



'Easing out and Easing in' – One of the fundamental principles of animation, allows an animator to achieve extra realism in their animations by showing the correct acceleration of objects from position to position. Extra in-betweens are needed to make it more convincing. This task, where we were to design a character swapping between three simple hand gestures (the keyframes), was to practice this technique. 112 frames are included in this animation. I chose to draw a character I remember from recent memory, Lt. Harrier Du Bois from the video game - Disco Elysium. I drew his face for the 'Pose-to-Pose' animation of the face as well. (Which you can also find on MyBlog.)

Link to this task (Video) -

<https://rlucajohnssite.myblog.arts.ac.uk/2021/10/07/ease-out-ease-in/>

Link to MyBlog home page -

<https://rlucajohnssite.myblog.arts.ac.uk/>