

Source 1:

Boston, Lowell. "Intro to Animation." University of The Arts Saturday School, 14 Oct. 2023.

- The UArts Saturday School was a weekly class that gave me hands-on practice/experience with animating. Although this course was taken last year, I consider it as a source because of how much it has helped me learn the process of animation. The course lasted from October to December and provided me with different principles, history, and tips that I still use today. This included learning how to scan and put together frames, which meant that all of the animation for the course was actually done on paper. This was a limitation, as my capstone project will be done digitally.

Source 2:

Becker, Alan. "12 Principles of Animation." May 30, 2017.

[https://www.youtube.com/watch?v=uDqjldl4bF4&ab\\_channel=AlanBeckerTutorials](https://www.youtube.com/watch?v=uDqjldl4bF4&ab_channel=AlanBeckerTutorials).

- The 12 principles of animation are regarded as the most essential steps to make any animation the best it can be. There are many different books, websites, and other sources dedicated to them, but the source I chose is a 24 minute video by Alan Becker for its accessibility. Alan Becker is a youtuber and talented animator, as well as someone I take a lot of inspiration from. Because of this, his teachings of the 12 principles of animation can be trusted. By using this source, I have a free and accessible way to learn more tips regarding animation. This will improve the quality of my overall capstone.

Source 3:

"Learn Animate." Adobe, [www.adobe.com/learn/animate](http://www.adobe.com/learn/animate). Accessed 21 Jan. 2025.

- Adobe animate will be used to animate my capstone project. For additional help, I am using Adobe's website which provides several tutorial articles and videos on how to use different parts of the app. While I've had Adobe Animate for over a year, my capstone project will be a true test of all of my knowledge and it would help to go over every skill that I'm missing. There really isn't any limitation to this source when it comes to helping me with Adobe, as one thing I can do is just visit the help center if I have any kind of trouble using the app. That way, I can read about personal experiences and questions about the app that may relate to my own.

Source 4:

Konowalchuk, Wade. "Storyboarding Tutorial - 'The Do's and Don'ts.'" Skwigly Animation Magazine, 3 Oct. 2016, [www.skwigly.co.uk/storyboarding-tutorial-pt-1-the-dos-and-donts/](http://www.skwigly.co.uk/storyboarding-tutorial-pt-1-the-dos-and-donts/).

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