

Animação I

Pose e linha de ação

O que faz uma boa pose?



O que faz uma boa pose?

- ◆ Demonstrar a atitude do seu personagem
- ◆ Emoção e sentimentos
- ◆ Motivação
- ◆ Fácil leitura



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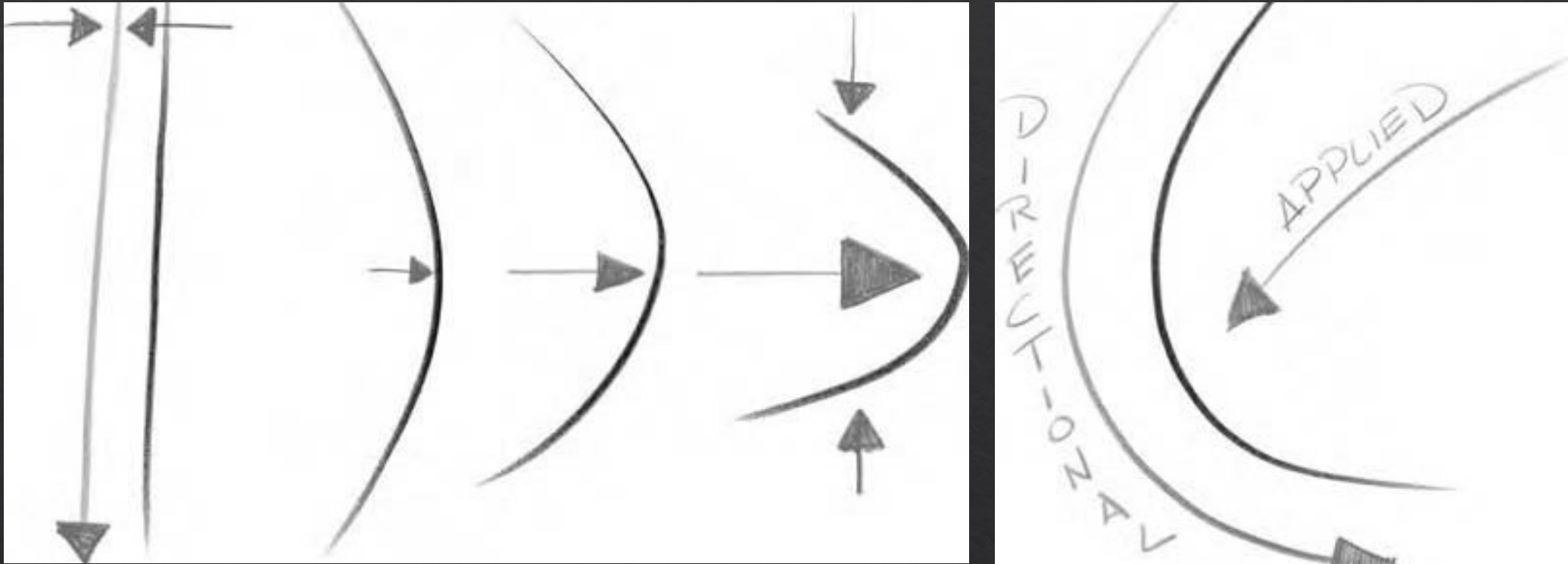
Contar uma história!



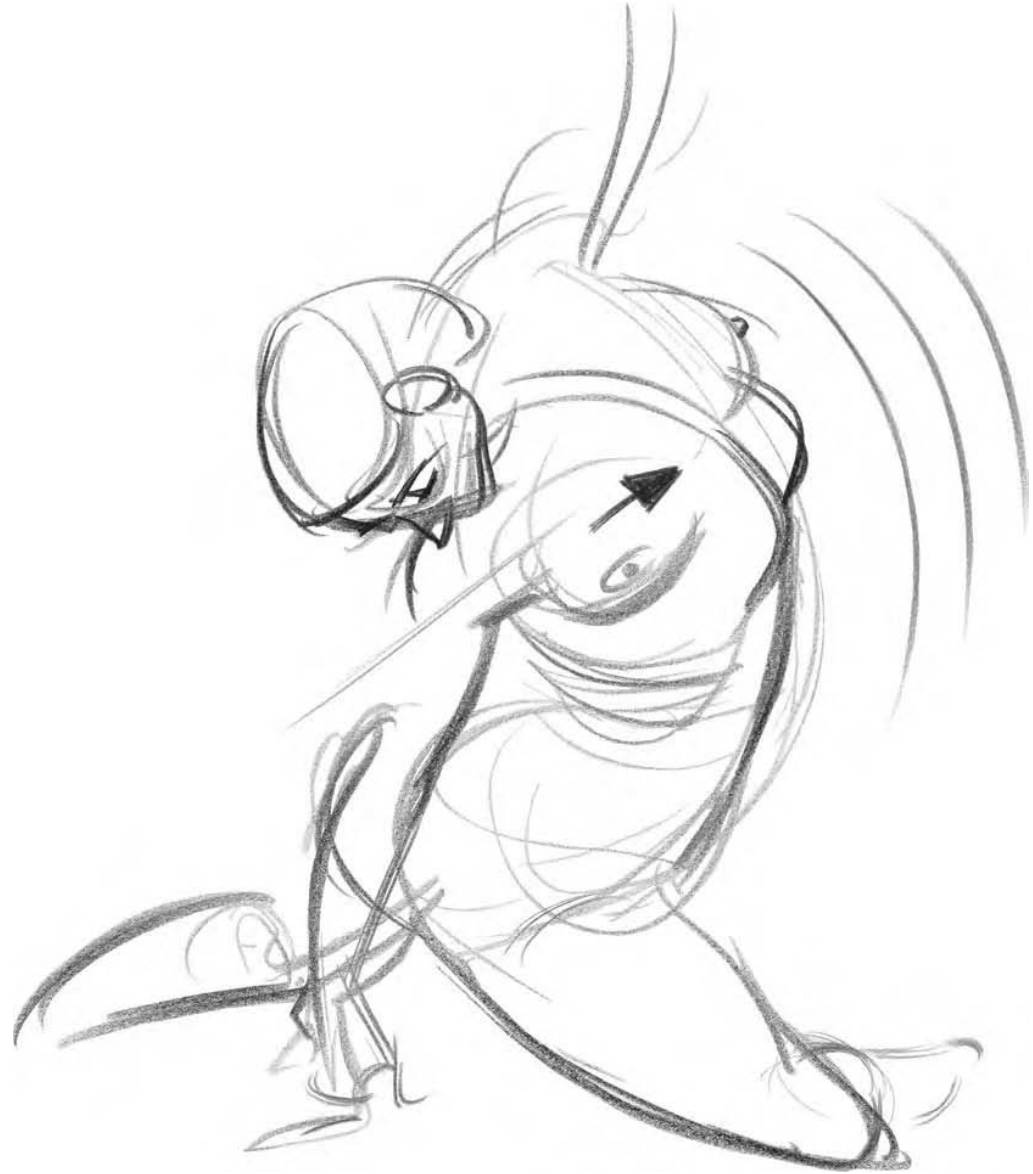
O que faz uma boa pose?

Força na linha de ação





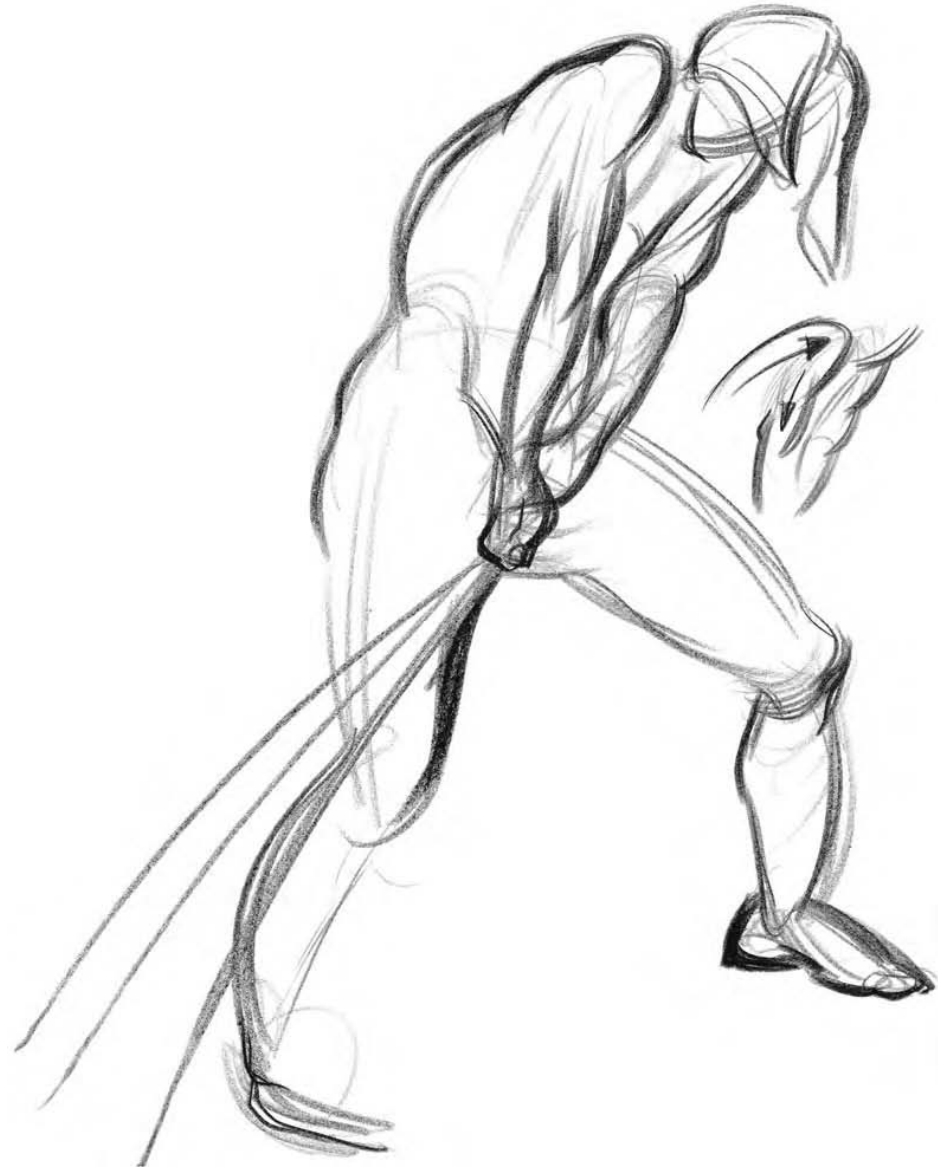
Mas como criar força?





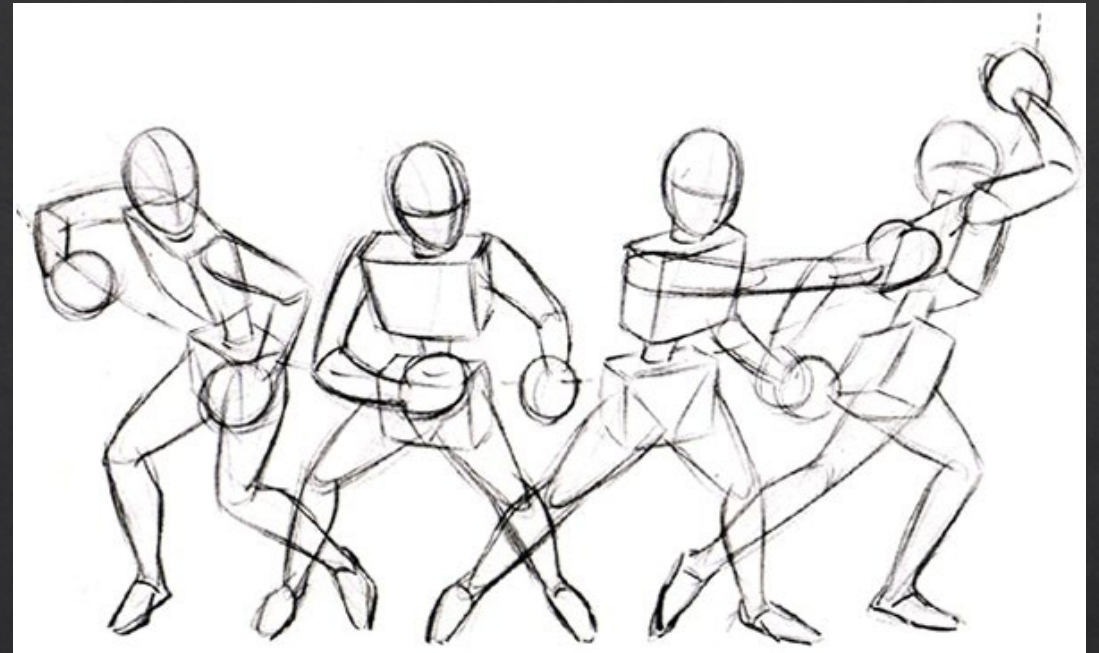
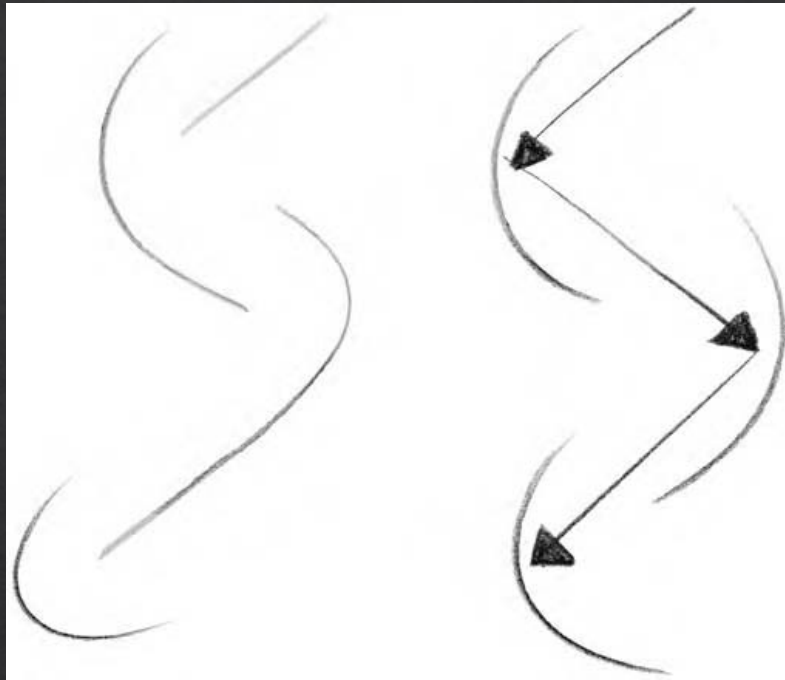


E como
achar?



B
A
C
K





Equilíbrio e ritmo







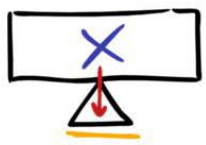


◆ Cabeça para estabilizar o corpo



CENTER OF GRAVITY over BASE OF SUPPORT = BALANCED

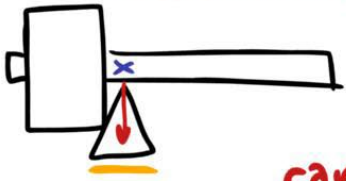
OF COURSE
this works...



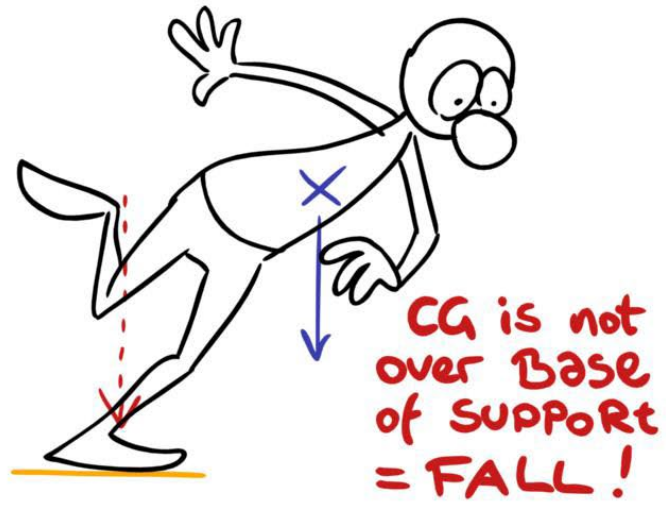
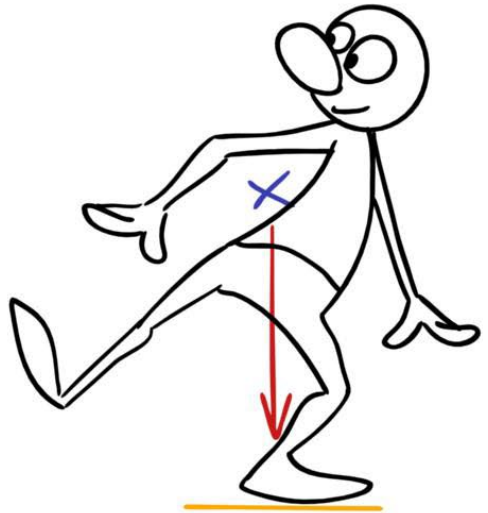
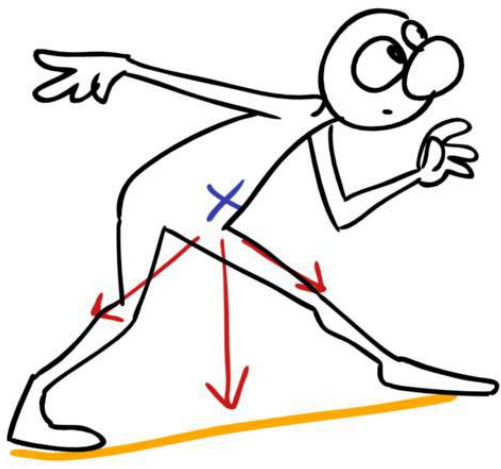
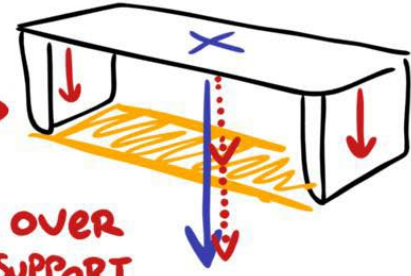
...but this?
wow!

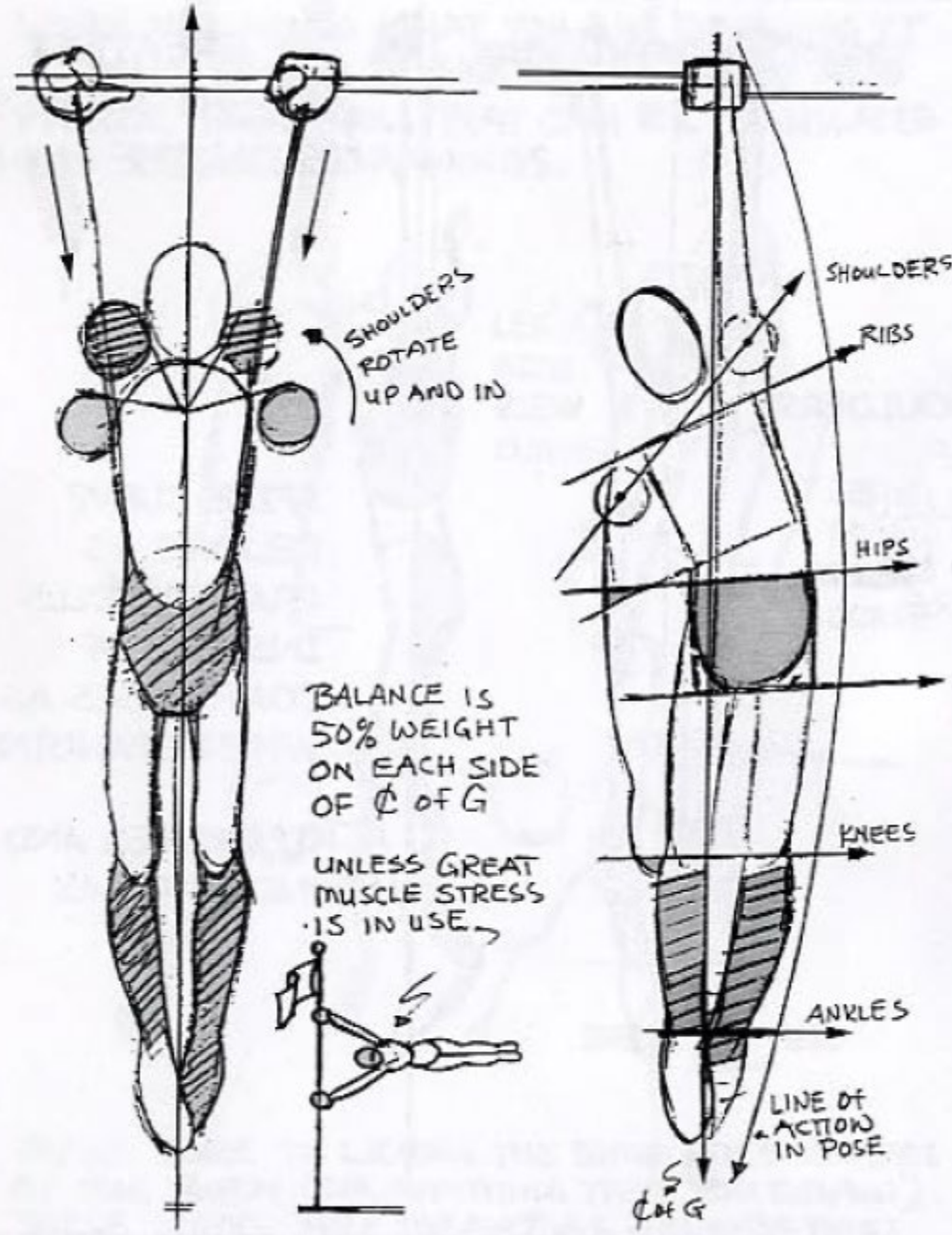


CG moves
towards WEIGHT



WEIGHT
CAN BE SPLIT UP OVER
A WIDE BASE OF SUPPORT





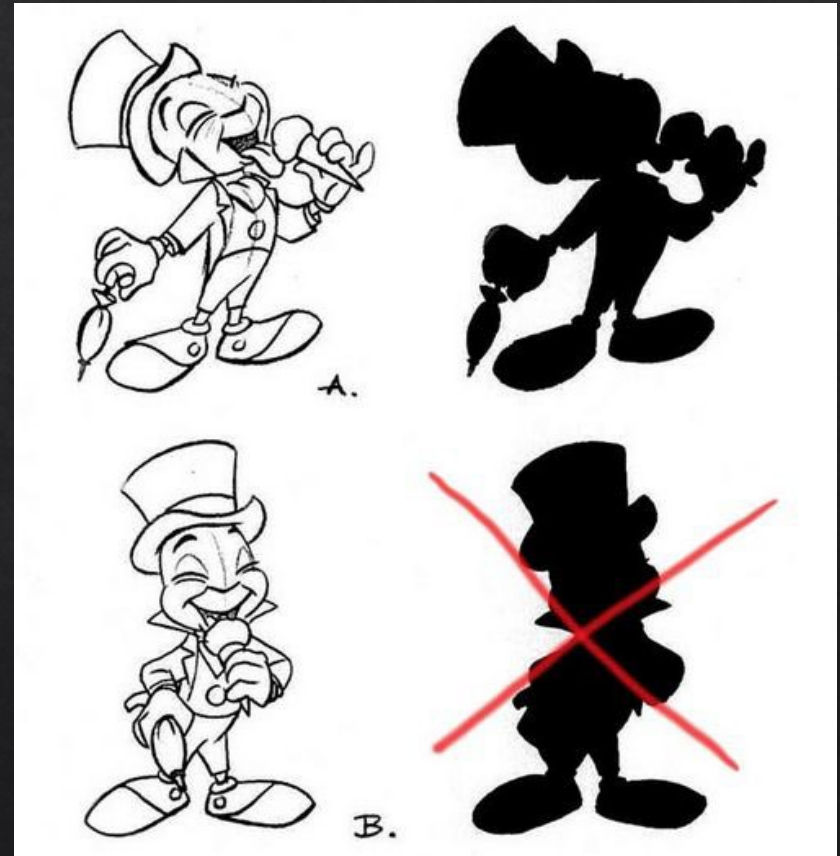


- ◇ **1. As forças aplicadas e direcionais configuram a coesão ou o ritmo do corpo. Tudo isso acontece para o corpo ficar em equilíbrio. Essa força aplicada atravessa obliquamente a linha de equilíbrio, igualando força e peso em ambos os lados do corpo.**
- ◇ **2. Observe a linha de equilíbrio. É um guia de equalização de força e peso do modelo. A cabeça do modelo por coincidência ocorre na linha central.**



Silhueta

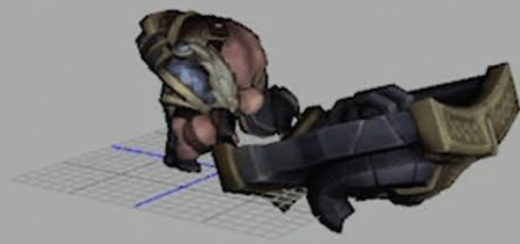






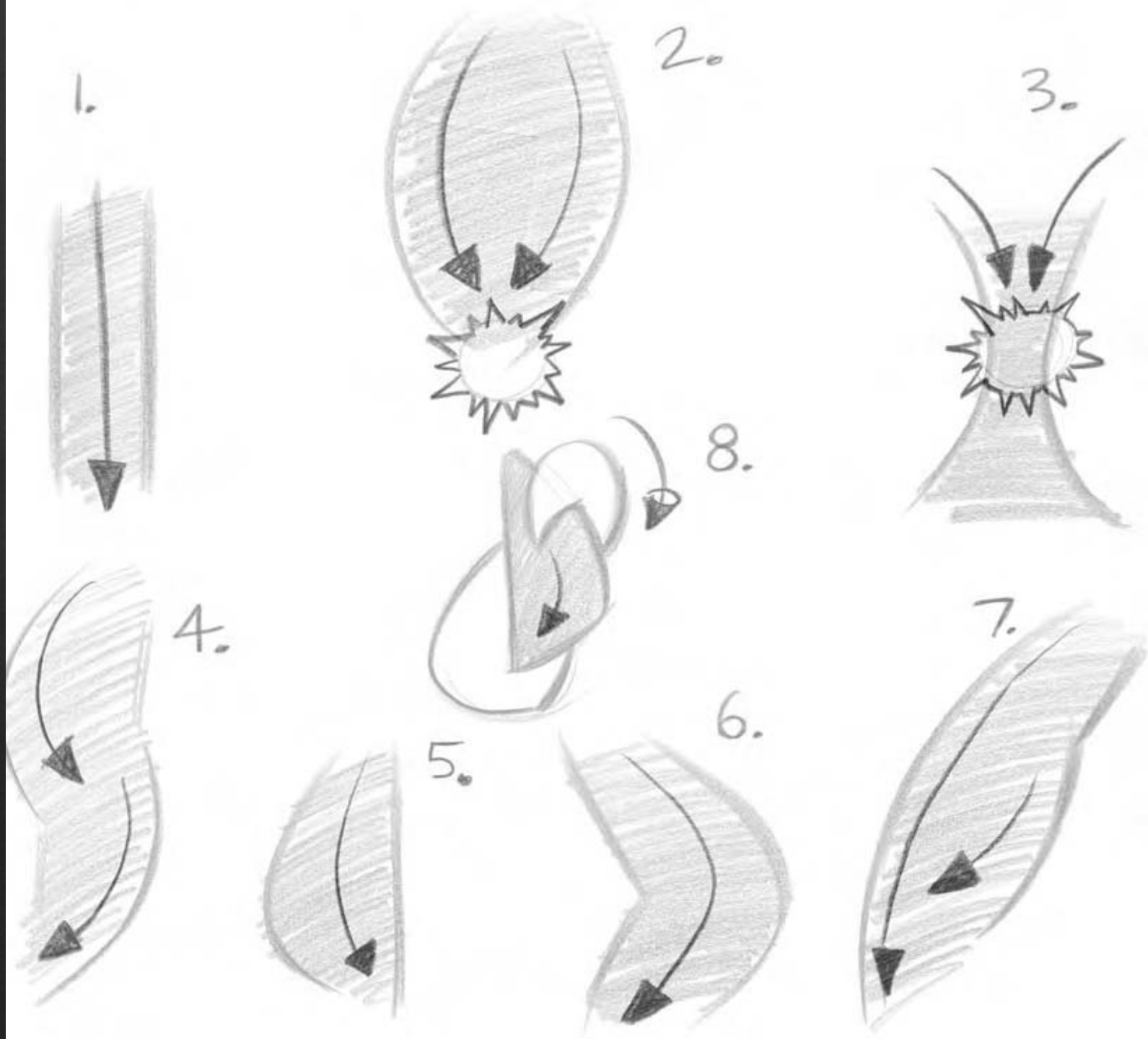




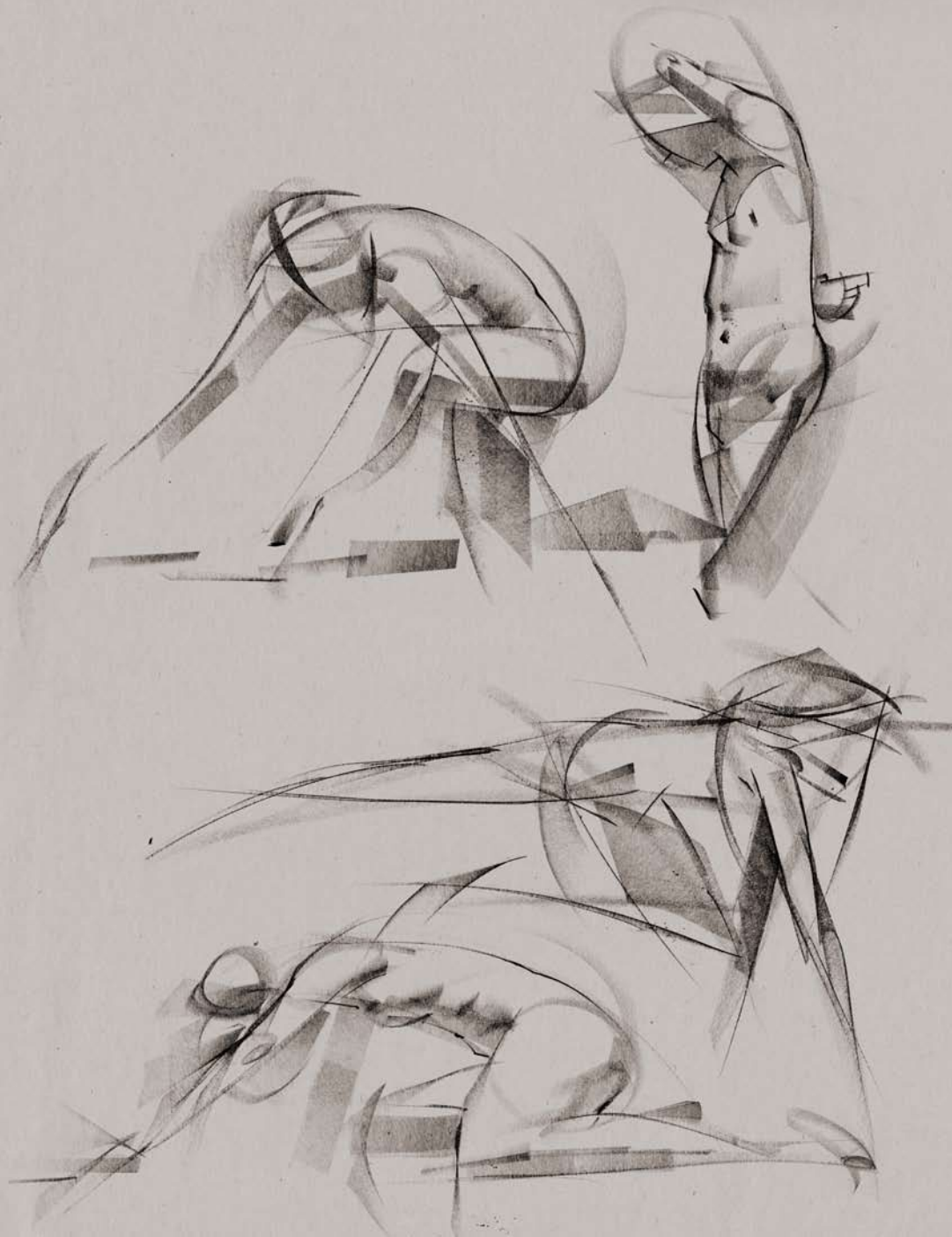


O que fazer e não fazer.

1. Evite linhas paralelas
2. Não faça o mesmo tipo de linha.
3. Evite linhas que colidem, similar ao número 2.
4. Faça um caminho para criar ritmo.
- 5, 6 e 7. Variação na linha oposta, podendo ser em maior ou menor escala.
8. Clareza na forma apresentada

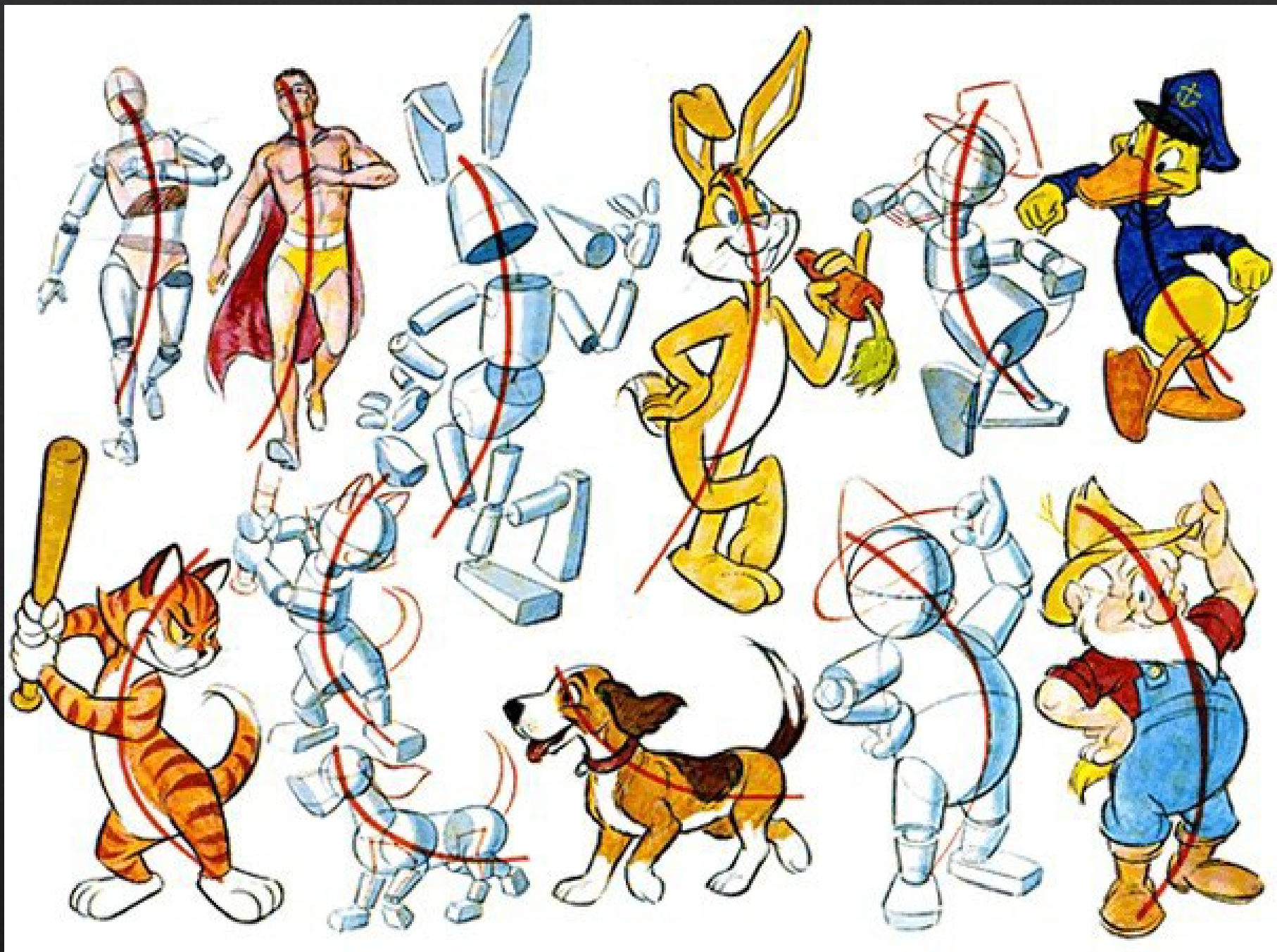


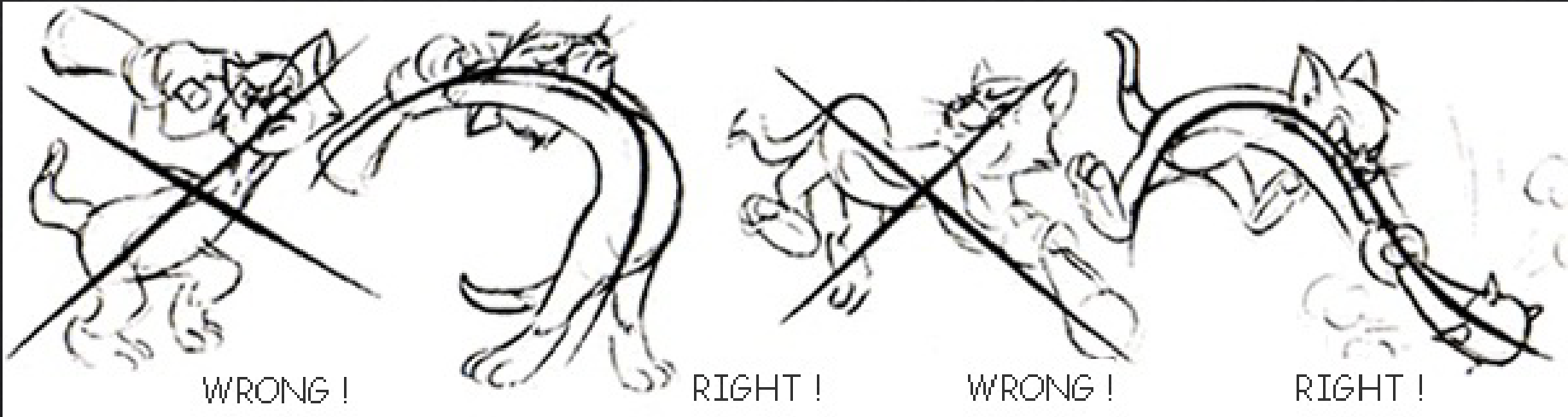




Linha de ação





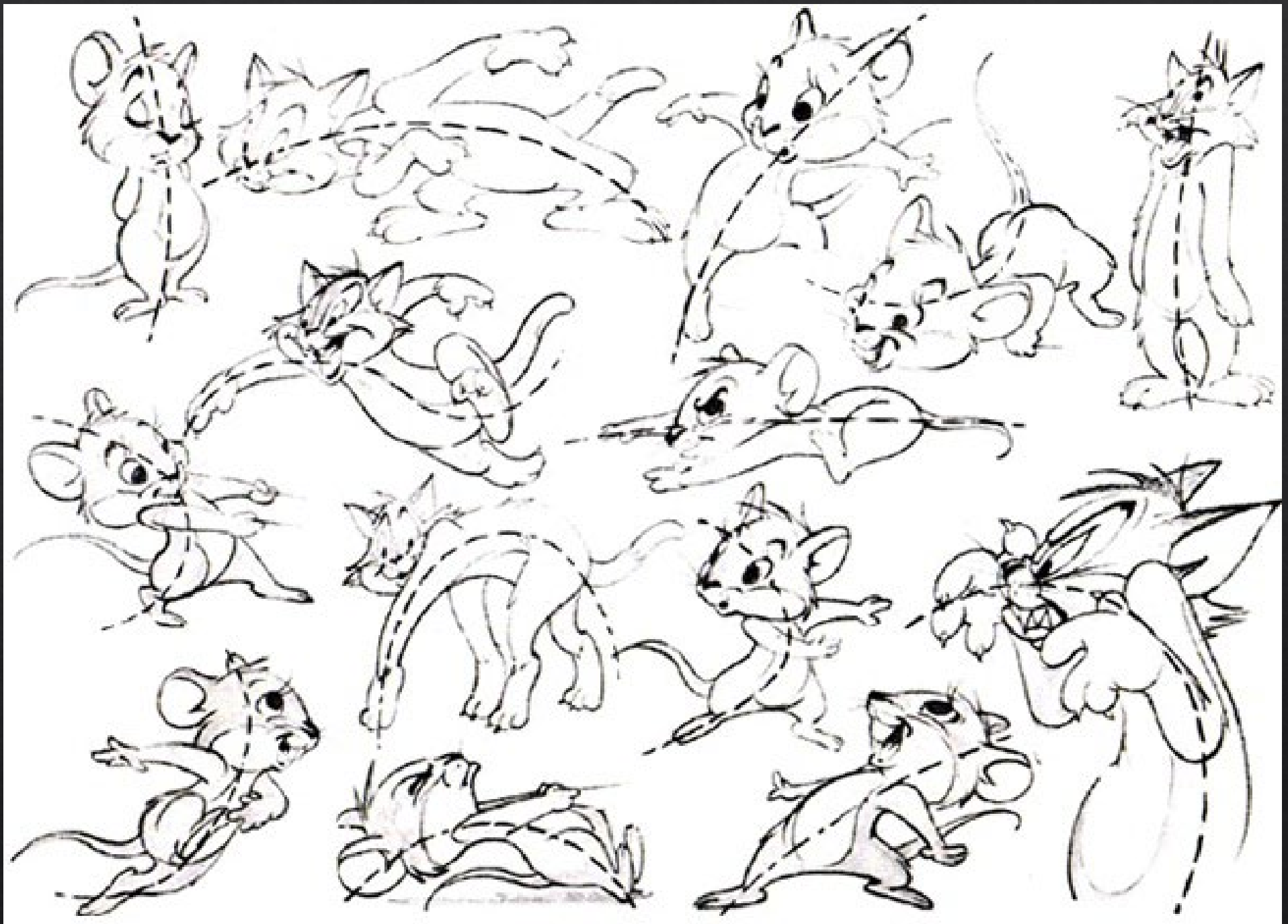


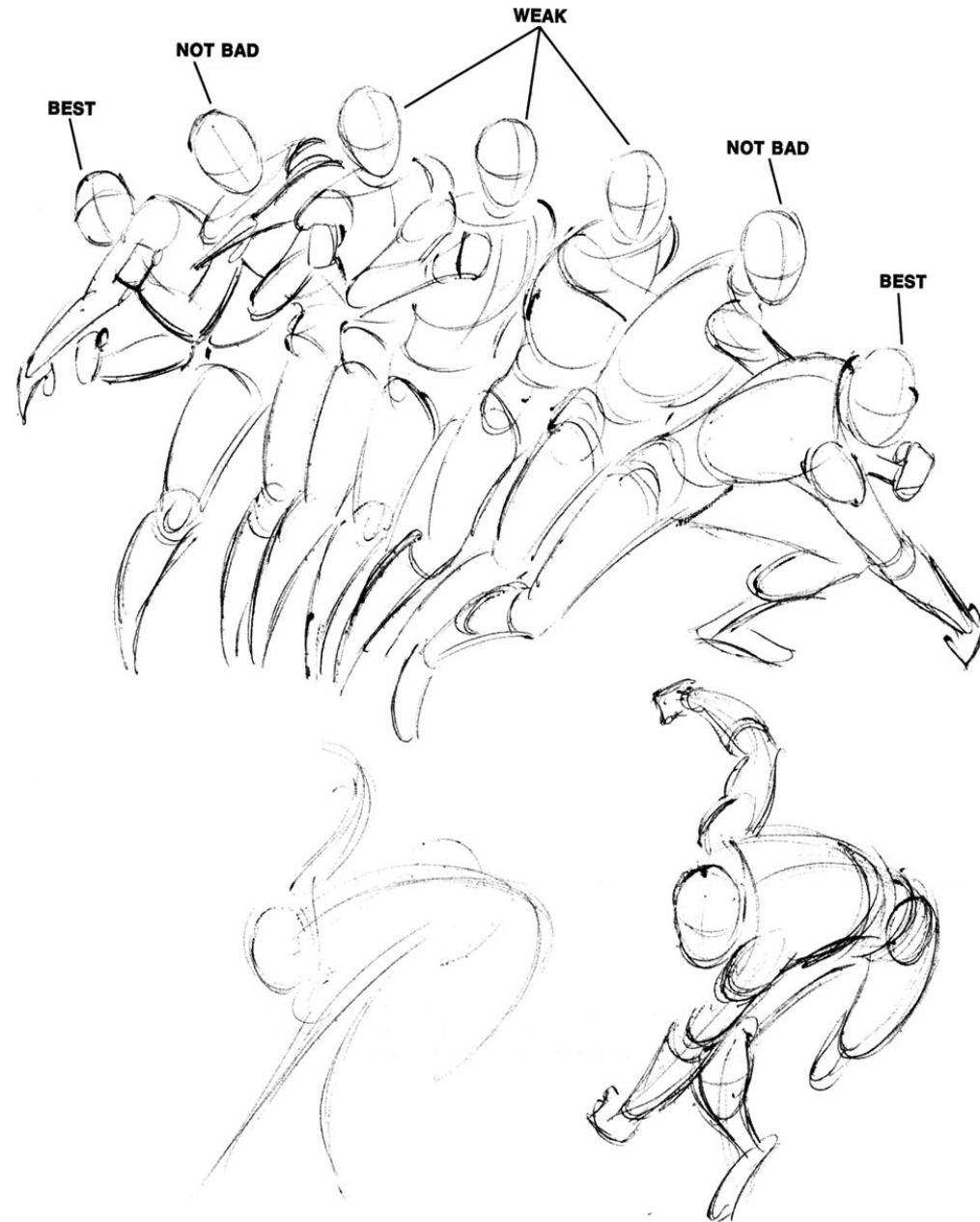
WRONG !

RIGHT !

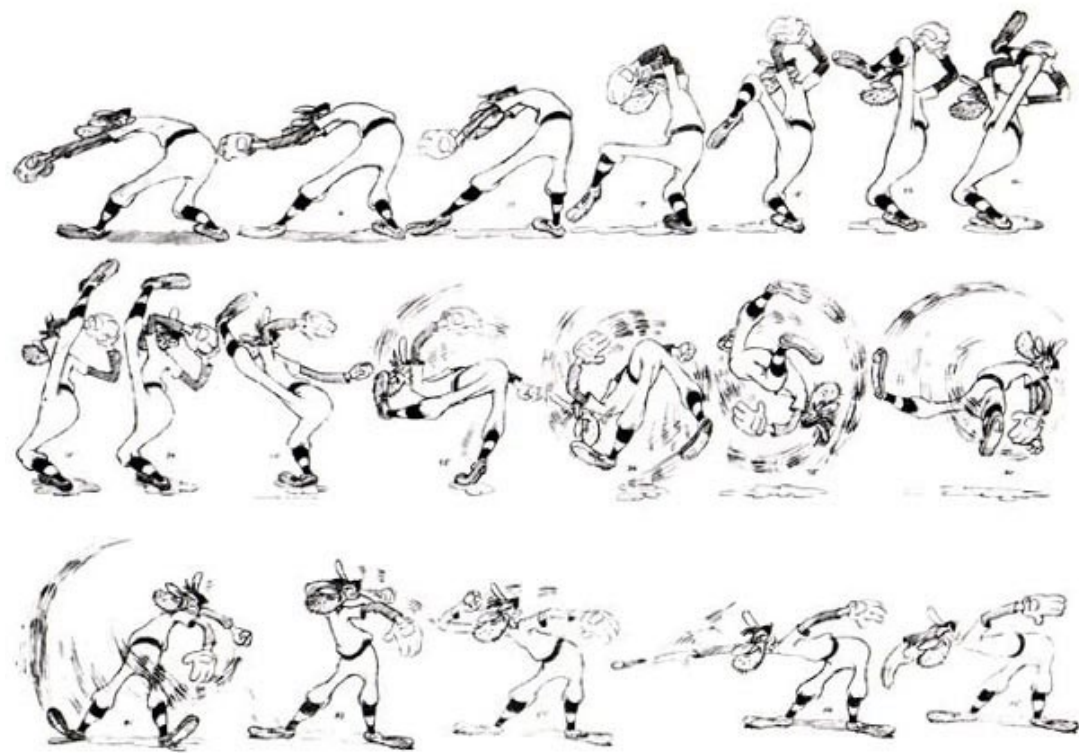
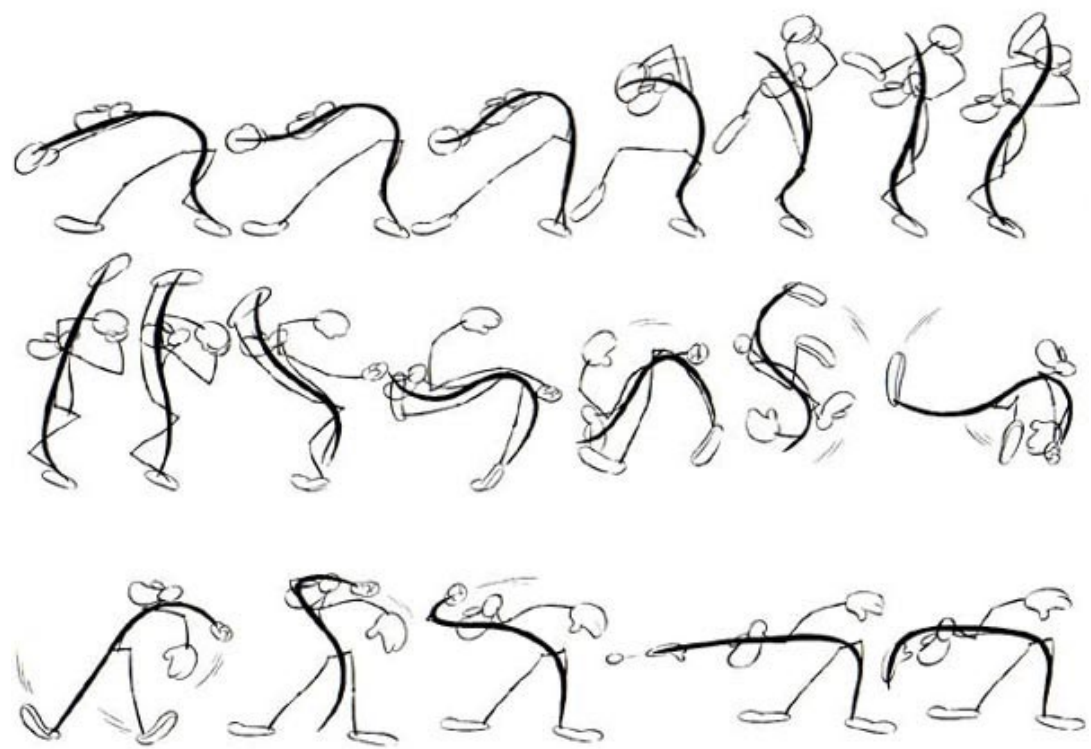
WRONG !

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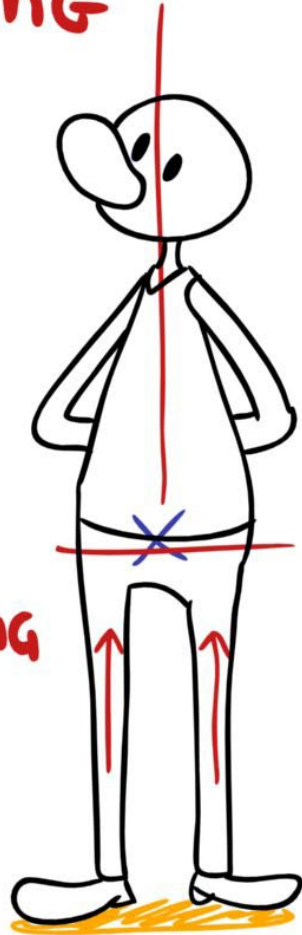








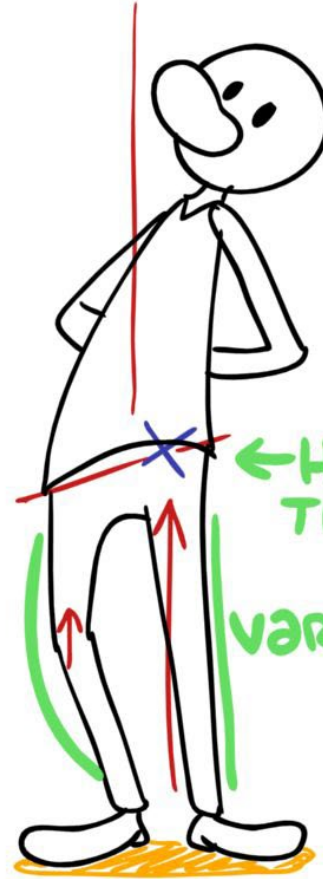
BORING



TWINNING

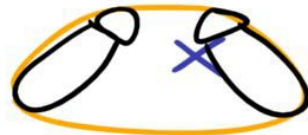


BETTER:



**HIPS
TILT**

VARIATION



„COMPUTER-POSE“

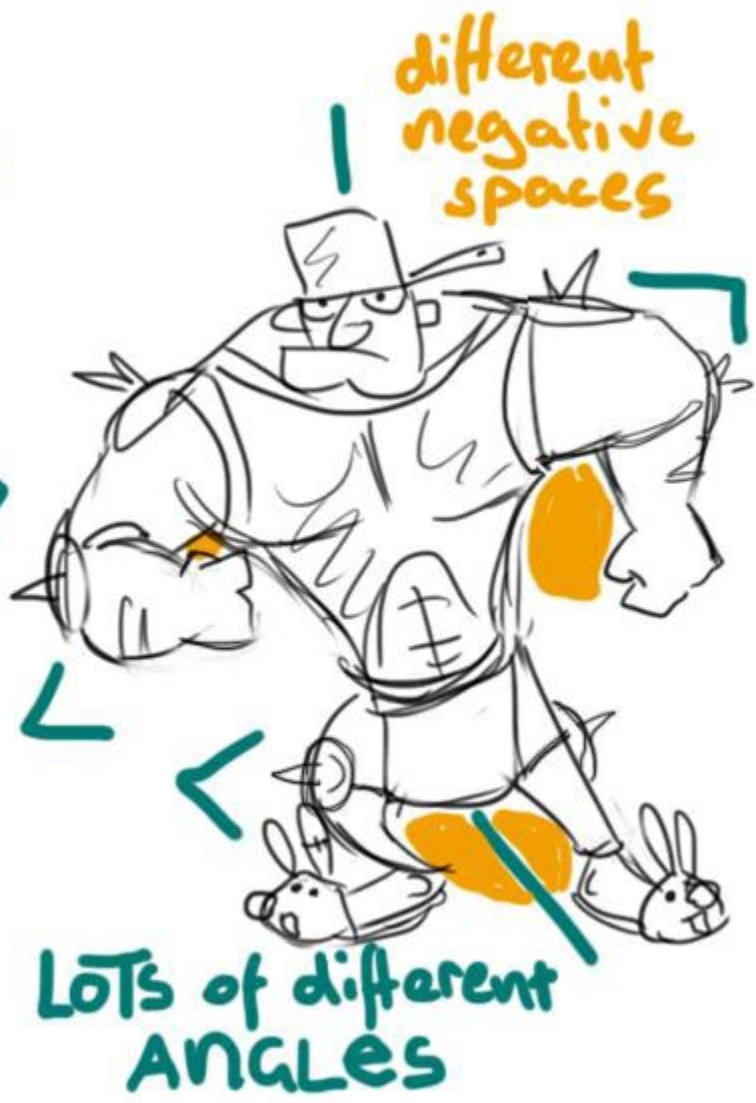
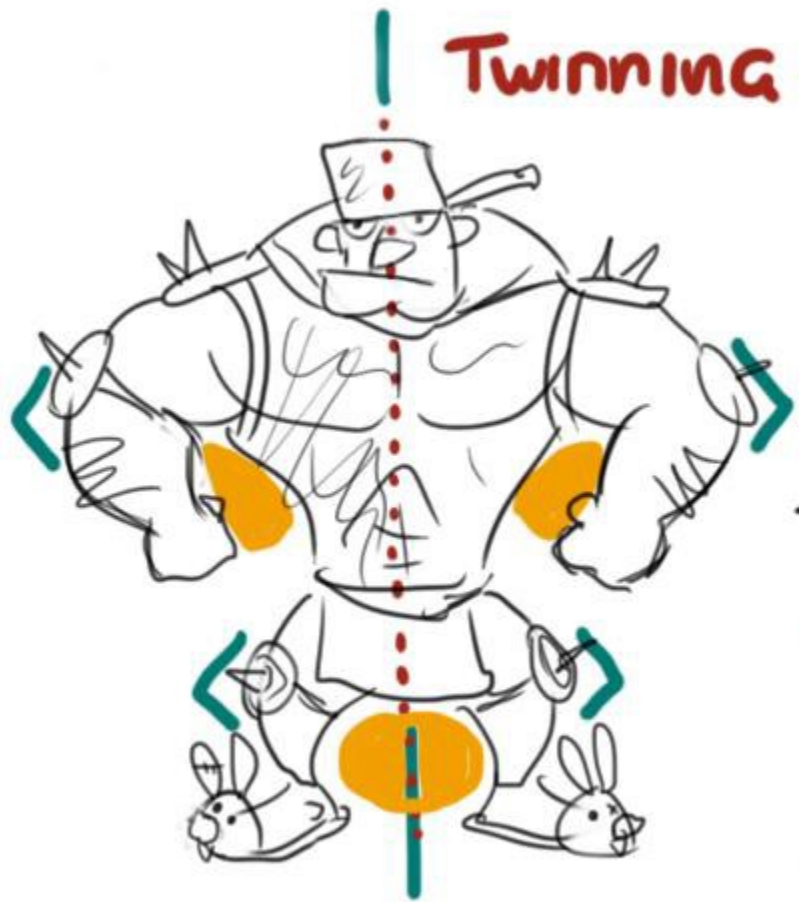


⊠ BORING 90° ANGLES

BETTER RHYTHM & FLOW



NICE FLOW
of PARTS
that don't
actually
connect-
DIFFICULT
IN 3D.



Na prática



NAME
GAMORA

SUBJECT: GAMORA

DESCRIPTION:
LAST SURVIVOR OF THE ZEMOBERI PEOPLE

CRIMINAL RECORD:
12 COUNTS OF MURDER



SEQUENCING

M_GYN // WE POS2

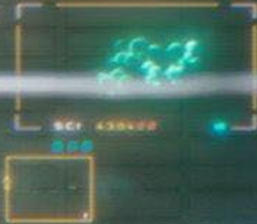
AP 12 00 00

00 03

00 00

SYSTEM ERROR

15	15
2	2
28	28



SYSTEM ERROR

0.2

0.5

1.0

2.0

0.2

0.5

0.2

0.2

0.2

DATE 01 02 2017



NAME
DRAX

SUBJECT: DRAX

CRIMINAL RECORD:
22 COUNTS OF MURDER
5 COUNTS OF GBH

SEQUENCING

M_GYN_77WE POS2

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SC 47

SYSTEM RESOURCES

45	45
20	25



NAME
GROOT

SUBJECT: GROOT

DESCRIPTION:
HUMANOID PLANT INHABITANT OF TALUHNA
ASSOCIATES:
89P13
CRIMINAL RECORD:
3 COUNTS OF GBH



SEQUENCING

M_GYN_//WE POS2

SEARCH FILTER

SC 13

SEARCH FILTER

45

2

20

45

2

20

SYSTEM DIAGNOSIS

SEARCH FILTER

SEARCH FILTER

SEARCH FILTER

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SCI 430472

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02

09

012

010

012

015

021

031

037

NAME
ROCKET

SUBJECT:89P13

DESCRIPTION: CYBERNETIC/GENETIC EXPERIMENT ON
A LOWER LIFE FORM - HAS A TENDENCY TO BITE
ASSOCIATES: GROOT, LYLLA
CRIMINAL RECORD: 13 COUNTS OF THEFT, 14 COUNTS
OF ESCAPE FROM INCARCERATION, 7 COUNTS
OF MERCENARY ACTIVITY, 15 COUNTS OF ARSON



SEQUENCING
M_GYN_//WE POS2

FILE NAME: M_GYN_//WE POS2

SC 43

SEQUENCING DATA TABLE

ITEM	STATUS	VALUE
SC 43	COMPLETE	100%
SC 44	PENDING	0%
SC 45	PENDING	0%
SC 46	PENDING	0%
SC 47	PENDING	0%
SC 48	PENDING	0%

SEQUENCING DATA TABLE

ITEM	STATUS	VALUE
SC 43	COMPLETE	100%
SC 44	PENDING	0%
SC 45	PENDING	0%
SC 46	PENDING	0%
SC 47	PENDING	0%
SC 48	PENDING	0%



SYSTEM STATUS

SYSTEM	STATUS
SC 43	ACTIVATED
SC 44	PENDING
SC 45	PENDING
SC 46	PENDING
SC 47	PENDING
SC 48	PENDING



SCI 430422

A movie poster for Wonder Woman. She is standing on a pile of rubble, holding a large, glowing golden lasso. Above her is a large, dark, mechanical structure, possibly a ship or a piece of machinery, with a bright light emanating from it. The background is a dramatic sky with orange and yellow hues, suggesting a sunset or sunrise. The overall tone is heroic and powerful.

WONDER WOMAN

JUNE 2
SEE IT IN REALD 3D

DC

WARNER BROS. PICTURES

PRESENTS

A FILM BY PETER JACOBSON

WONDER WOMAN

CAST

CAST

CAST

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CAST







HAR
HAR
HAR



TARZAN



ADULT TARZAN



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TARZAN
PROD. # 1324
RUFF MODEL SHEET
DATE 5/2/97
APPROVAL [Signature] [Signature]









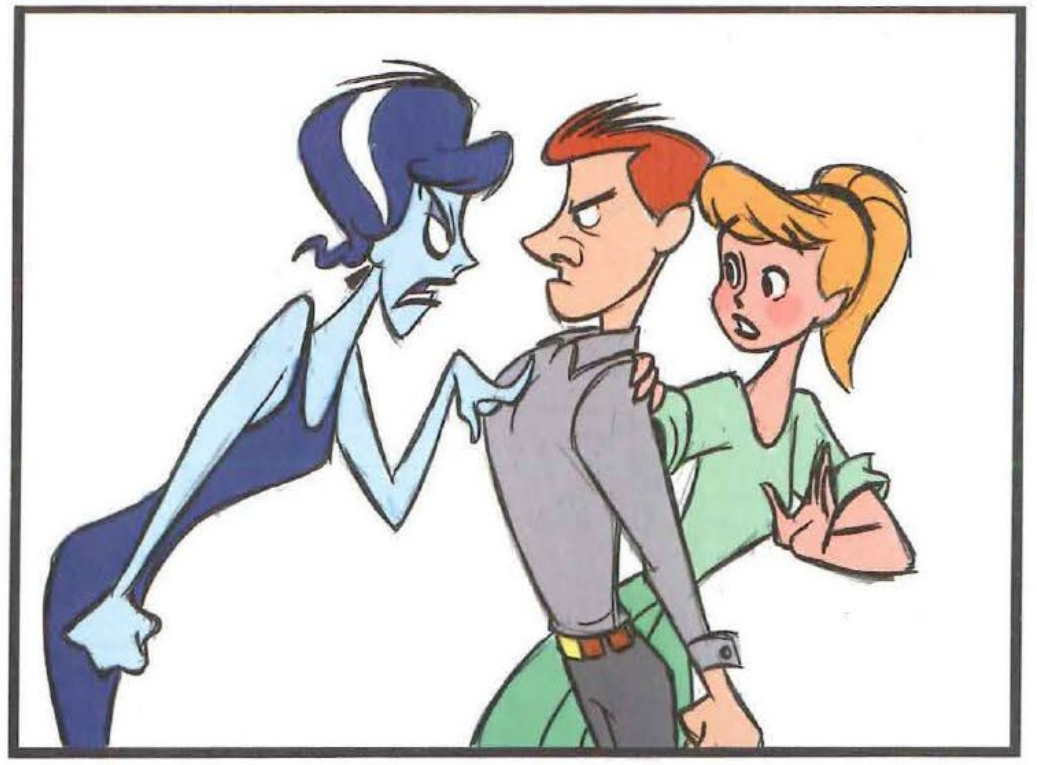
Kevin Nelson / Digital

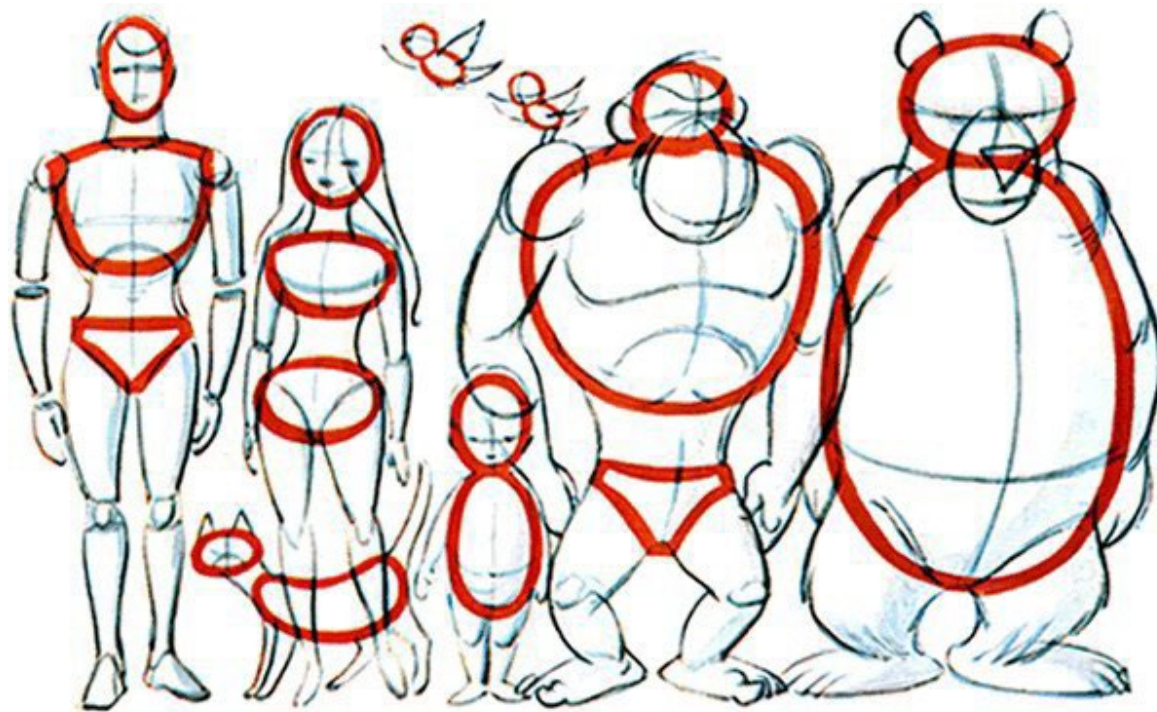


Jin Kim / Graphite









Gestual

