Pivot Stick Figure Animator

Activity #2: The Walk Cycle

Your Task: Create an animation of a person walking in from the left side of the screen, going up the stairs, then doing a flip off the top of the staircase.

* The tough part of this assignment is making the walking motion seem natural/realistic. The right arm and left arm must move in similar fashion. To help you with this:
  + Look up “stickman walk cycle” on Google or YouTube
  + Partner up and model what it looks like to walk for one another
  + Slow down, or speed up your animation so that it looks natural

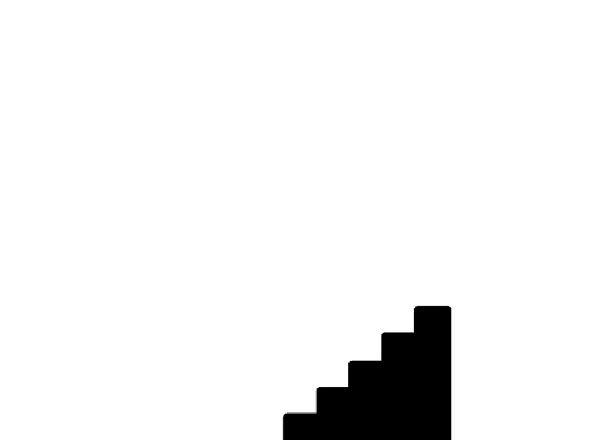
Settings: Change your screen size so that is set to 800x600 (widthxheight) pixels.

* You can do this by clicking the “options” tab at the top of the window.

Background: Load the “StaircaseBackground” file from Ms. Hammond’s “Hand Out” folder

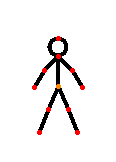
* How to load background in Pivot Stick Figure: File 🡪 Load Background
  + Make sure that the “files of type” is set to “jpeg,” not “btmp”
* Location of “Hand Out”: Shared Drive 🡪 Hammond 🡪 Hand out 🡪 2D Animation

Length Requirement: 3-5 seconds



Saving: Create a folder within your Animation Folder called “loginname\_PivotStickFigure.” Save your pivot as both a working file (.piv) and a GIF (.gif) file inside this “loginname\_PivotStickFigure” folder. Once you have completed all 3 Pivot Stick Figure activities, you will hand a copy of this folder in to Ms. Hammond’s Hand In folder.

Checklist for Success:

* Screen size = 800x600
* StaircaseBackground picture has been added
* Animation is between 3-5 seconds long
* Walk cycle is smooth
* Dismount from stairs is believable
* Animation has been exported as a GIF (.gif)