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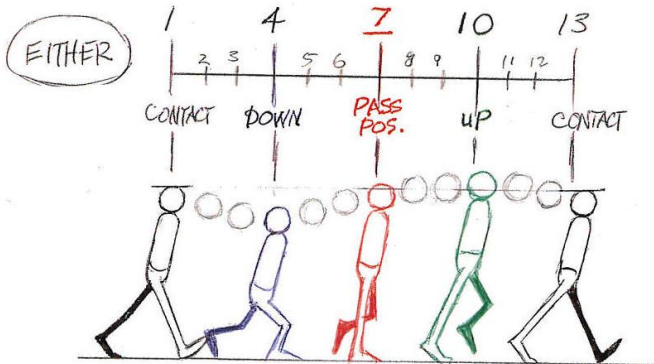
SET THE TEMPO

The FIRST THING TO DO IN A WALK IS SET A BEAT.

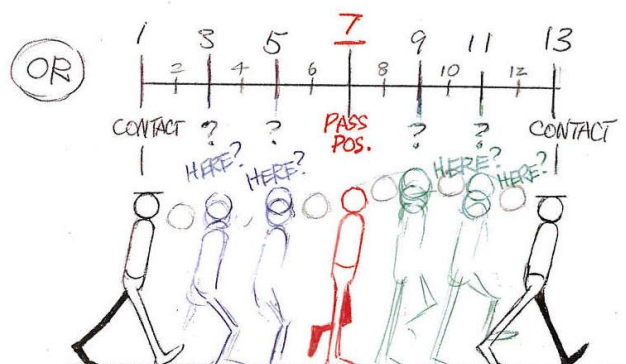
GENERALLY PEOPLE WALK ON 12'S - MARCH TIME (HALF A SECOND PER STEP. TWO STEPS PER SECOND.)

BUT LAZY ANIMATORS DON'T LIKE TO DO IT ON 12'S.

IT'S HARD TO DIVIDE UP. YOU HAVE TO USE 'THIRDS' - THINK PARTLY IN THIRDS.



THE IN BETWEEN'S ARE GOING TO BE ON THIRDS.



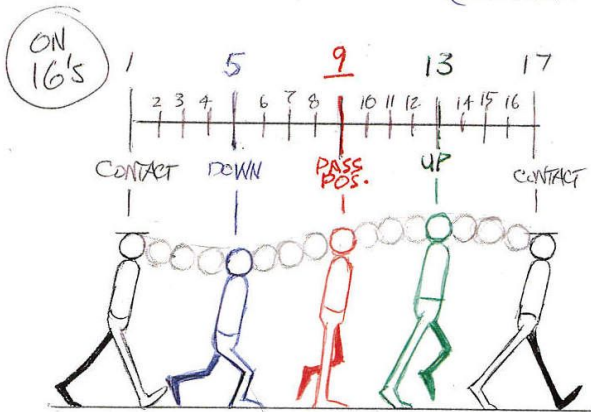
OOPS - NOW WHERE DO WE PUT THE DOWN OR UP? HEY, THIS IS GETTING HARD - ESPECIALLY WHEN WE GET INTO THE ARMS AND HEAD, AND 'ACTING' AND DRAPERY - MAYBE THERE'S AN EASIER WAY?

THERE IS AN EASIER WAY - HAVE HIM/HER WALK ON 16'S - OR WALK ON 8'S.

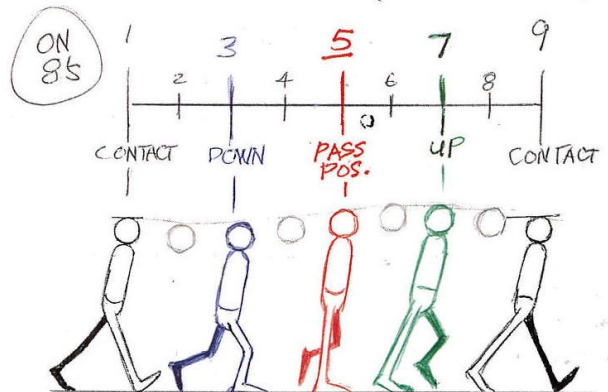
MUCH EASIER TO WALK ON 16'S - IT'S EASY TO DIVIDE UP - SAME THING ON 8'S.

(EACH STEP = 2/3 SEC)

(3 STEPS PER SEC.)



WHEW, THAT MAKES LIFE EASIER. NICE EVEN DIVISIONS NOW -



(REDUCED UP AND DOWN ACTION - SINCE IT'S TAKING PLACE IN A SHORTER TIME)

THIS IS WHY CARTOON WALKS ARE OFTEN ON 8'S. BUMP, BUMP, BUMP, 3 STEPS A SECOND.



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