way before going on to the next action.” Whenever I read a comic book or watch an animation from the TV, I didn’t try to the drawing that is ugly or does not look good into my eyes whether the content is good or not. But to some extent, I know that the appearance is not the most important aspect of the animation but sometimes to draw attention I think in some aspect it is important that the appearance is little bit important and something that has to be in consideration. But importantly, the action and how the animation is moving might be the most important part.

Another part of this literature that I liked was the Slow In and Slow Out section where it describes the importance of movement and mechanics of motion. It is true that it’s important that something unreal does not draw attention or does not have a real fact. I think that whenever there is an animation that is not really based on the fact of motion or look totally different from the reality it definitely makes the audience to not watch it more often. For example, I liked to watch “Gundam” series from Japan. Gundam is a mobile fighting robot where there is a pilot that controls the robot and fights. But what draw me the attention was not the unreal robot that does not exist in the world. But its mechanics and its functionalities. Sometimes I talk to my friends about Gundam, and ask ourselves is it possible? Because the movement and the mechanics of Gundam look real but still impossible with our technology. I think something that’s unreal or fantasy is the fact that draws our attention but something unreal in mechanics of movement and action is the fact that reduces the viewers who watch the animation.

Another part that fascinated me in this paper was the Secondary Action. It was interesting to see that the animators actually draw the most important movement and draw the secondary movement to emphasize the important movement. I never really knew the concept of the secondary movement never realized about that while watching the animation. What brought me into focus was that this kind of movement is actually a way to communicate with the viewers. For just for my interest, I was interested in how the image can be used as a tool for communication rather than just providing the visual information. Abstractly, I was thinking only about the color or other effects that I didn’t aware of. But this gave me some insight that paying attention what the object or the people are doing in the scene might help with giving the sensation into the image and develop an algorithm that can bring feeling and sensation of the people who took the image. I think the effect of secondary movement to emphasize the important move is interesting and also bring more liveliness into the animation.
In this work, I liked the interface for the HTML with the tree structure where you can see from the local detail to the abstract view of the tree. I think this visualization provides a good source to actually see the big picture and the small detail of the information. Rather than just seeing the best resolution, providing the drag in to zoom-in the view and zoom-out would help the users to see the variety of information. This also reminds me of the clip I was from the Microsoft about the Silverlight technology. In that clip, the software engineer starts to show the image where it seems like just the regular image. However as he zoom-out the image, the image that I saw previously was just a portion of one large image and he keeps zoom-out to show the big picture. I think the zoom-in and zoom-out feature might be inconvenient, however; if we can see the big picture to local detail, I think that would provide richer information.

Another interesting visualization that I saw in this paper was the Oval Document Layer. What I liked the most about this document viewer was it looks 3D and we can see more documents through the oval shaped layout of the documents. To me the view looks like 3D view and also it can me a good method to show the multiple sources at the same time rather than lying the preview of the documents. Actually, this looks much better than the Vista’s feature of Aero where you can only see some portion of the applications you have opened. I think providing information in 3D shape gives more information for the variety of sources. Today, I saw a clip of the application that shows the desktop in 3D format. By creating room shape view where you can align the images that you want to see and spray out the files you kept in the desktop, this looked more friendly and yet could see more information easily rather than the regular 2D desktop view that we have. I think for convenience wise, providing the sources in oval shape or 3D shape gives more general view of the documents and also can easily access with the sources.

When I saw the Directory Browser, I didn’t like the view. Maybe there are too many information in this view. I couldn’t really figure out what each square box does and a user point of view, it might be inconvenient to actually use it to move around the mouse to click the directory you want to see. Maybe providing too much information might not be that effective. I think one of the improvement with the Directory Browser might be to reduce the amount of directories that you can see and make it clear and easier for users to access. I think at one point, when the user is familiar with which one is which might be easier to interact, however, until that point it would be difficult.