

2022SmithAutumn-abstract

Abstract

In this paper, I demonstrate the process of animating different types of 2D FX animation. I explain the technical terms and how to animate using programs such as Toon Boom Harmony, Autodesk Maya, Adobe Photoshop, and Adobe After Effects. I walk through the process of animating the different projects starting from the conceptualization to the final product. I conclude with how I compiled my finished work into a demo reel for professional use following graduation.

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