

## Traditional Animation Final pieces

<https://youtu.be/68ndp6AmQUI>

Straight ahead

[https://youtu.be/iNSIFdwDT\\_4](https://youtu.be/iNSIFdwDT_4)

Bouncing ball

<https://youtu.be/aq7ywM5FTCY>

Facial expressions

<https://youtu.be/c7W058aaZI8>

Speech animation

For traditional animation we learnt about frames per second and how less frames makes the object move faster and the more frames there are makes it slower.

I really enjoyed doing these short animations and i'm happy with the outcomes. I'm happy with how smooth the movement is. However if I was to change something I would redo the facial expression one and add clearer frames to make it as smooth as the others.

My favourite animation out of these 4 is the straight ahead because it wasn't confusing with the number of frames per second because it was in 2s.