



ANIMATION 101

VIDEO 1

THE 8 STEPS TO CREATE
AN ANIMATION

THE CONCEPTION AND
CREATION OF YOUR STORY

QUICK RECAP

We learned that the most important thing you need to know is:

That you have imagination, and if you don't do anything about it, your imagination will live on IGNORED, inside your head.

And we learned that you can share it through music, acting, drawing, painting, or... put everything together and create an animation.

Then we learned that to create an animation from scratch you need to follow 8 steps:

1. CONCEPTION: You come up with an idea and then you turn it into a story

2. SCRIPT: You take that story and turn it into a script. You add the description of the scene, characters and dialogue (if you decide to have talking characters)

3. VISUALIZATION: You take that script and turn it into a storyboard.

4. CHARACTER DESIGN: Then you draw and design your characters.

5. PRODUCTION: Then you take each panel of the storyboard and produce all the images and visual assets you need for your animation.

OPTIONAL: After you have your characters designed and all the visual assets, you can create the improved storyboard, to test all your visual assets.

6. SOUND PRODUCTION: Then you get music, sounds and record (or hire) voice talent, so you can later mix it all down into one single audio file.

OPTIONAL: After you have the sound, you can create the Animatic to get the final visualization of your story.

7. ANIMATION: Then you put everything together, all the sound, characters, backgrounds and assets and animate each scene, each panel of the storyboard.

8. EDITING: Then the final step, you put each scene together in sequence and render the final animation.

Now.

This workbook will help you come up with the conception of your first original story.

PART 1: CONCEPTION

As you learned from the video, in the CONCEPTION is when you get an idea, joke, message or concept that you want to communicate to the world, using animation.

And one way to have your creativity flowing is by getting some inspiration going and taking notes of any ideas you might have.

For that you can visit the following article:

[Finding Inspiration](#)

After you have some ideas flowing, do the following exercise:

EXERCISE 1:

Come up with 3 to 10 ideas to turn into an animation

PART 2: STORY

Once you have from 3 to 10 ideas on paper (or in this case, on text), we can move on to the next step.

Read each idea to yourself out loud, and take at least 1 minute imagining each idea.

As Ed Catmull (president of Pixar and Disney) puts it, give each idea a minute of fame.

Which one do you find more interesting? Which of those ideas do you find more appealing? With more potential? Which one makes you feel something you like?

Take that idea and turn it into a story.

For this task you can check out the following article:

[3 ways to come up with a good story](#)

The 2 basic steps to create a story is:

1. Develop a Main Character
2. Develop a Plot

For developing a Plot, you need to have your character WANT SOMETHING, then create an OBSTACLE, this is the conflict, and then, CONFRONTATION and RESOLUTION.

Example for How to Train your Dragon:

Hiccup want to be a Dragon Slayer (to impress the girl he likes).

OBSTACLE: He is weak.

COMFRONTATION: He manages to capture the legendary Night Fury.

RESOLUTION: He can't kill dragons because he is too emotional, and so, he becomes friends with the dragon.

So the PLOT would go like this:

Hiccup wants to be a Dragon Slayer to impress the girl he likes. Because he is weak, he uses his inventions to capture the legendary Night Fury. When he has the oportunity to kill him, he empathizes with him, and starts developing the best of friendships with this dragon.

Of course, this is an over-simplification, and because this is a movie, it has many more conflicts and many more plot twists, but this makes for an animated short.

Now you...

EXERCISE 2:

Take one idea, the one you like the most, and turn it into a story.

MAIN CHARACTER:

OBSTACLE:

CONFRONTATION:

RESOLUTION:

THE PLOT: