

W.B.A Animation "How I create Animation on Procreate." *How to Animate on Procreate.*

W.B.A Animation July 30th

<https://youtu.be/ivdqOTAxIJo>

In this video I reviewed the general Idea of how to animate. I used this as a reliable source since they've been an active animator for about 3 years and they've been making "how to" content for about 9 months. Though this isn't a video on how to animate, it's a perspective into how other people animate. I find looking at other people's animation gives me the opportunity to slightly make animating in my head a little less chaotic and messy. By the end of this video I was also left with the idea of how to color in animations.

mintochipz "How to create Animation on Procreate." *How to Animate on Procreate.*

Mintochipz June 17, 2019.

<https://youtu.be/Onuy0Et9Qeo>

In this video it's a lot more of the "how to" animate. In this video I learn about onion skin. An onion skin in animation is the previous frame of the animation. It works as a marker to show you where the item your drawing is currently at so it's simpler to animate where your next layer should be. Not only does she teach me about onion skins but she also teaches me how to deal with frames per minute, plus she tells me what to do if the animation is too short.

WashyBlog by Washi ``Anime Production- Detailed Guide to How Anime is Made and the Talent Behind it!" *How do other people animate?*

WashyBlog by Washi January 18, 2011.

<https://washiblog.wordpress.com/2011/01/18/anime-production-detailed-guide-to-how-anime-is-made-and-the-talent-behind-it/>

In this article we go over the process of anime. We notice a couple different steps and roles, Pre-Production, Production, Storyboarding, Animation, Key animation, Animator Director, In-Between Animation, Composing/"filming" The most important thing I learnt from this article is about this article, to me atleast was the part of in between animating it tells me what I need to make things smoother.

Insider by Insider "How Pixar's Toy Story 4 Was Animated| Movie Insider. " *How do other people animate?*

Insider July 8th, 2019.

[https://youtu.be/fT\\_LdcWFHkA](https://youtu.be/fT_LdcWFHkA)

In this video we go over the process of animating Toy Story 4. From this video I learnt that there's programs that allow you to animate entirely in 3D. Unfortunately you can't do everything with only programs there's actual artists that come into the current animation and work on the shading/textures of each character. They work together to perfectly combine everything together.

Movie Nation "the Traditional Animation Process. " *history of animation*"

Movie Nation September 28th, 2017.

[https://youtu.be/Wl\\_Vynb9hcl](https://youtu.be/Wl_Vynb9hcl)

In this video we go over the traditional animation process. I found this source interesting because it gave me an insight into quite literally the traditional process that animating is. We go over how they did storyboarding outlining the dialog. Back then they would even create 3D models in real life so that animators could have a 3D look at the character as well as how lighting may hit them from different angles. After the characters are fully animated people work on the backgrounds, back then this took a long time they used many different kinds of paints for example, Watercolor, Oil paint, acrylic paint, chalk, etc.

CartoonResearch "How Animated Cartoons are Made 1919" *history of animation*"

Cartoon Research October 3, 2013.

<https://cartoonresearch.com/index.php/how-animated-cartoons-are-made-1919/>

In this video we go over the classic 1919 way of animating. Throughout the video I see many things happen, the artist begins with drawing a character with a few different facial expressions. Once he finished the character he went to his boss to get it approved. Once approved he went on to revisit the script and he began to draw. He draws a boy standing still, hands by his side and uses a separate sheet of paper to change the characters' expressions. I found this rather interesting since it looks so complicated. It made me realize how much easier we have it now when it comes to drawing an animation. I think this was a very important source since it also teaches me another perspective and just in general gives me a nice understanding of how it use to be in the past.

Alexrabbit.\_ "How to Animate" *Content Creator research*

Alexrabbit.\_ September 24th, 2022.

<https://www.tiktok.com/t/ZTRsJhVLa/>

This video is a little short and fun way to think about animation. Alex Rabbit is someone I have been following for a very long time, perhaps as long as he's been creating content which is from about September 2022. He has a pretty particular style that focuses on quirky but cute little characters which I absolutely adore. In the video he quickly moves along his animation process, he never truly says how he animated or what very specific steps he might have taken to animate but he gives us a nice suggestion of apps he used, as well as settings you should be using to animate. He sort of explains what he does to make things stay consistent as he draws for example the mention of the onion skin. After the video was over it got me thinking about how often people actually use the onion skin and how to use it.

Art with Flo "PROCREATE Animationfor Beginners" *Content Creator research*

Art with Flo January 14th, 2022.

<https://youtu.be/udF9y6XebZw>

This video is a detailed tutorial of how to animate. Flo goes over animating a logo, she goes over how frames work, how to add a reference image, how to keep track of animation. In this video she's presenting how to use the app that I use to animate and it's honestly a very good tutorial. I chose this video as a source again since it's one of the many different videos I first watched while learning to animate on procreate. She has a very simple step by step tutorial of

how things should be working. Here I learned how to work with masks, add droplets, wobbles, and how to adjust onion skins.

studiobinder by Kyle DeGuzman "How to Create an Animated Movie From A to Z in 10 steps"  
*Director Job Research*

Kyle Guzman September 12, 2021.

<https://www.studiobinder.com/blog/how-to-direct-an-animated-movie/>

In this article we go over the research on how to animate a film, all films need somewhere to begin and that usually is by workshoping a story. Without a story the film is nothing, it's almost like it serves no purpose. That's something I'm not dealing with so I go onto research the importance of the next couple steps which for me looks like storyboarding. Storyboarding is the easiest way to keep on track when animating a film, you basically start off with a scene by scene board that tells you where you need to tie the story together when you're animating it. Without a storyboard it's extremely easy to get lost and confused. That's my job as a director. I'm in charge of making sure everything is going according to plan with the storyboard and as long as it is that's perfectly good! It then allows me to get the official animation produced!

Slate by Christopher Beam "Once More, With Less Pixelation!" *Director Job Research*

Kyle Guzman May 29th, 2009

<https://www.studiobinder.com/blog/how-to-direct-an-animated-movie/>

In this article we go over exactly what a director does when they're working on an animated film. What do they do? That's what this article answers. In the article there's a lot of different things that a director does but his main job is to oversee the film's broad vision, its style, its color palette, and tinker with every aspect of the film. The main difference between a director and animation director is that an animation director has much more control over your workspace. It's basically your job to micromanage everything when it comes to an animated film. I'll be working on animating everything and making sure everything is going correctly according to MY vision. Typically an animation director also does casting but I'm glad it's something I get to avoid as of now since I'm animating a podcast.