## Reading Guide #4 - Fluid Frames Sand Animation

E	<b>xploring Technique</b> pp	. 81-86		
1. In the beginning, the best way to			is to dig your	in and start
ä	animating.			
2.1	Read through all 12 steps of An	imating a Sandy	Morph to prepare for the upcoming in	-class Sand Animation Morph
	Assignment.			
3.1	We start off with simple drawing	is and	because we can mo	ve along
ſ	from frame to frame, making thi	ngs move withou	t getting caught up in	
Tł	ne Sandy Studio pp. 86	3-91		
1.	For his films <i>Cumulus</i> and <i>The</i>		ucher used	colored with -
2.			are your closest and most	tool.
3.		are great for cle	earing away sand or adding unusual _	·
4. <sup>-</sup>	Try animating	b	y redoing them each frame and obse	rving the different -
-		that come from	each type of	·
PI	anning a Longer Proje	<b>∍ct</b> pp. 91-93	6	
1.	The best	com	e from the	
2.		an	d	, the two animators discussed
	in this section, have very different approaches to their work. Choose one artist, watch their available work on-line, and respond to the following:			
	Name of animator			
	Briefly describe this animator's particular approach to making their first sand animated film.			
	In what way do you think the	animator's appro	ach, or strategy, effected the outcome	e of the film?