

Animating Cameras for Games

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Lead Animator: Robotoki

GAME DEVELOPERS CONFERENCE[®]

SAN FRANCISCO, CA
MARCH 17-21, 2014
EXPO DATES: MARCH 19-21

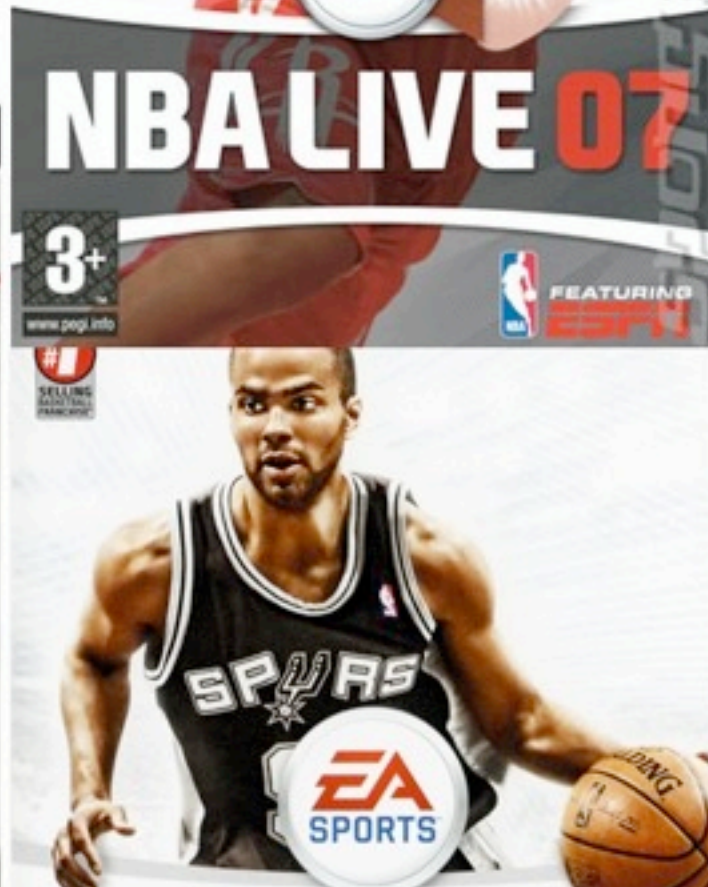
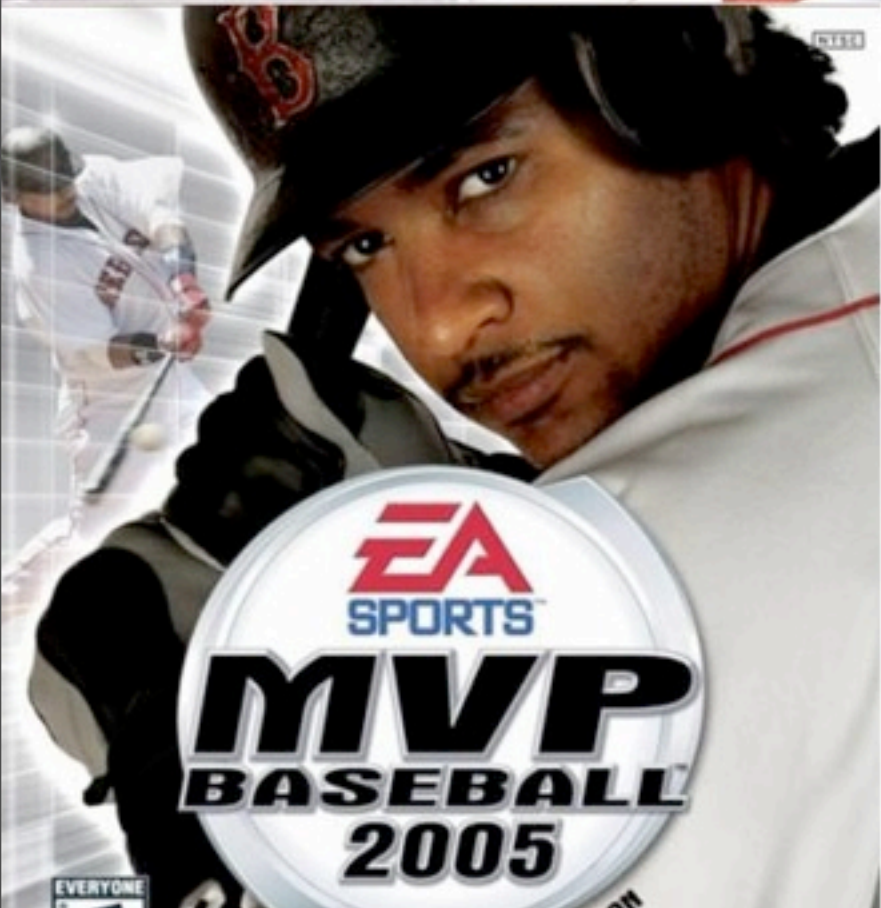
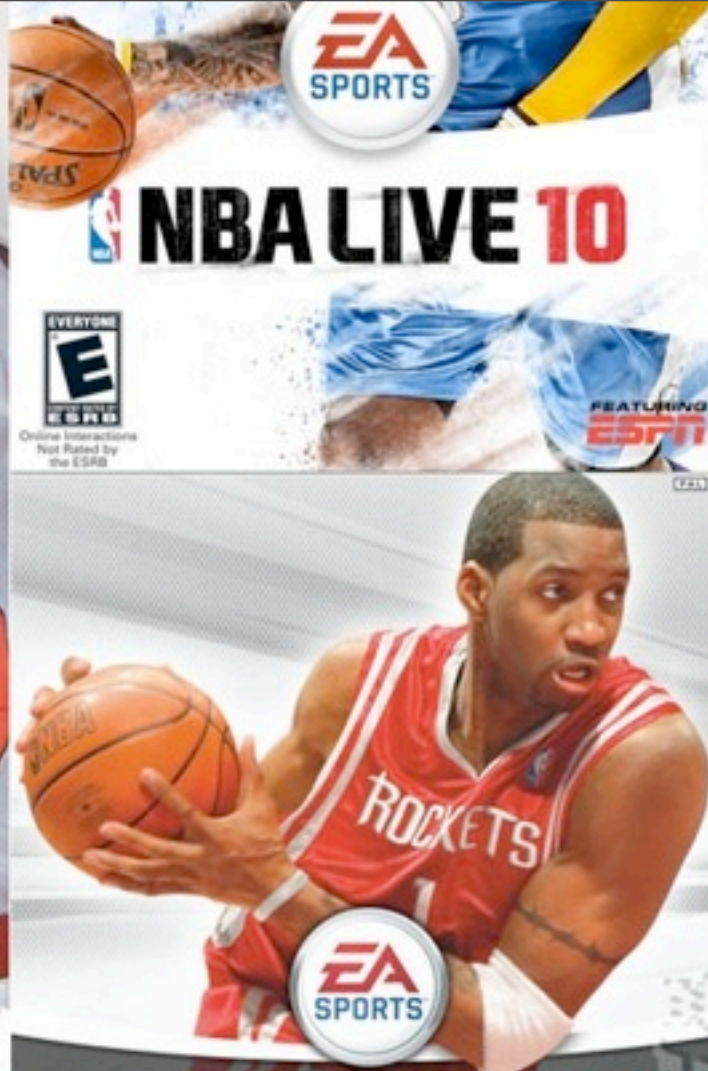
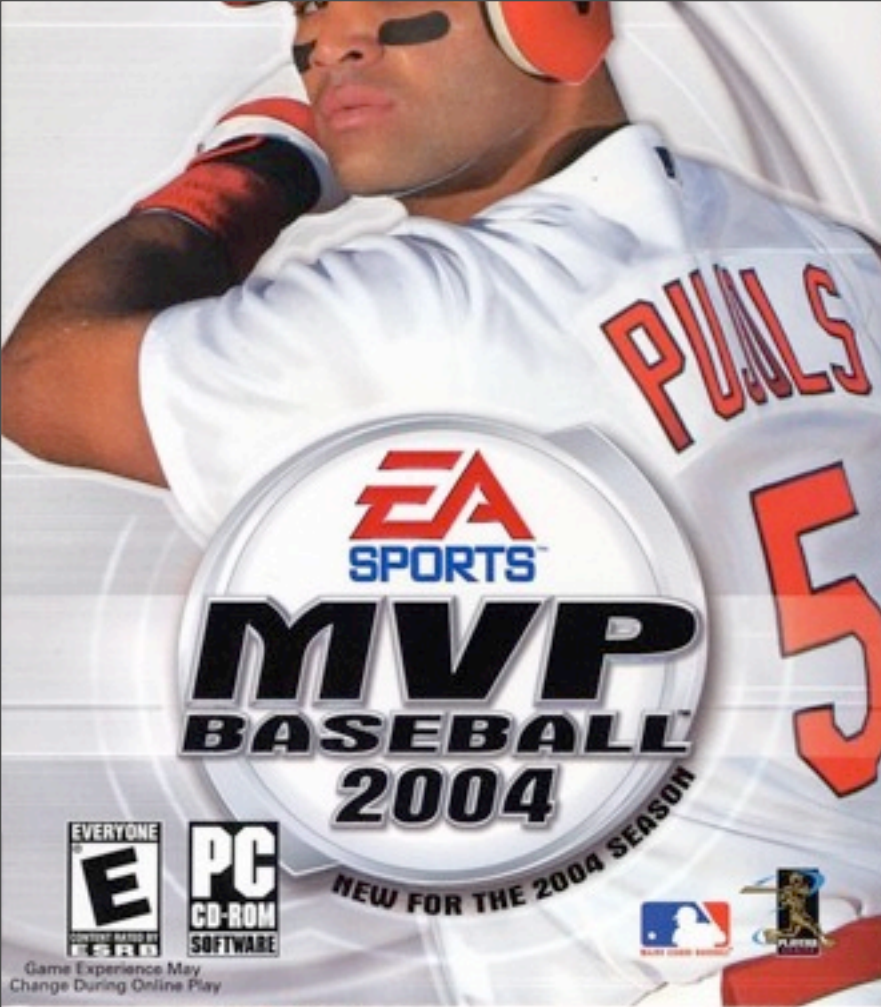
2014



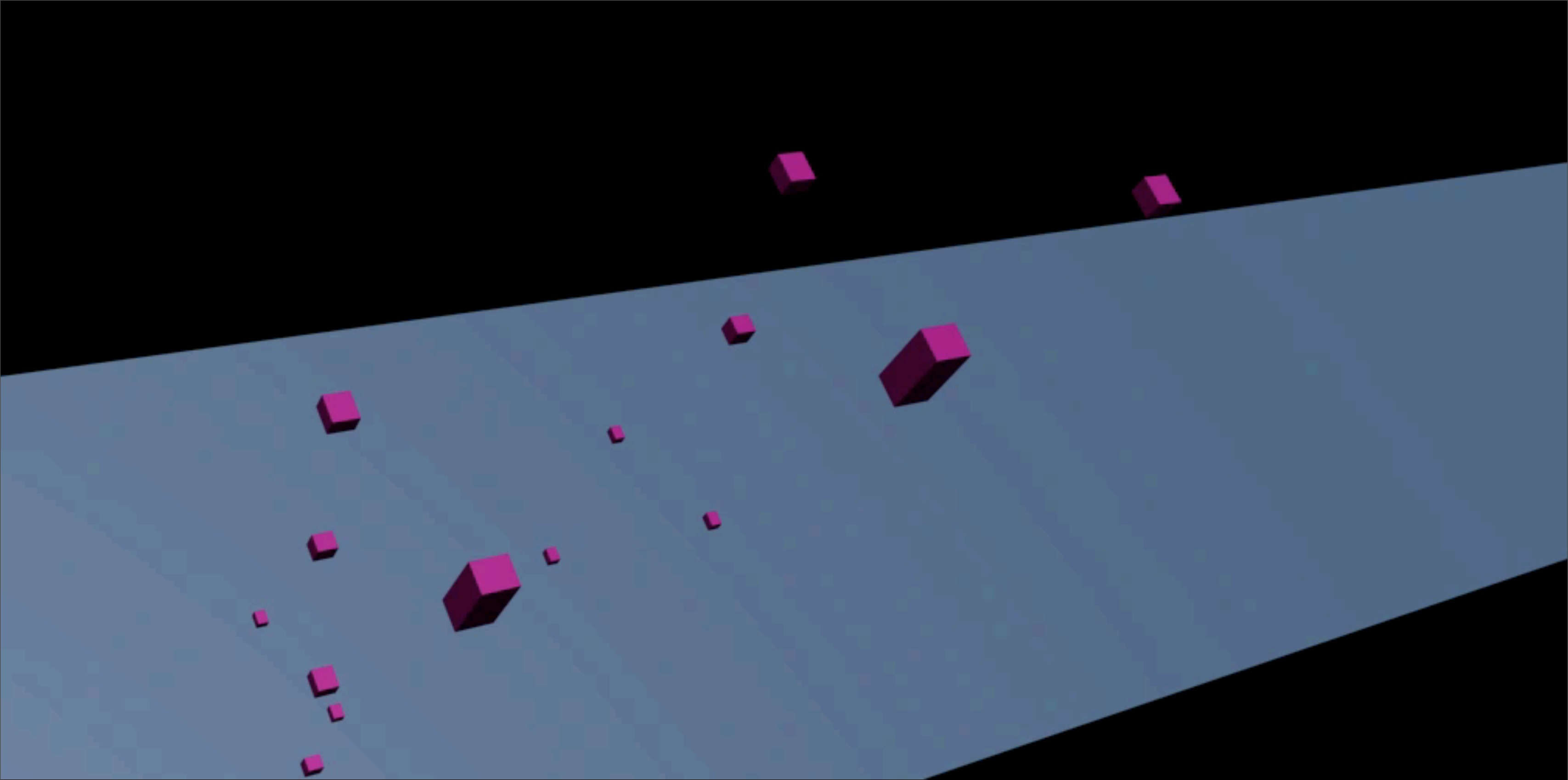


ANIMATING CAMERAS

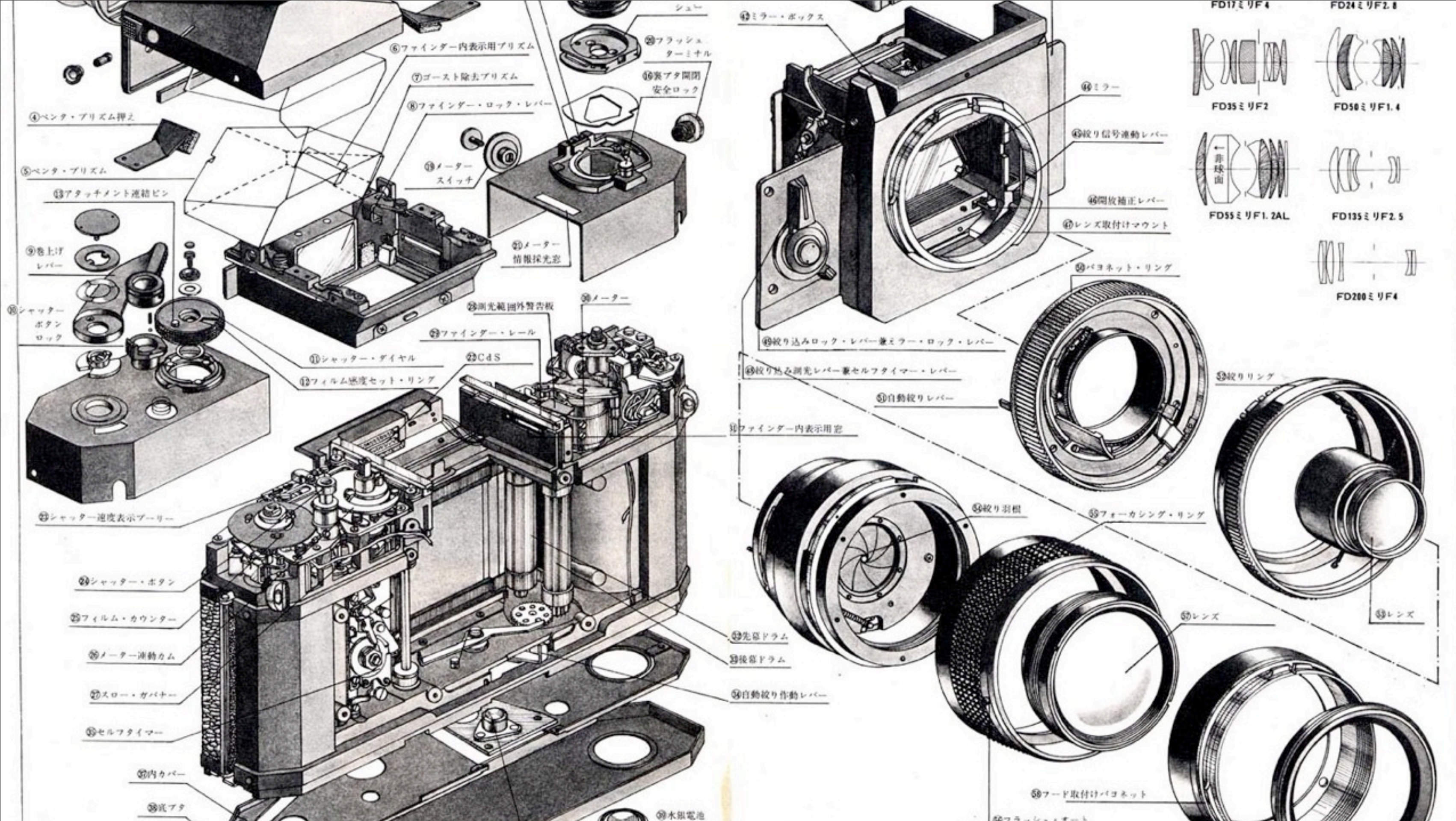




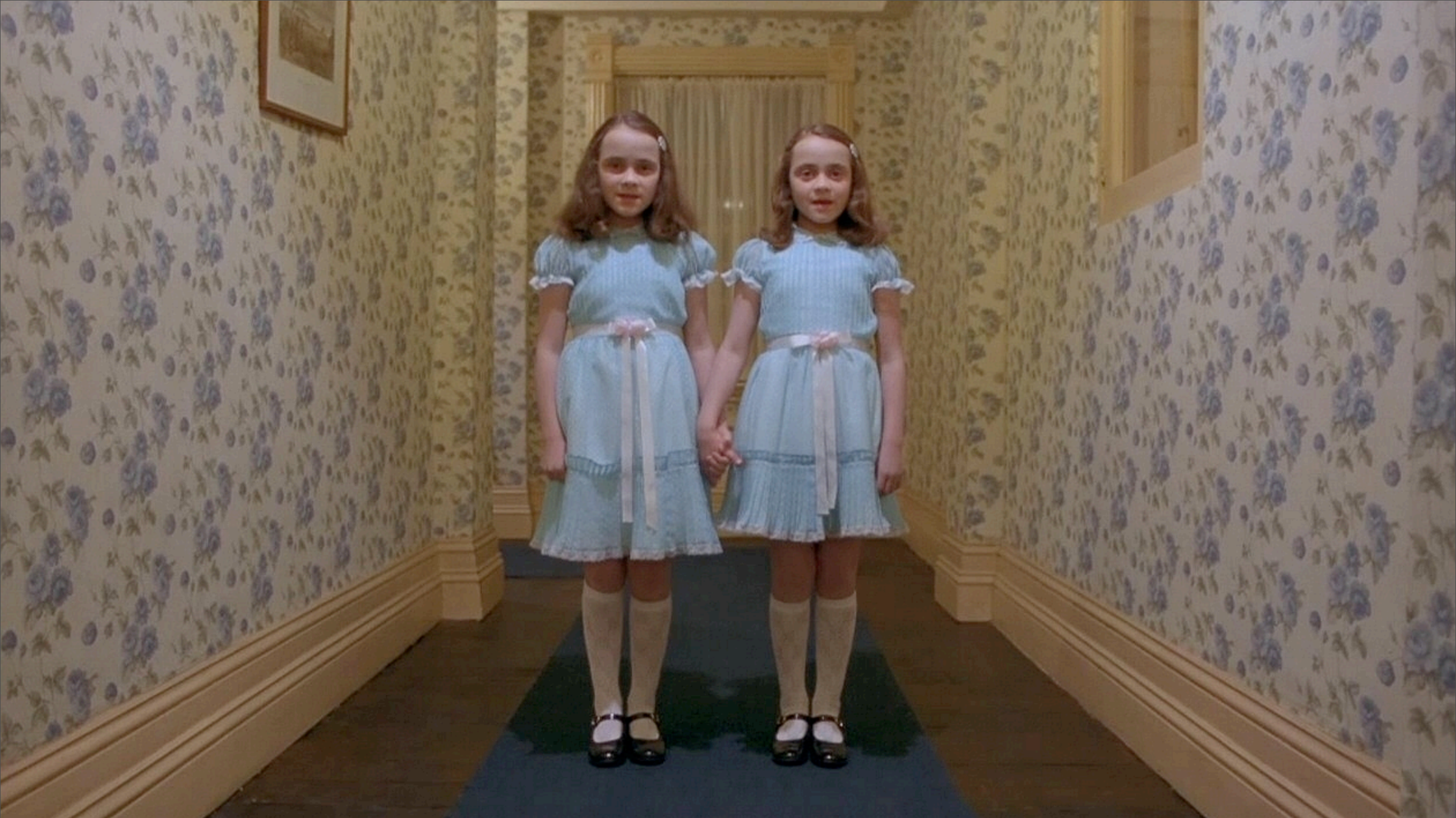














APERTURE

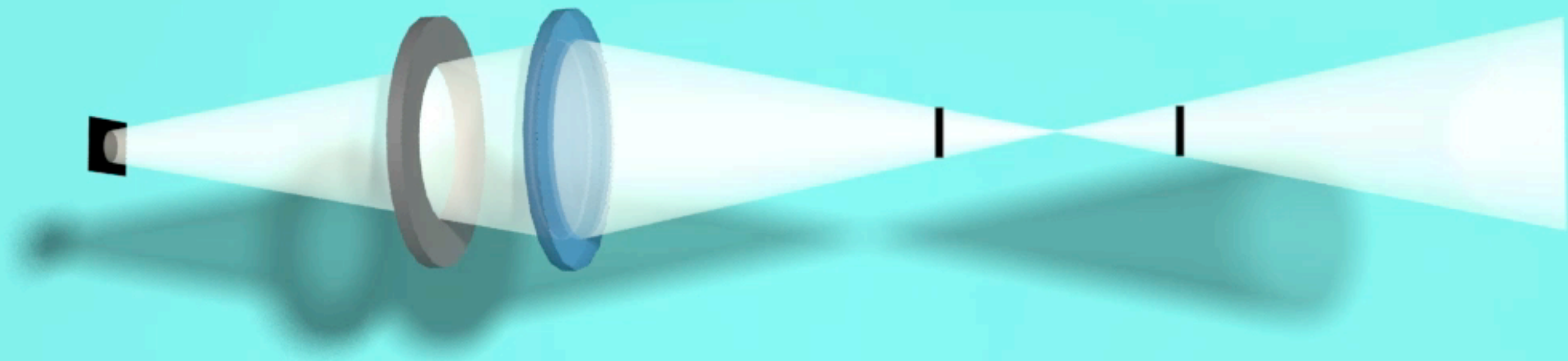
LENS

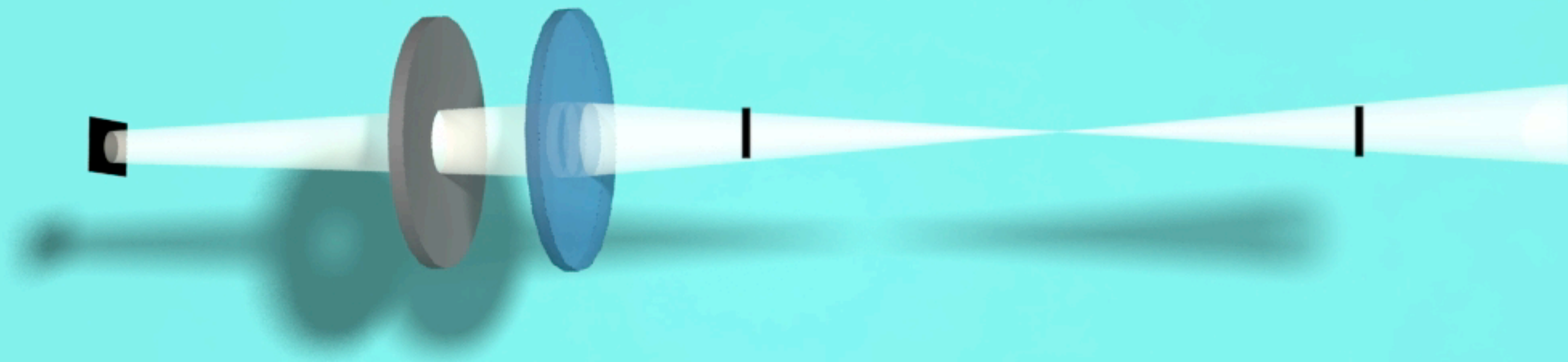
FOCAL POINT

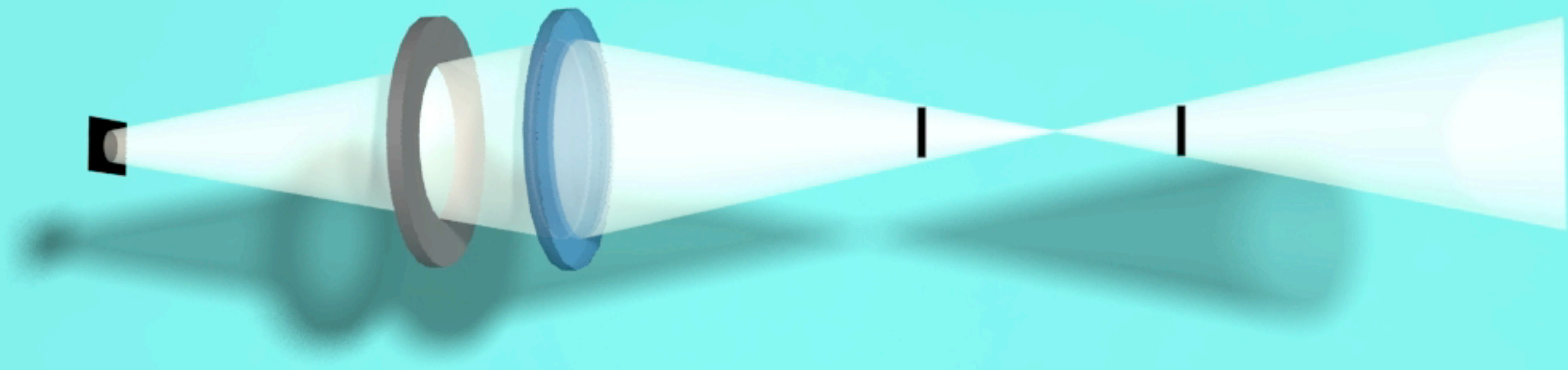
SENSOR

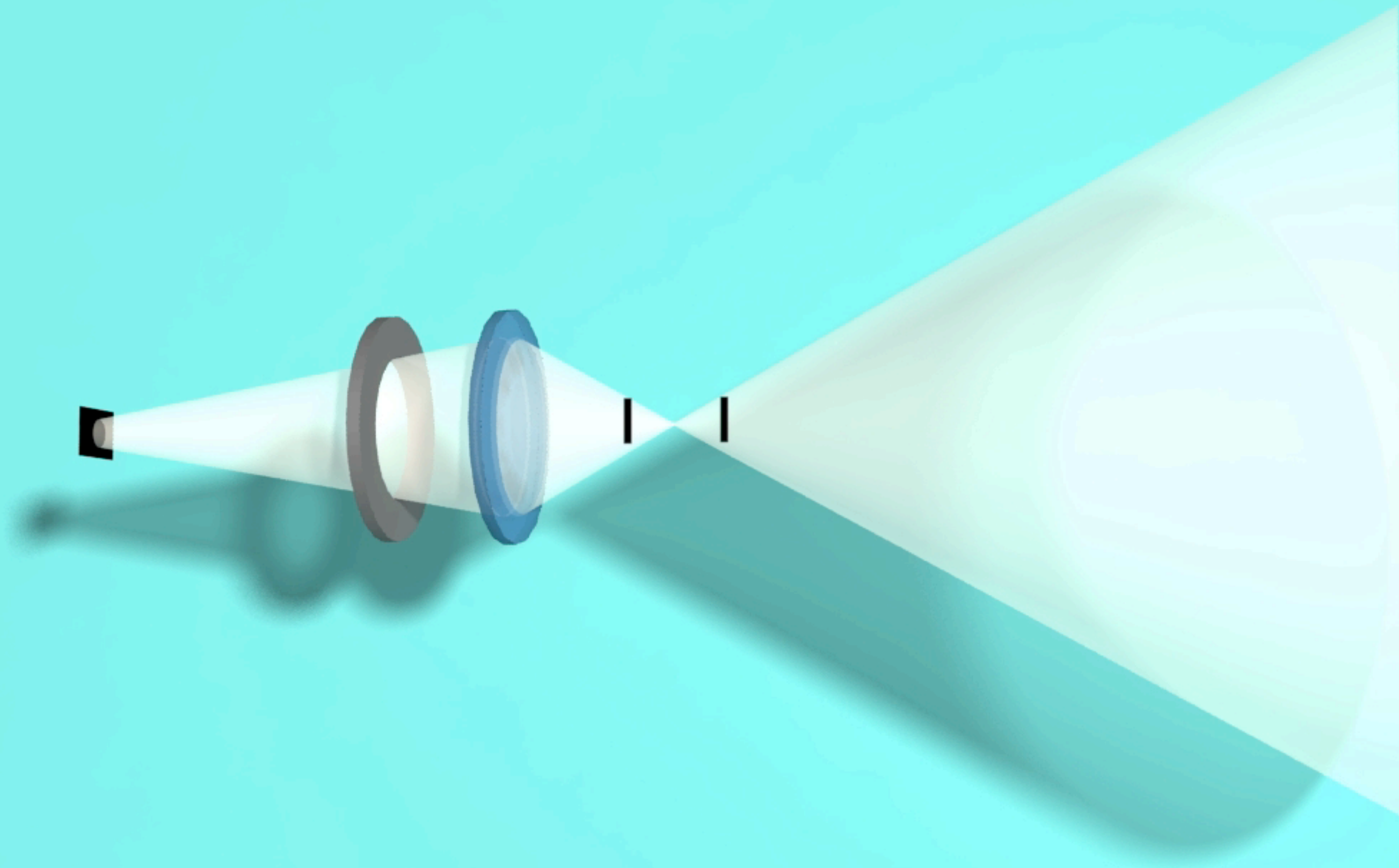
CIRCLE OF CONFUSION

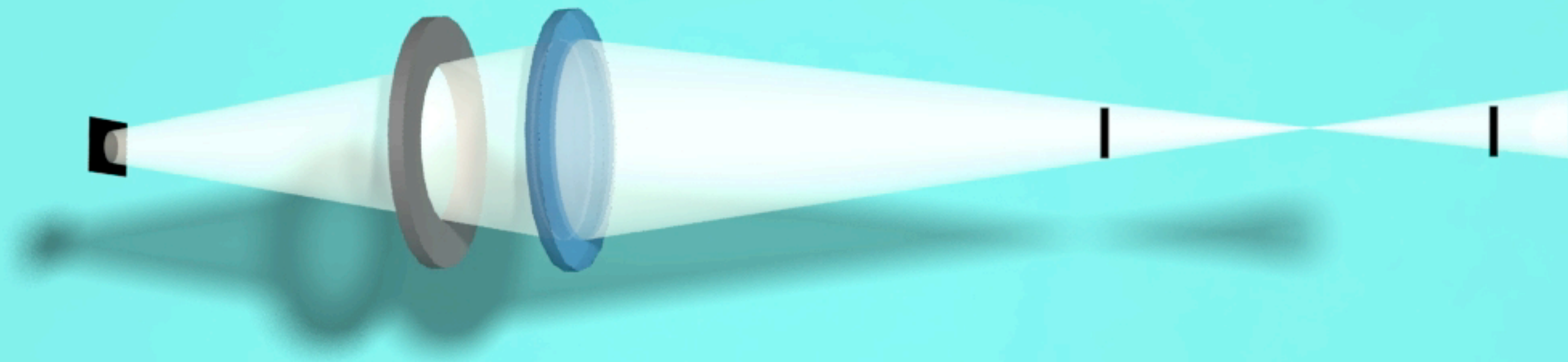


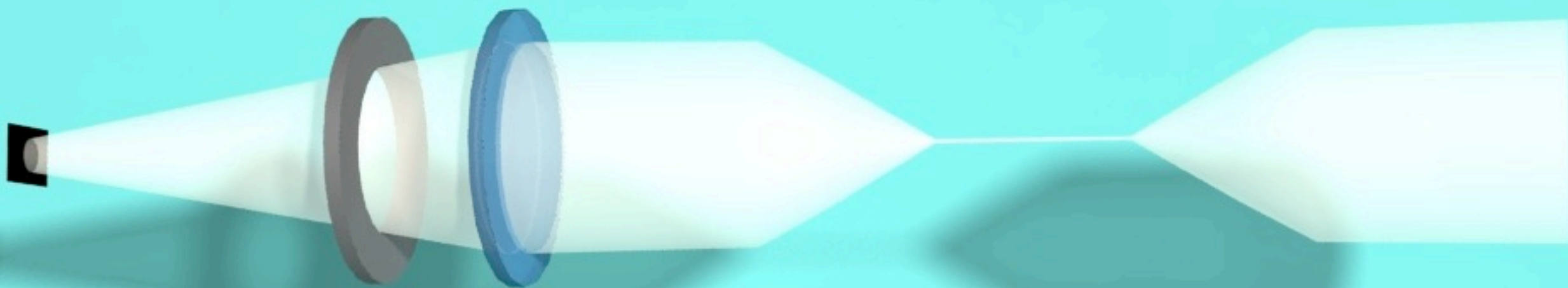












HEALTH REGAIN +525

7x

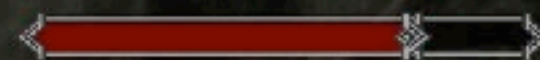
CENTURION HIT

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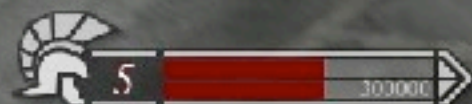
RECRUIT HIT

STOP THE BARBARIAN ATTACK

ROMANS HEALTH



LB SOLDIERS, MOVE OUT! >>>







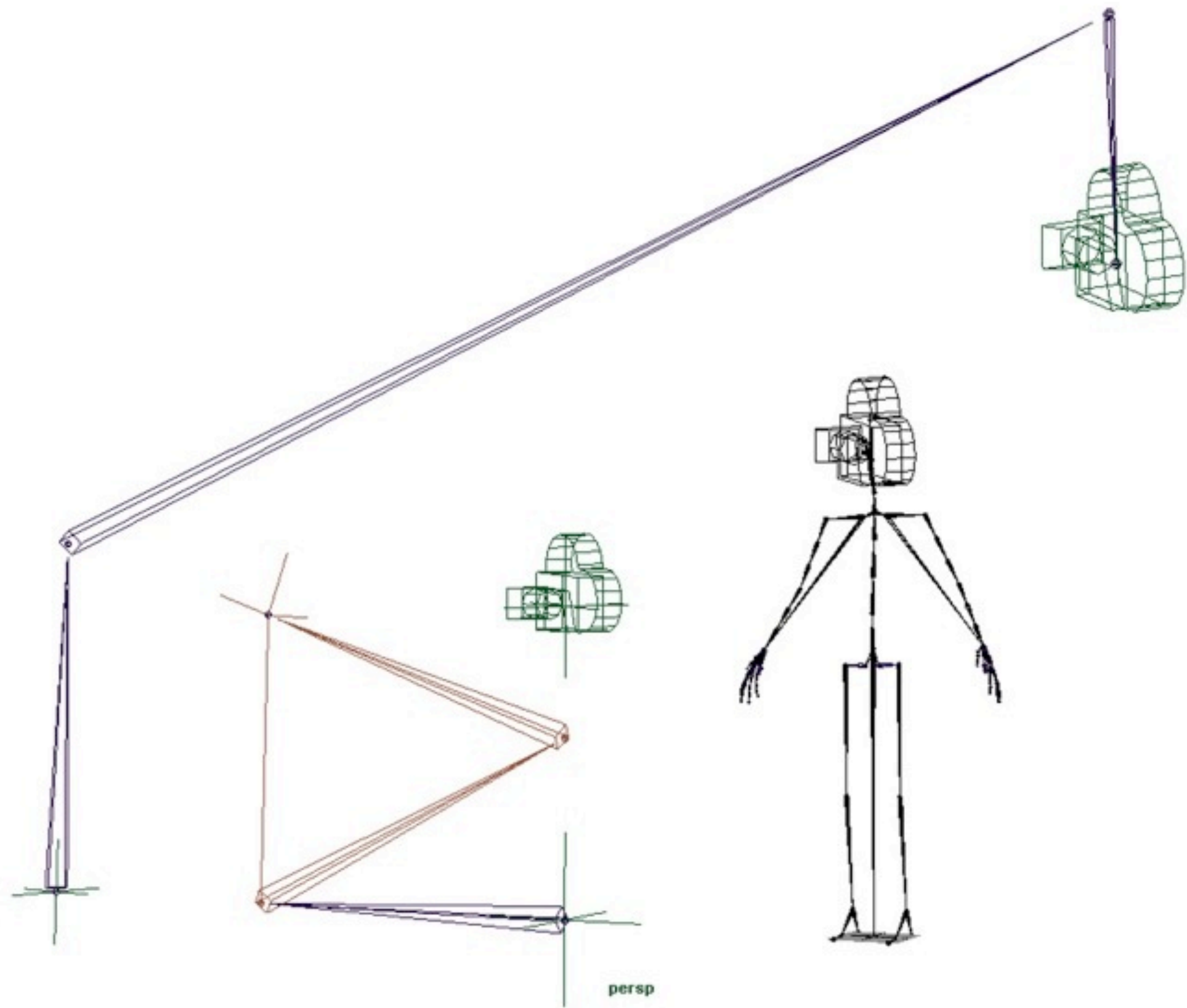




Monday, 17 March, 14









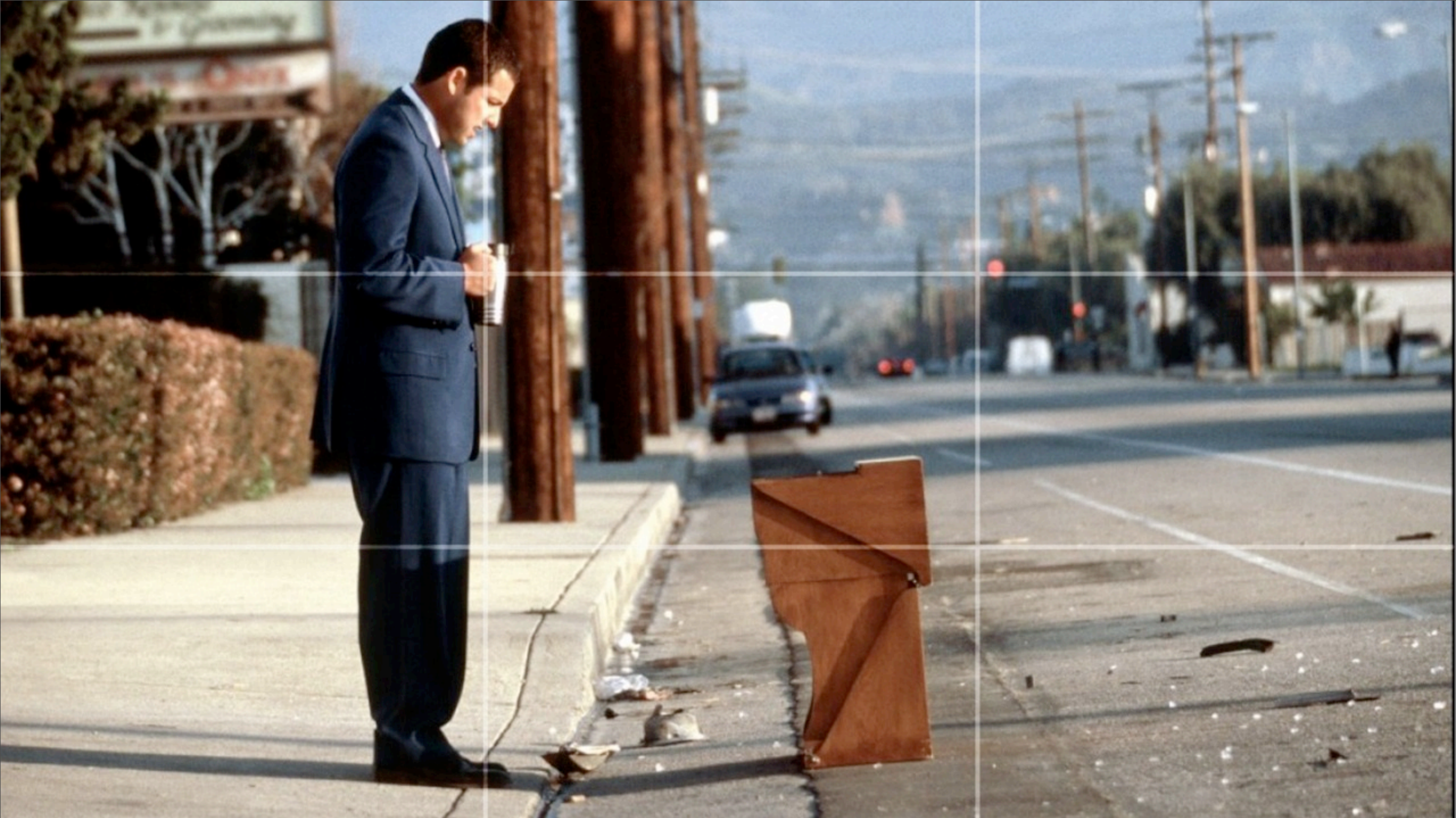


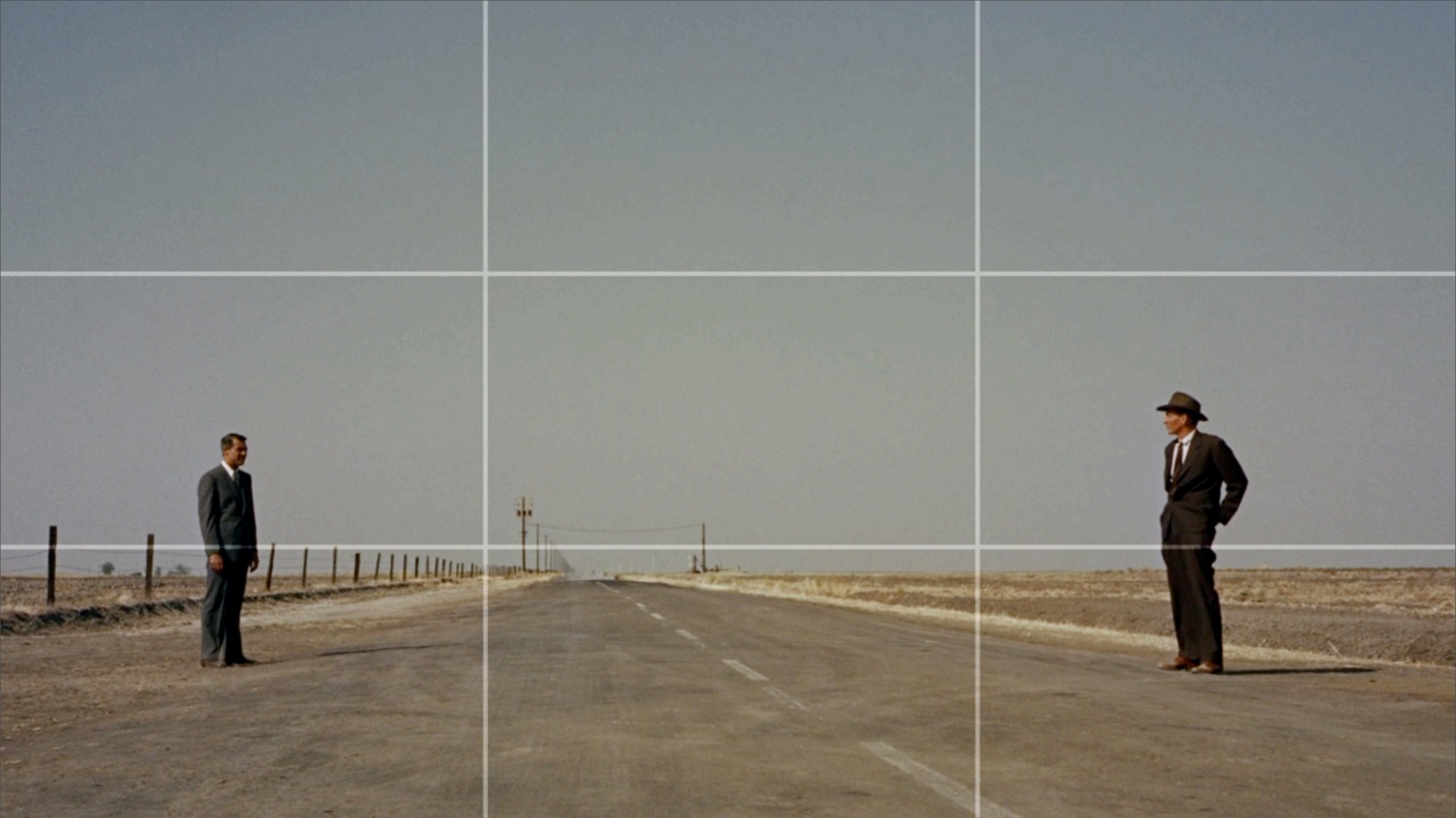


COMPOSITION























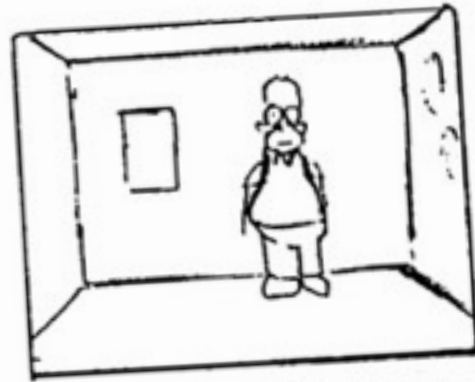




Angles are our friends!



or
Springfield is NOT a two dimensional world



BORING! FLAT! UNINSPIRED!
Unless that's what you WANT,
don't draw it!



Better!
Show at LEAST 3 PLANES
in a room!
Try to avoid having floor lines
exactly parallel to the bottom
of the frame!



Whoa! This is dynamic...but, the
angle draws TOO much attention
away from the scene.
Unless it's a really dramatic
moment, keep it simple!



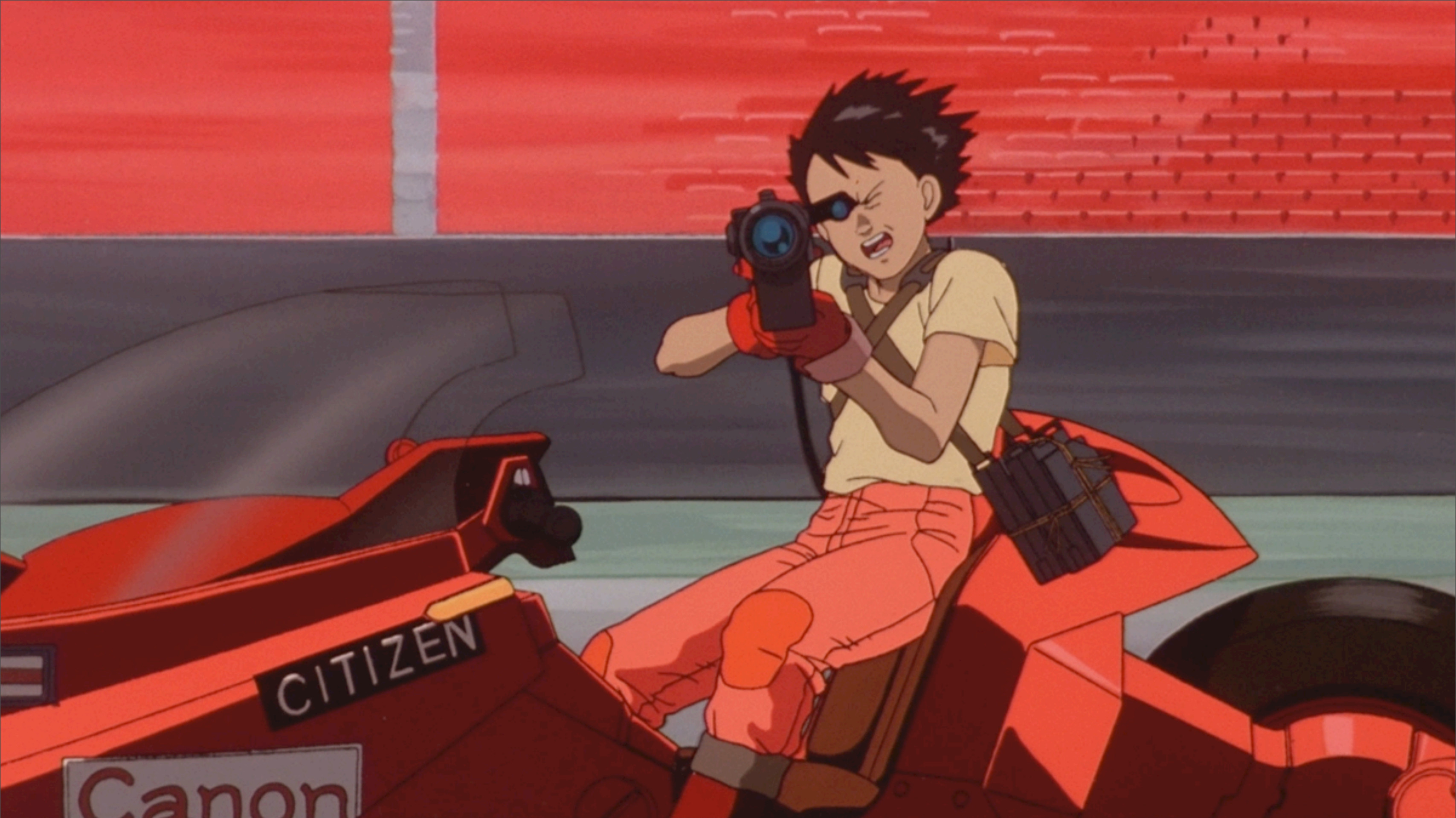
Ok, there are three planes in
the Background, but Smithers
and Burns are standing exactly
next to one another...which
flattens the scene out.
BORING!

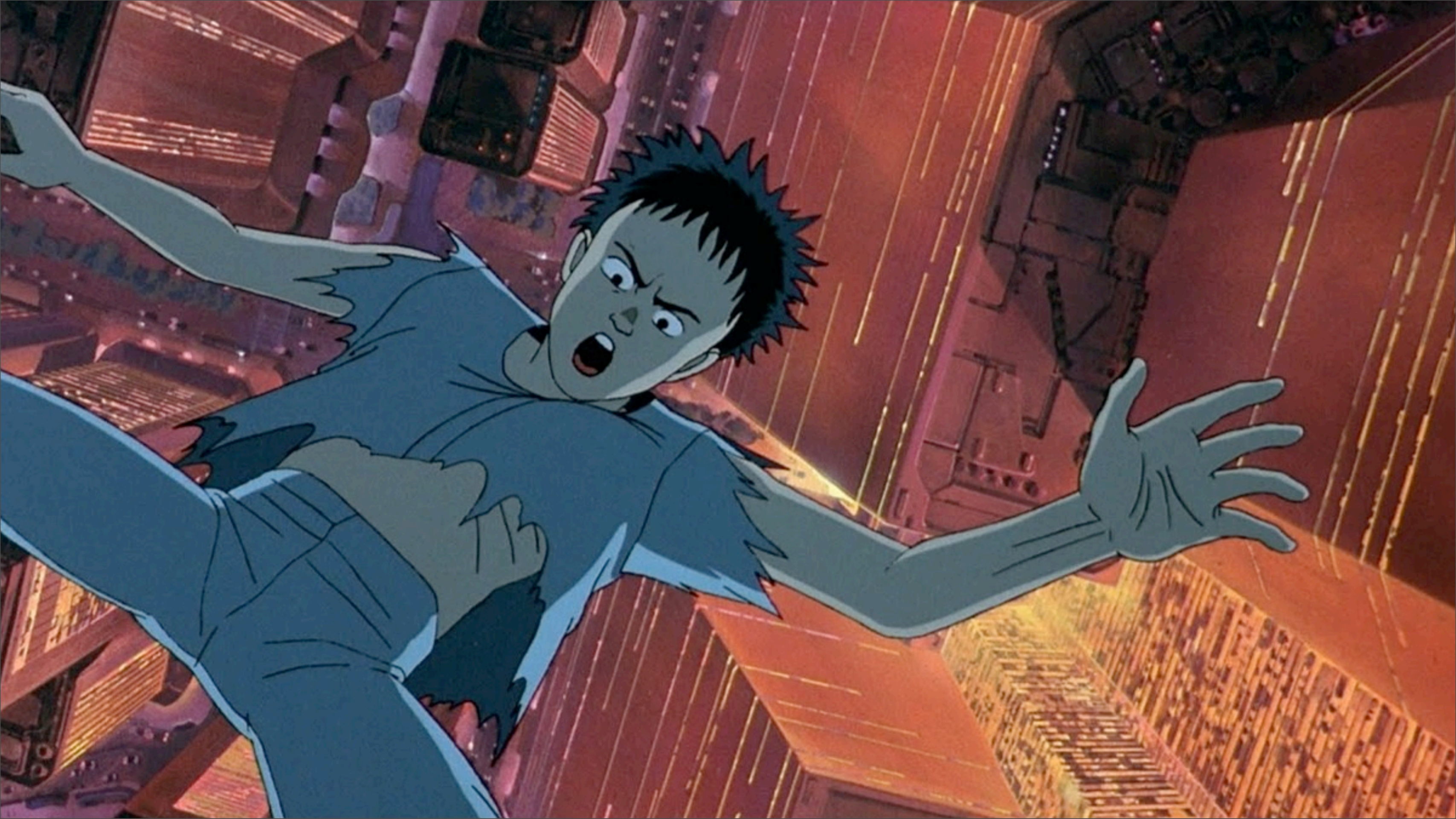


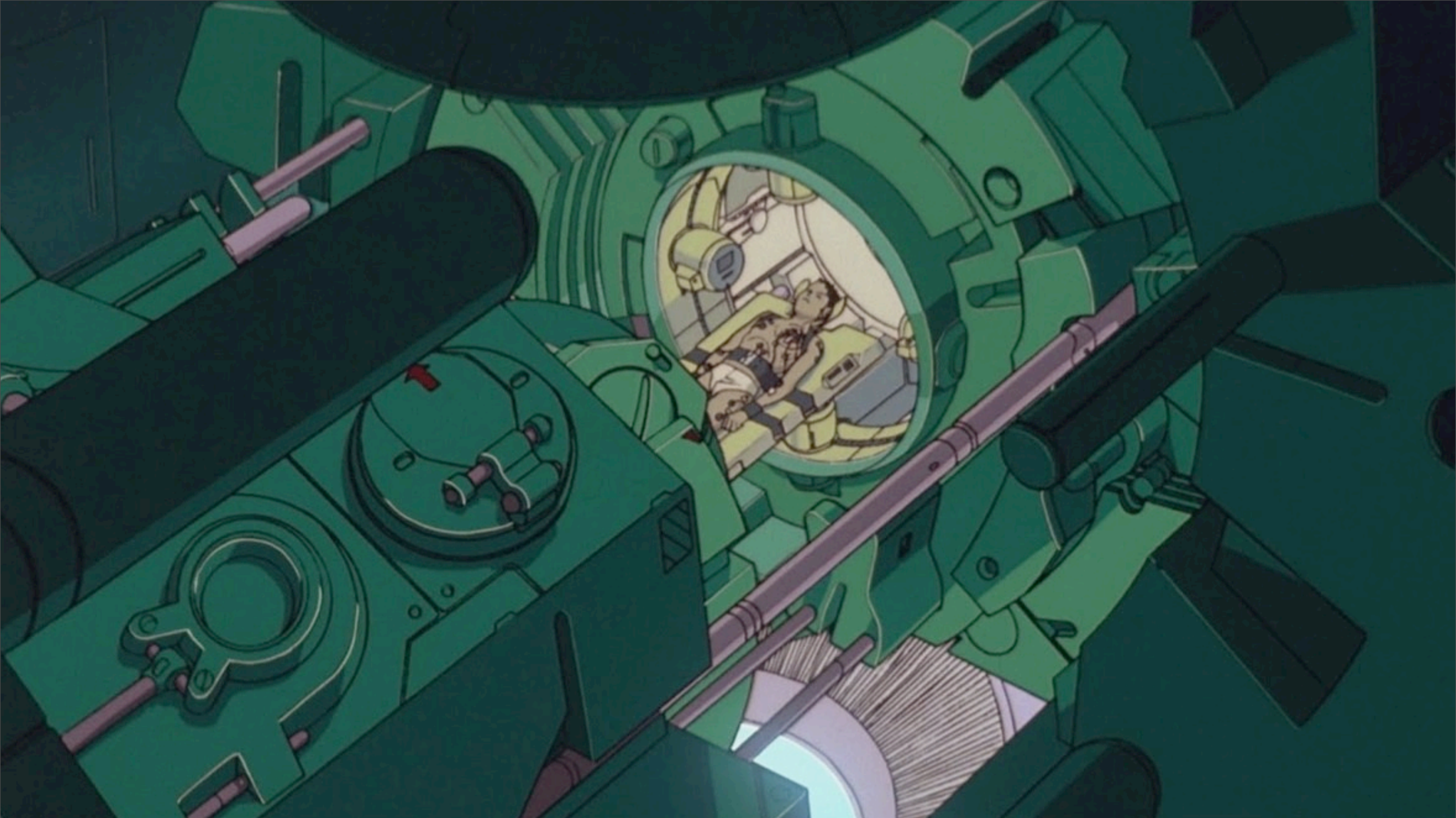
BETTER! MORE DYNAMIC!
3 planes of the room, Burns is
closer creating depth. He
is placed higher in the frame
than Smithers, subconsciously
making Burns more important!

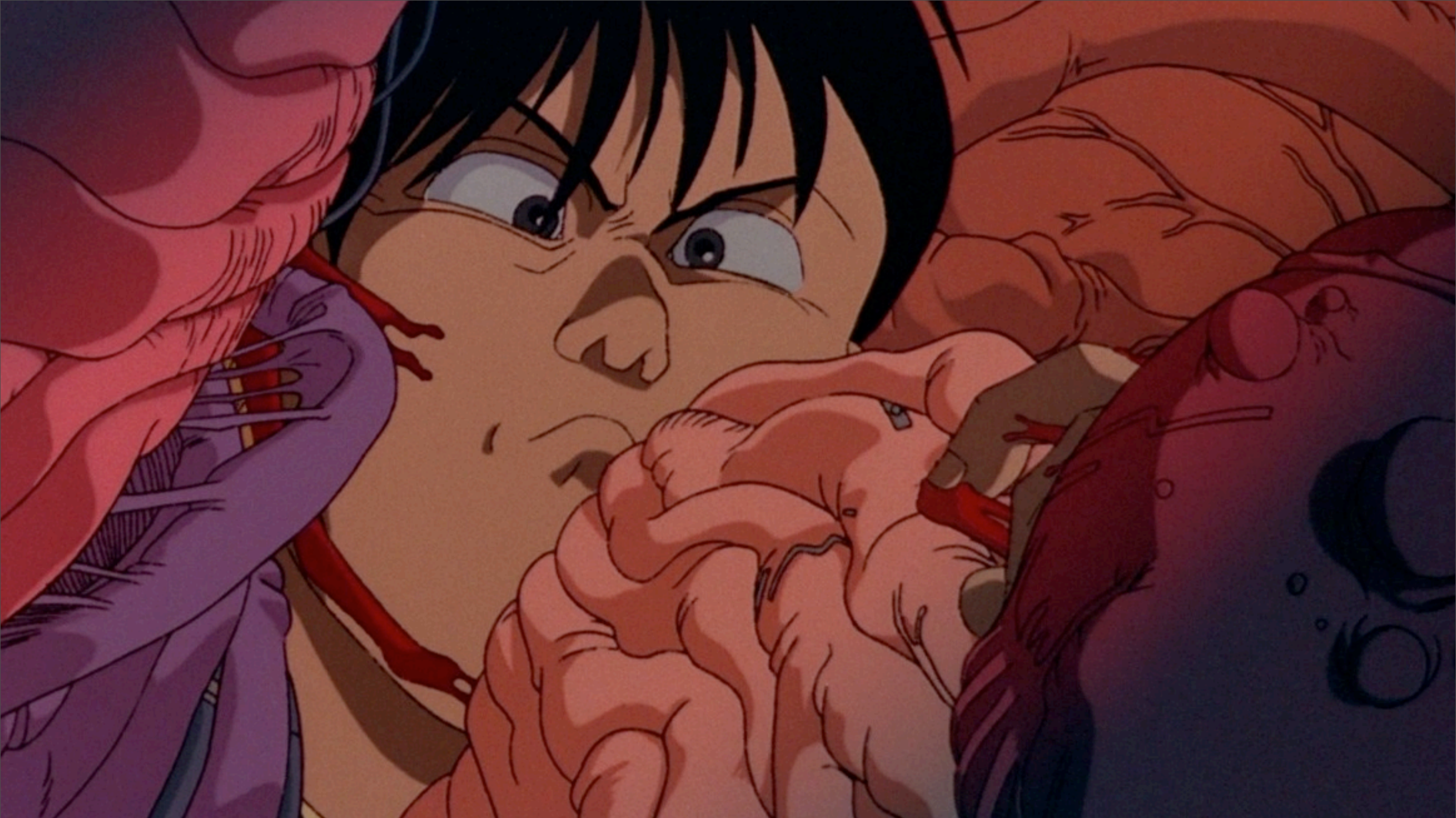


Whoa! Burns is almost on TOP
of us. Very dynamic, but again,
save it for the scenes that
call for it!



















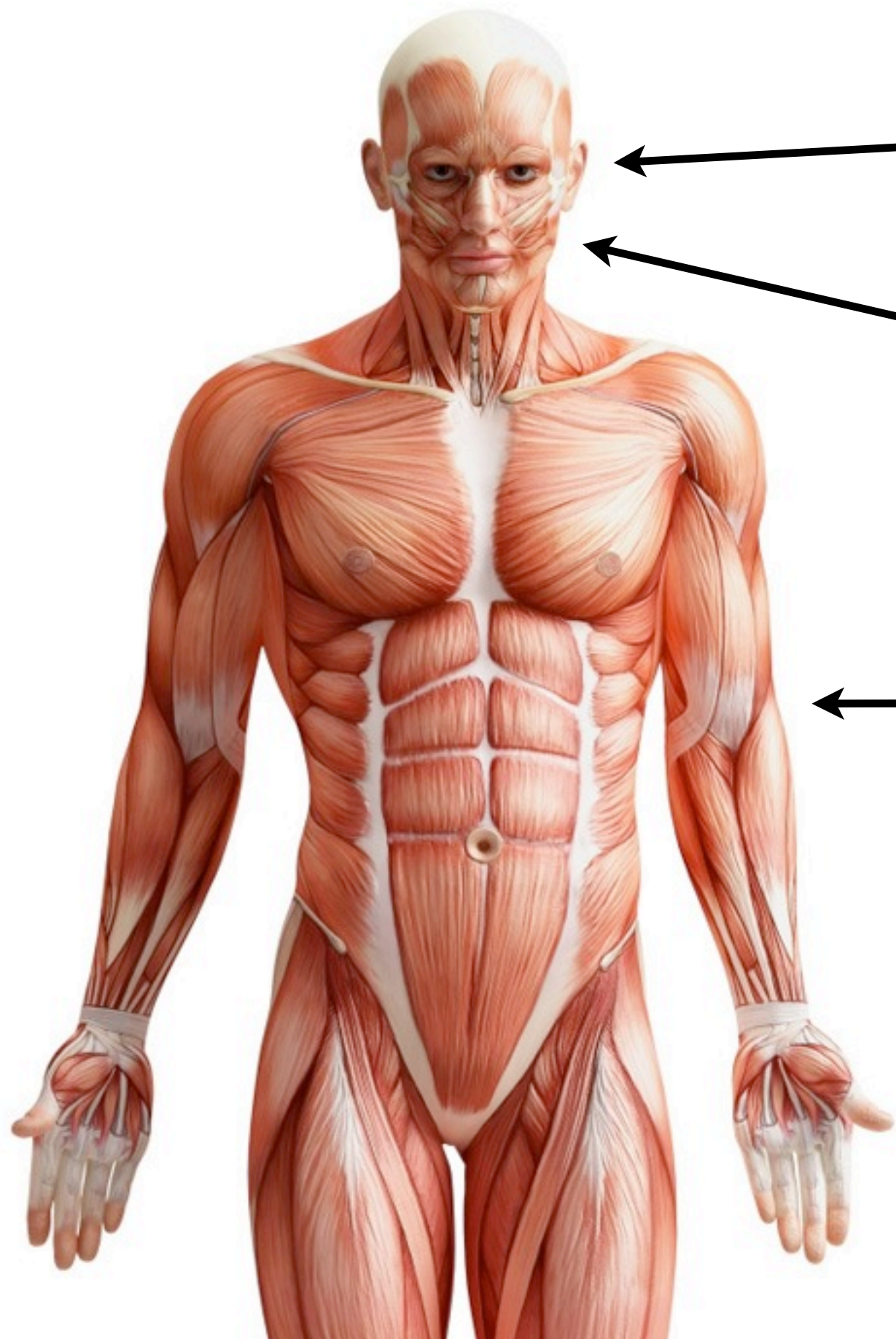








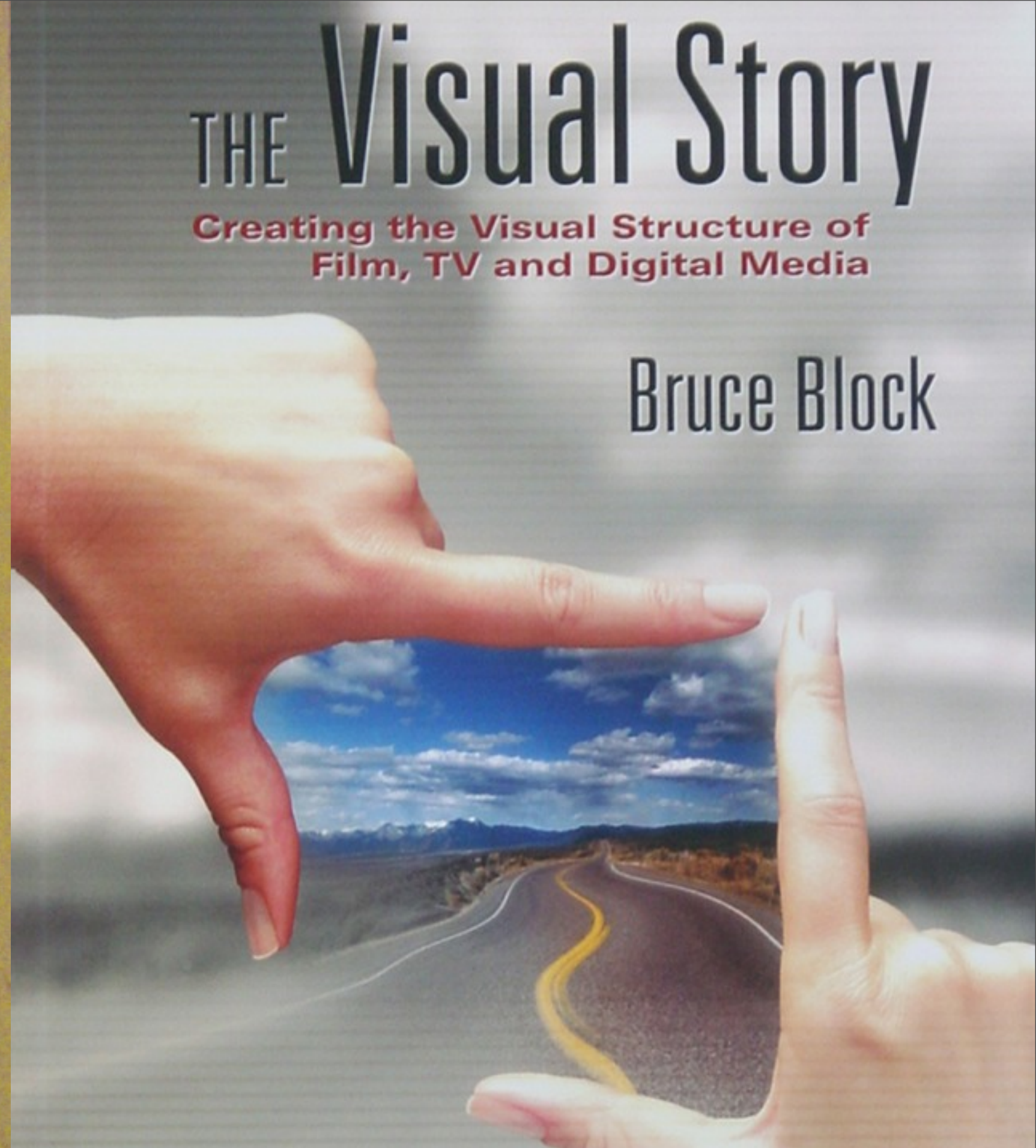
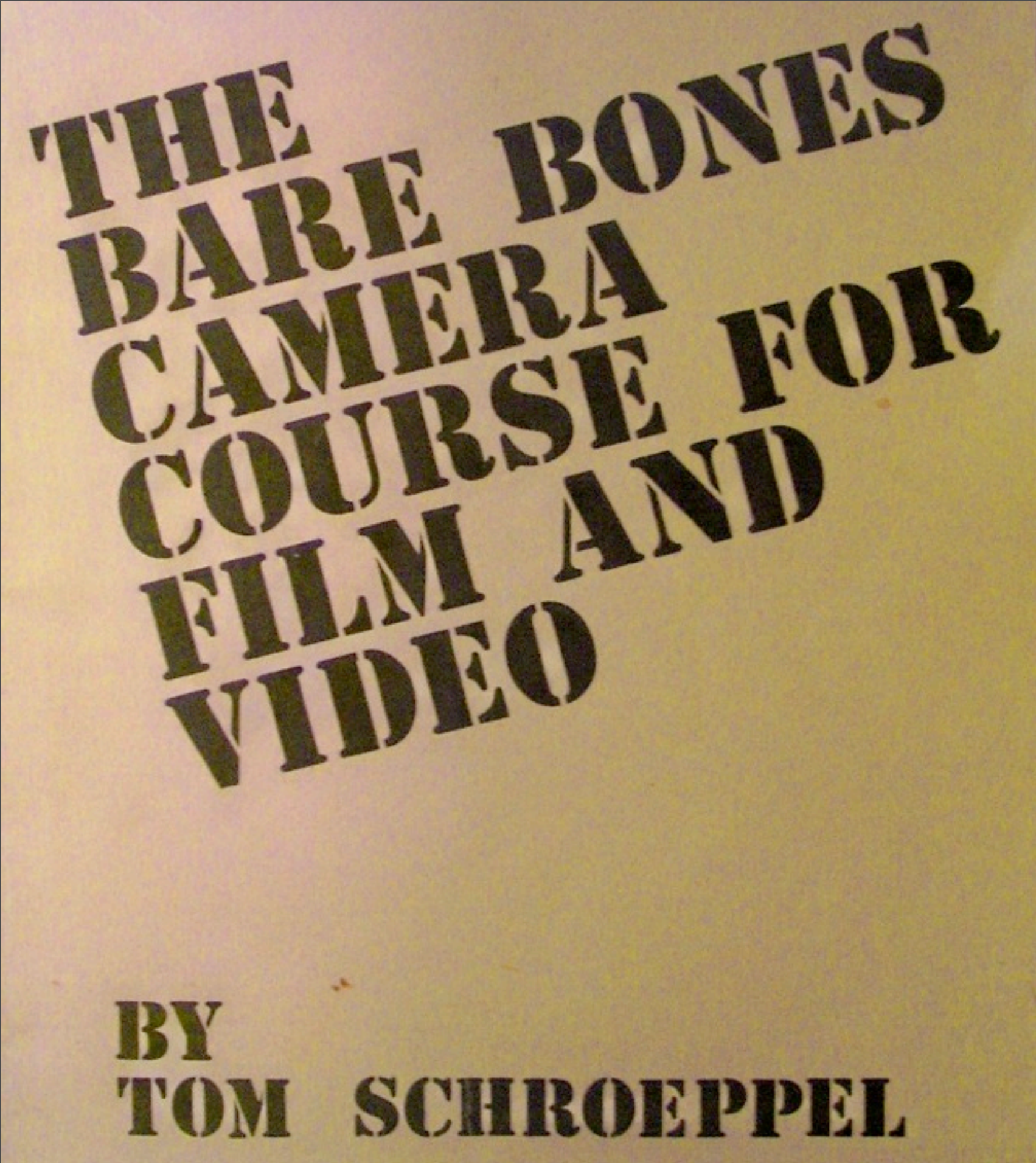




VESTIBULO - OCCULAR

VESTIBULOCOLLIC

VESTIBULOSPINAL







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