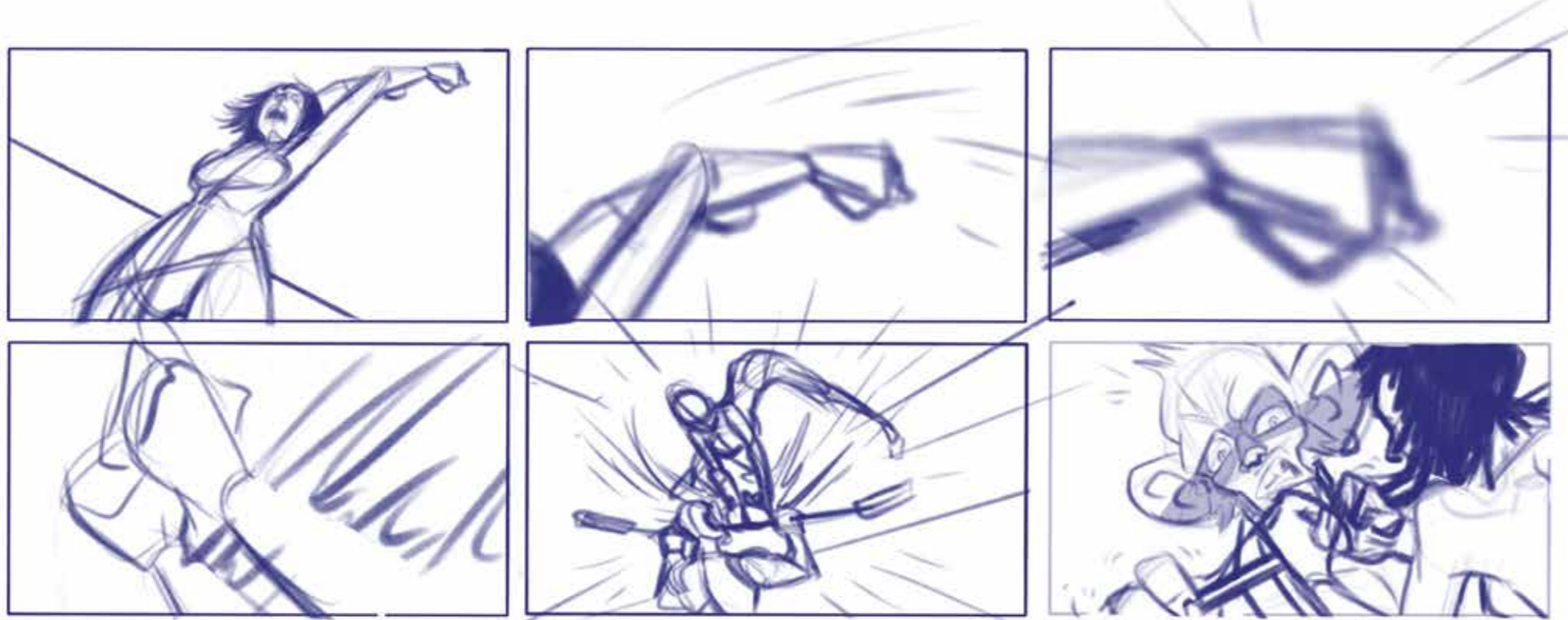


Dynamic Movement & the Relationship of Character and Camera

The focus of my work is creating stylistic and engaging character animation that tells a visually stylistic (yet still clear and easy to follow) narrative.

The method I'm using to achieve this is focused on the symbiotic relationship between pacing, the camera and the characters. By using the camera to focus on the flow and the impact of the characters movements, the audience experiences a sense of scale and drama to the movements of the scene, a nice byproduct of this is that along with a sense of stylistic spectacle, this technique is a potential playground to highlight character personality through their movements and relationship with the camera.

The Key posing in my example on the left, combined with the focus on the camera (and pivotal use of zooms with the camera) highlights both characters moods through composition.



Related Work

This direction method is notorious in Japanese animation (though the cross pollination of eastern and western animation has seen an uptick of these methods in both). Some noteworthy examples being the work of:

[Glen Keane Tarzan Dynamic Direction](#)

[Shinichiro Watanabe Fight Link](#)