

My work was inspired by many of the animations on YouTube that I used to watch as a kid. I did my best to use a simplistic stick figure art style because I really wanted to attempt to capture the feel of those old stick fight animations. By far the biggest inspiration for me was Alan Becker's "Animator Vs. Animation" videos. My process was a little strange, and I began with an idea for an animation I would make using pre-rendered character sprites in Adobe After Effects. I began by creating the sprites and gathering all of the needed assets which took about four days before I finally began putting everything together in After Effects. After about half an hour, I realised a few things: 1) I had nowhere near enough time to do everything I wanted to do and 2) After Effects was not the right program to be using. After some time thinking, I decided on a new plan. I would spend the rest of my time learning how to animate in Flash rather than After Effects. This would be beneficial because unlike After Effects, Flash was actually made for animation. So, I began learning Flash and got very quickly attached to it. I have experimented with a couple different animation programs in the past but this one is by far the best. I worked on my animation as I learned and by the last day, I had produced a whole 40 second animation. It follows a relatively simple story about a guy who wants to get a burger for lunch but things don't exactly go as expected. I was really proud of what I made. I finally rendered it and added some sound effects and finishing touches in Premiere.

*BURGER THIEF*

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