

ANIMATION CLUB



Welcome to the first issue of the Animation Club newsletter. This newsletter is designed to keep members in touch with the latest club news and events. In future the newsletter will be used to announce guests that may lecture at our bi-monthly meetings. Also, this newsletter could be helpful for those who cannot attend our meetings. If anything of significance happens I will post it in the newsletter the following week.

The first page will display artwork relative to animation done by one of our club members. I will get things started by displaying one of my 3D illustrations created using both Bryce 3D and Poser 4.

Next Club meeting is Tuesday, November 20, at 6:00pm in the Multimedia Lab

Meeting Dates for Fall 2001.

(NOTE: The meeting are at 6:00 PM every second Tuesday in the Multimedia Lab.)

November 20, 2001

December 4, 2001

December 18, 2001.

Changes will be announced.

I am in the process of trying to arrange guest speakers.

I would also like to have members demonstrate programs they know to the group. Our members have diverse interests and talents which could be put to good use at each meeting.

- Andrew Kear

REVIEWS



As soon as I heard that Chuck Jones was coming out with another cartoon called *Timberwolf*, I was ecstatic despite that it was going to be produced for the web. Boy, was I in for a real treat. First of all, upon seeing the coming attractions (that started off with reintroducing classic Warner Brothers characters that somehow were to be comparable to *Timberwolf*) I was nothing short of dismayed at the limited Flash animation that belied the tradition of Chuck Jones. The animation production was not even done in the US, but in Vancouver. Although, this did not really bother me so much after seeing the first episode. Not only was this cartoon embarrassing to watch, but what may I ask, is the purpose of this? The Foghorn Leghorn-esque soliloquies were drab, pointless and over-drawn to the point of boring the hell out of me and leaving me with the impression that the rest of the show, save for future episodes, was going to end up as dialogue-driven dribble. The character's southern dialect was humiliatingly sham

and soulless. The writers could at least have consulted a few experienced animators on AnimationNation.com on ways to spice up the articulation. And if they really were looking to create a classic-style cartoon, they would have canned the net and released it as a featurette and kept the production entirely in-house. I am let down by Chuck Jones's mediocre endeavor this time around, and hopefully something far superior will be released soon. Although I have not seen his more recent cartoon shorts, I was expecting something along the lines of "Chariots of Fur" and "Pullet Surprise."

- Richard Gaines

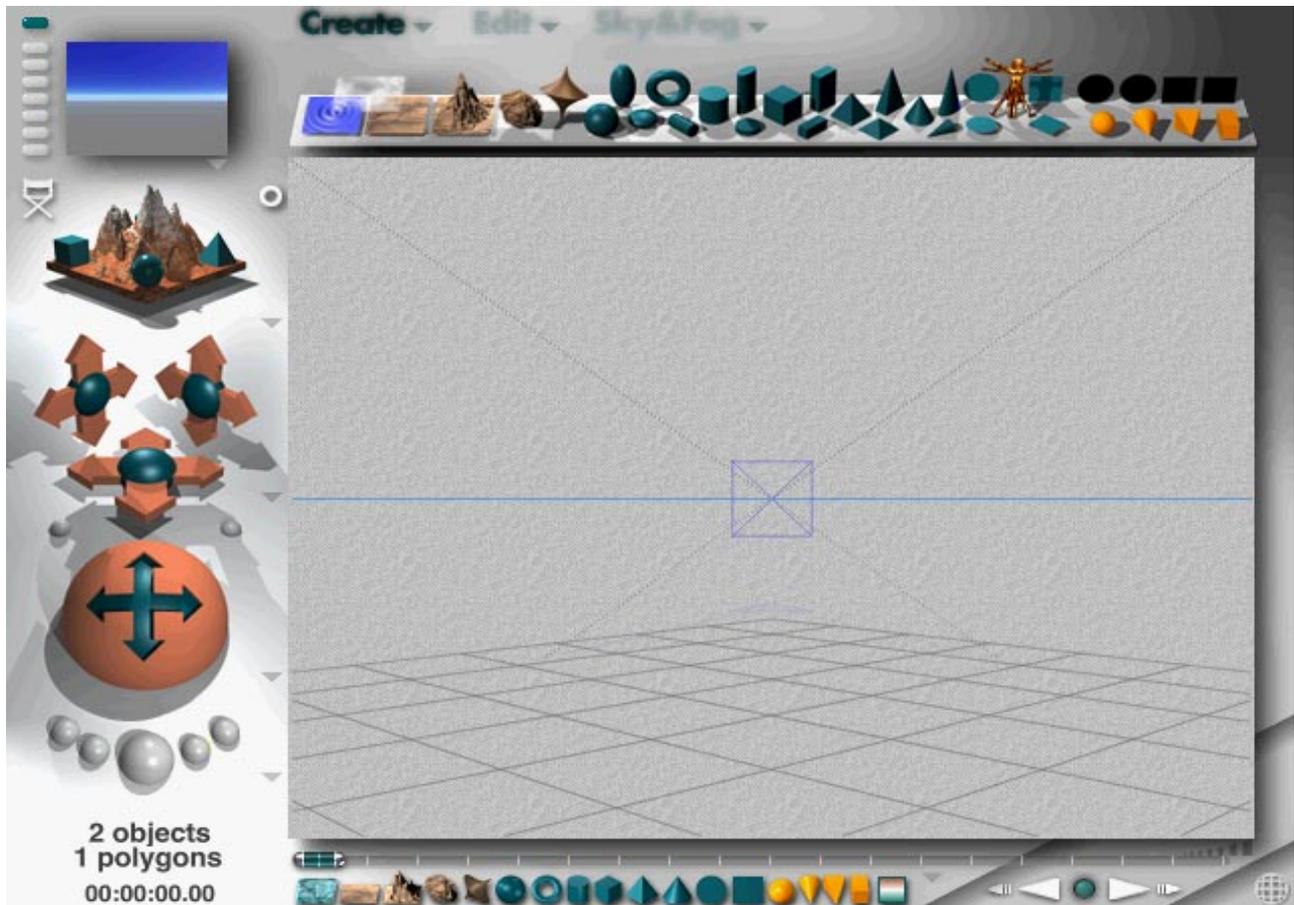
<http://www2.warnerbros.com>

BRYCE 3D

Bryce 3D is one of the most intuitive graphic programs I have ever used. Its interface is designed for artists' not programmers. Unlike the complex Studio Max, Bryce can be mastered within a day or two.

I am glad there is finally a powerful 3D program that does not have an abundance of windows and menus. I believe too many complexities in a graphics program can actually impede the creative process. In Bryce anything you need is in one window. If you want to see a project from the top, simply click on the view control tool to view.

Animation in Bryce, though not as powerful as other 3D programs, is nevertheless effective and simple to use.



(Above: Bryce's innovative and easy to understand interface is a breath of fresh air)

Simply move the time line to the frame you desire and then move the object on the screen. Bryce will automatically create the tweening for you.

I always thought of Bryce as a three dimensional interpretation of desktop publishing software. You are free to move objects around the screen like Quark or Pagemaker. The main difference of course is that Bryce is in three dimensions. You can also move objects into the distance with ease using the repositioning tool.

Rendering is also a snap in Bryce. First you create a shape in the creation Palette, which at first appears in wireframe

mode. Next a material surface is created in the materials lab. Then simply press the rendering button on the lower left-hand side of the program to render your image.

You could probably figure out much of Bryce's rudimentary operations by simply looking at the picture of the program's interface I posted at the top of this page

- Andrew Kear

Grade A-

SNIPPETS

Contact Information:

Andrew Kear	Akear@rcn.com (President)
L.W. Buinis	Lbuinis@raritanval.edu (Advisor)
Richard Gaines	bentarms@hotmail.com (Vice President)
Toni Ising	Tising5597@yahoo.com (Secretary)

Club Website address:

<http://www.raritanval.edu/StudentActivities/Animation/mainpage/animationintro.html>

Final Fantasy is out on video. I was impressed with the stunning animation, but was rather confused by the needlessly complex plot. One thing I have noticed about modern special effects is that the character animation is still not up to the level of background animation. Final Fantasy comes close to creating convincing humans, but just misses the mark. For one thing the eyes of the characters in Final Fantasy still look lifeless to me. The next challenge for modern animation is to create humans that look convincing. Still the film sets new standards for scenic design.

Flash 5 cartooning by Mark Clarkson is the best Flash book I have ever read. Unlike other books on the subject, Flash 5 cartooning gives easy to understand examples. After reading this book you will have a good understanding on how Flash Cartoons are made. This book is on sale at Borders.

Price: \$50.00

Includes CD-ROM with sample animations.

Submissions:

If you want to contribute artwork for the club contact Andrew Kear at the one of the club meetings or simply e-mail your work to this address: akear@rcn.com

Site of the Month.

www.Romp.com

funny and very tasteless website.

IN PRODUCTION

The animation club will release a CD-ROM this spring that contains the best of the clubs animation. Accompanying music will be done in-house.



Richard and I have been working on how to combine Poser animation with live action video. So far the preliminary movies look quite convincing. We may even produced a longer film this coming year. I will demonstrate how Poser 3D figures can be incorporated into video at a upcoming meeting.



Along with the Web Design Student Fellowship we are producing the Performing Artists Club Website. The site will contain Flash, Javascript, and 3D graphics. Chief designers of the site are Andrew Kear, Bernadette Borysko, Lisa Wallendjack and Richard Horoschak.



The continued construction of the website is still a priority. The 2D section is going to be developed into a Flash cartoon site. I believe this site will take quite a bit of work. A video streaming site is also under construction.

