

Week 5

Spark AR has been acting up recently. It crashed a lot and had tons of bugs. I would say that Facebook really need to do something before I switch program

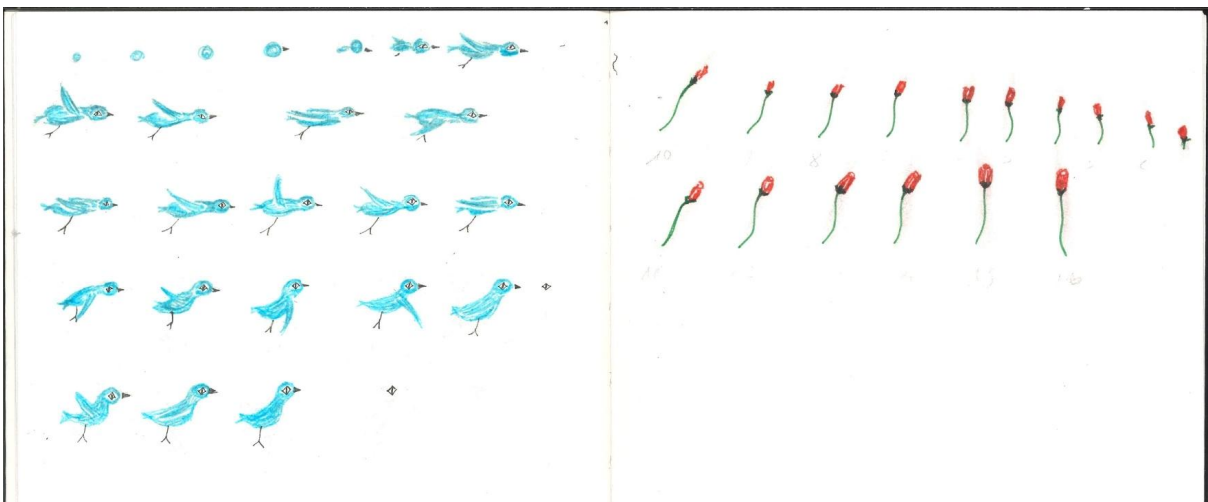
Now, I will stop complaining

As a non-pro animation student, in fact, I barely have any experience with it counting Illusion of Life, animating has always been an act that requires time and patience. The method I'm using for my animation is

1. Separate the big picture into smaller details



2. Draw them frame-by-frame on paper (I find it easier to draw on paper)



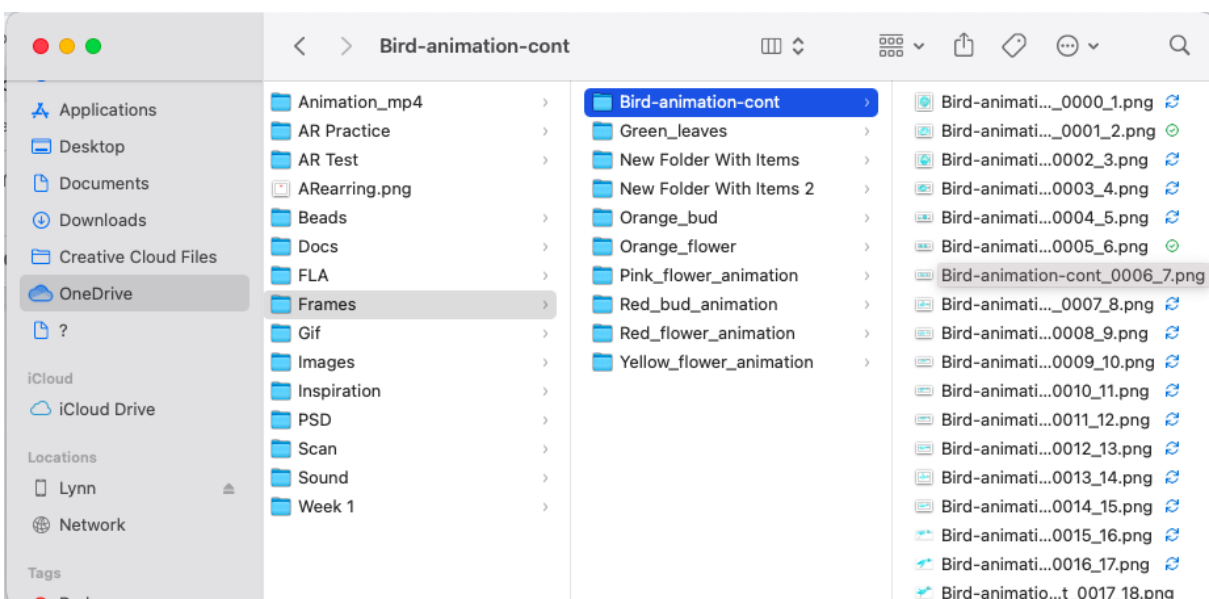




3. Scan them
4. Edit them in photoshop

- Bird animation cont.psd
- Bird animation.psd
- Flower animation.psd
- Green_leaves_animation.psd
- Orange_bud.psd
- Orange_flower.psd
- Pink_flower_animation.psd
- Red_bud_animation.psd
- Red_flower_animation.psd
- Yellow_flower_animation.psd

5. Export them



6. Arrange them in Adobe Animate

Please refer to the gifs attached to view the result

Some key points for myself after this test:

- All animation gif must be 36 frames (only by that will they go together)
- There need to be at least 10 different base animation

I had put the animation tests into the Spark AR program but they are bugging a lot nowadays. I wasn't able to export the project. This is something that I need to contact Facebook

