

## Overlapping Action

- \* Character Action is *primary action*, what is done by who to present the story.
- \* Overlapping Action is parallel to the action of the main character.
  - i.e. clothes, objects held, effects that characters have upon their environment.
- \* For example:
  - \* A child in bed. The scene would be a bed and a child's head peeping out of the bed clothes.
  - \* If the child moves, how is that animated? The child's body can't be seen. It is the effect of the movement that is seen. Any toys on top of the bed may fall off, roll and bounce around. These are not the main action, *primary action*. They are overlapping *secondary actions*.
- \* Character secondary actions are supplementary to main action.
- \* An arm may move, but the fingers twitch. Twitching adds depth to the character and have no influence over the presentation of the story-line.
- \* Critical use of secondary action brings fluidity to the character, visual confirmation that they are alive.
- \* More examples of gesturing;
  - \* Standing, swaying from foot to foot.
  - \* Fingers separate as an arm moves.
  - \* Blinking eyelids
  - \* Hair blown in the breeze.
- \* Challenge:
  - \* Unified statement through depicting separate but related parts.