From Paper to Pixels：Animating Drawings and Paintings in a Digital Environment

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Abstract

Many artists and new animators work with desktop Mac and PCs at home or in schools and colleges. Great ideas can be well expressed using alternative approaches without resorting to high tech wiz bang special effects. New media and interactive multimedia technical restrictions have forced alternative animators to think big and work small. This talk will focus on practical and conceptual issues at play in working in multimedia. Translating drawings and paintings to multimedia (CD-Rom and web) animations. DIY alternative animation techniques - creating animations with SFX, found sounds and still images for a dynamic medium, and using low tech software (eg Sound Edit 16, PhotoShop, ImageReady and QuickTime VR) on your desktop