

Straight Ahead Action and Pose-to-Pose

Straight-Ahead Action

- * First form of animation, still used by experimental animators.
- * Used before the introduction of cell animation.
- * The Process;
 - * Begin with opening shot.
 - * Layouts developed on a frame by frame basis.
 - * Drawing and feeling tone progress and change.
 - * Very spontaneous.
 - * Inconsistent.
 - * Generally the work of a single animator.
- * Technique lends itself to;
 - * Cut-out animation
 - * Pixelation
 - * Paint on Glass
 - * Collage
 - * Sand
 - * Tangrams

Pose-To-Pose (Keyframe Animation)

- * More control over the animation process.
- * Breaks the scene down into layered elements.
- * Animator Create key poses and positions.
- * Assistant Animator drafts the in-between positions of the movement elements.
- * Enables greater control of timings and durations.
- * Team work, individuals can work on parts of the scene.