



Motion Design School - Frame by Frame Ninja

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Learn the method of animating, drawing one at a stretch - and learn the techniques needed to become a frame-by-frame Ninja.

How can we become a frame-by-frame Ninja?

You can use the course "Motion Design School - Frame by Frame Ninja."

Where can I download the product?

After subscription, You can download it for free from here.

Gfx plugin details of Motion Design School - Frame by Frame Ninja

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LESSON #1

Drawing Fundamentals and Posing In the first lesson, you'll learn how to think while you draw, employing a method that will ensure the poses of your characters are complete and the size.

- Part 1: Structure
- Part 2: Gesture and Posing
- Part 3: Drawing Characters

LESSON #2

The Face and the Expressions

We'll cover the basic structure of the head and how to draw believable characters using powerful facial expressions.

- Part 1: Basic Anatomy of the Face
- Part 2: Basic Knowledge of Expressions
- Part 3: Specific Combinations

LESSON #3

The Animation Principles

In this course, you'll learn how to apply and use the twelve principles that were developed by the masters of the art, as well as learn additional tips and tricks that will help you succeed.

- Part 1: Solid Drawing, Timing, Easing, and Squash & Stretch
- Part 2: Arcs and Follow-through
- 3. Anticipation Secondary Action, as well as other concepts

LESSON #4

Breakdowns and Animating a Simple Shot

The class will thoroughly cover the fundamentals of breakdowns, which are crucial for understanding, and even controlling movements. We will then apply the information to create an entirely new shot from the ground up.



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- Part 1: Breakdowns
- Part 2: Animating a Simple Shot (Rough, Tie-Down, and Inbetweens)
- Part 3: Animating a Simple Shot (Clean & Color)

LESSON #5

Dynamic Shots and Camera Moves

You're finally prepared for more advanced techniques, and we'll examine dynamic timing in action shots as well as being able to explain the fundamentals of camera movements.

- Part 1: Camera Moves
- Part 2: Dynamic Timing

LESSON #6

Animating a Complex Shot: Planning and Roughing

In this course, you will follow closely the steps of animating a complicated action shot. In this class, you will begin by inventing the idea to prepare and refine it until it is ready to be tied down.

LESSON #7

Making a Complex Shot Animated Tie downs and In-betweenes

In the next step, and working through drawing actual models, we have sketched out and included good in-betweenes that do not interfere with our timing but rather help improve our drawings' quality.

LESSON #8

Animating a Complex Shot: Clean & Color

Ultimately, we'll finish by cleaning and coloring our photo with methods that will make the process more effective. After this, you can make your animated hand-drawn image starting from scratch.

This course will guide you through the whole method of making cel animation. However, it is much beyond a software tutorial or a particular technique. You will be taught the fundamental skills and concepts that make any animation look professional.

We will begin by understanding the fundamentals of drawing and the elements that make

An effective pose and how to convey emotion through facial expressions. Learn the basics of animation, and you will learn the secrets to convincing movements. Then, we can create these dynamic images using excellent camera movements. The classes are all practical exercises to allow you to take in and apply the lessons you've learned.

At the end of this course, you can design your cel-animated video from beginning to end. You will be able to grasp the fundamental concepts that will elevate your skills in animation to a new level.

What is Frame by Frame Ninja?

Animating frame by frame, often referred to as traditional hand-drawn animation, is a challenging but rewarding process that allows animators to create detailed and expressive animations.

"frame-by-frame ninja" takes time and practice. The more you animate, the more you'll refine your techniques and develop your unique style as an animator.



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