

An interview with an animator on *Star Wars: The Clone Wars*

Q. What is the biggest challenge in animation?

A. One of the biggest challenges for an animator is creating something that not only has weight, but also has feelings. The audience needs to think that a character is alive, and can think for themselves. Are they big, small, short or tall? Are they happy, sad or angry? Take a look at yourself in a mirror. What are your eyebrows and eyes doing? What does the shape of your mouth do when you are happy, or afraid of something? How are you standing? All of these things help bring a character to life for the audience. How do they react to their environment and why? Bringing a character to life is the most challenging, but also the most rewarding part of animation.

Q. Does each *Star Wars: The Clone Wars* animator work on a different character in the show?

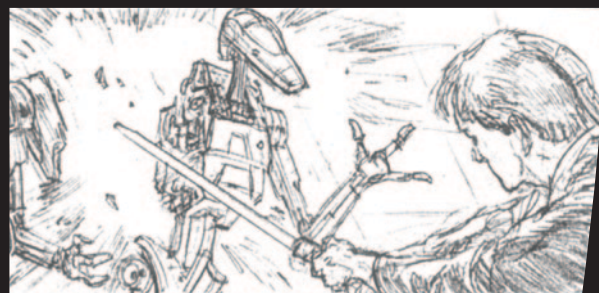
A. Animators on our show are not assigned to one specific character. They are able to animate everything within their shot from a Jedi to a Y-wing or rancor.

Q. How many animators does it normally take to complete one episode?

A. Each 22-minute episode normally has a crew of 12-14 animators working extremely hard over a 10-week period.

Q. Can you offer any advice to someone who is interested in pursuing a career in animation?

A. If you know that you want to be an animator, then I would say draw, draw, draw, and draw some more! The ability to visually communicate is so important, especially in animation, regardless of the medium. You may decide to animate on a computer, but your drawing skills will help you plan your scene and help communicate your ideas to others on the crew. Keep practicing and don't be afraid to do a bad drawing. Someone once told me that everyone has a million bad drawings inside of them. The sooner you get them out the sooner you'll get to the good ones.

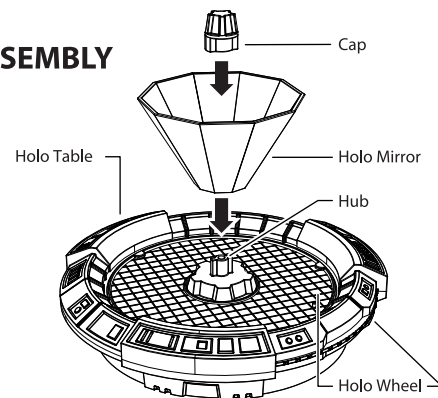


Story Boards from *STAR WARS: The Clone Wars*

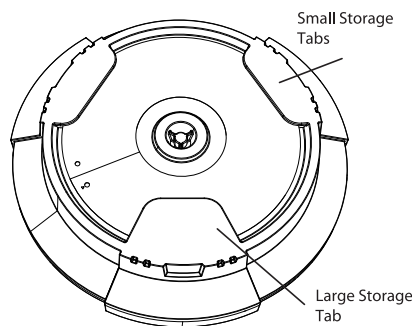
uncle Milton
STAR WARS
SCIENCE
HOLOGRAPHIC ANIMATION LAB

AGES 6+
15075

ASSEMBLY



1. Insert the Holo Mirror over the Hub located on the center of the Holo Wheel. See illustration above.
2. Push Cap down firmly to secure the Holo Mirror.



DISK STORAGE

(Located on the bottom of the Holographic Animation Lab)

To store disks:

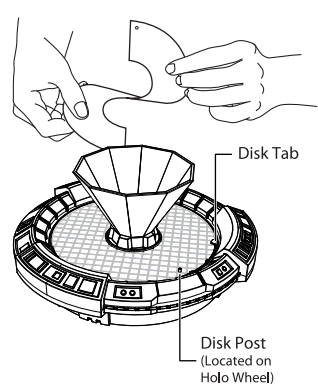
1. Disks should be inserted behind the Large Storage Tab first, then secured behind the other two Small Storage Tabs by flexing the paper Animation Disk slightly.

To remove disks:

2. Disks should be carefully pulled out from behind the Small Storage Tabs, first (flexing the paper disk slightly), then remove from behind the Large Storage Tab.

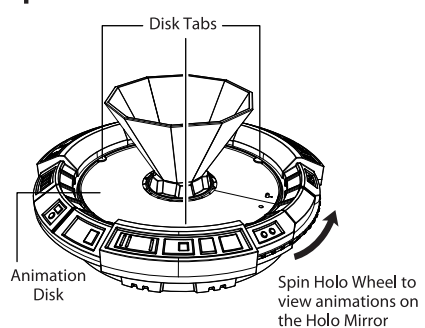
VIEWING ANIMATIONS

Step 1



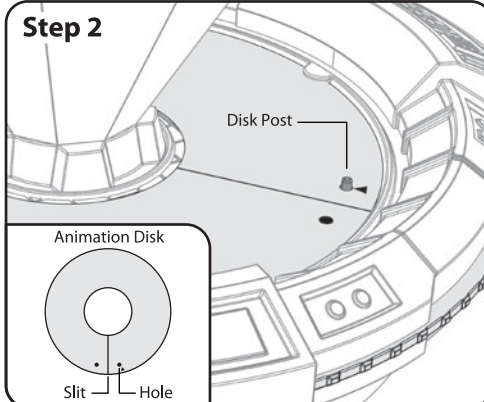
1. Place the Animation Disk on the Holo Wheel holding both sides of the disk, carefully wrapping the disk around the Holo Mirror.

Step 3



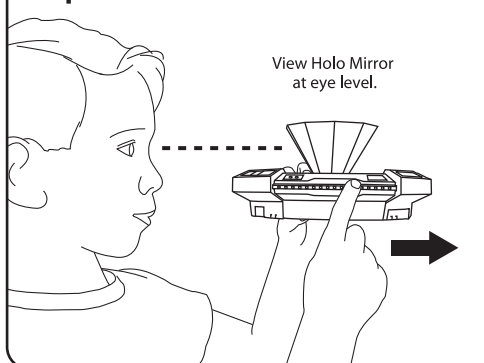
3. Tuck the Animation Disk under the three Disk Tabs located at the outer edge of the Holo Wheel to ensure that the disk is laying flat.

Step 2



2. Place the Animation Disk on the Holo Wheel, making sure to place the hole marked with the triangle over the Disk Post.

Step 4



4. Gently spin the Holo Wheel and view the Holo Mirror at eye level to view the animation.

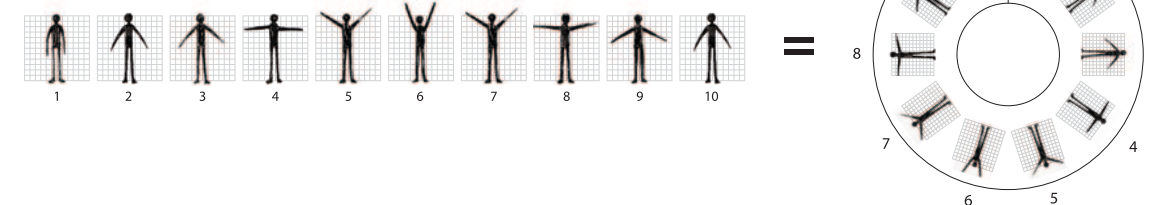
CREATING YOUR OWN ANIMATIONS

The animation lab includes two types of animation disks: One that represents Holograms, and one that demonstrates full-color animation. All Animation Disks have one side printed with *STAR WARS* animations and the opposite side printed with blank grids. -

You can study the *STAR WARS* animations to understand how each frame varies slightly to create motion.

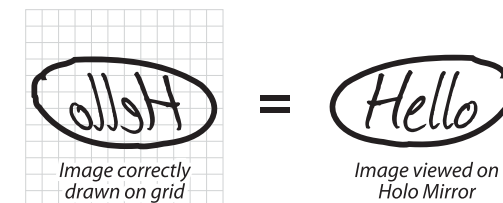
- 1) Before you begin to draw on the grids of an Animation Disk, draw your ideas on a separate sheet of paper to help plan the ten frames of your animation.
- 2) Begin your animation by drawing on the first grid. This is the grid with the small triangle at the top right corner.
- 3) Continue your animation on the second grid, making sure to use the grid to find your place and draw your next image. Be sure the ten steps of your animation are only gradual changes in pose, pattern or movement from frame to frame.

A linear sequence is transferred onto the Animation Disk grid in the following order.

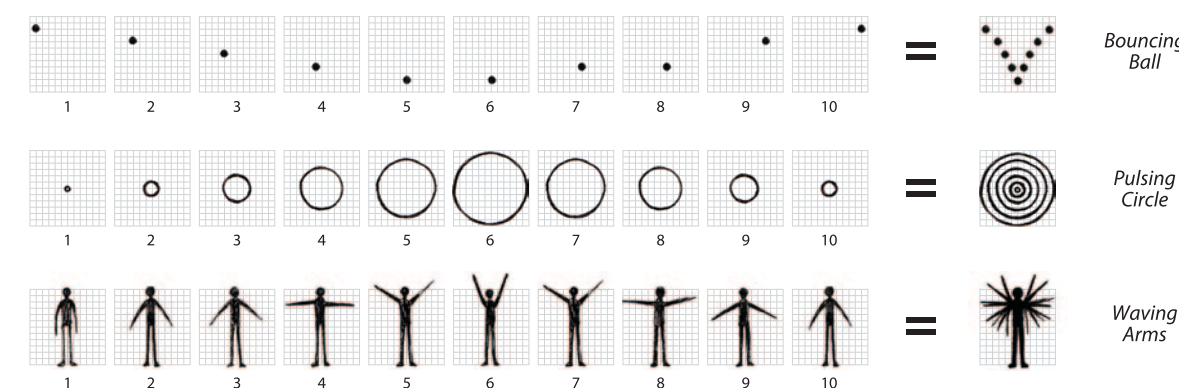


IMPORTANT TIP

Your animation will be *reversed* when viewed on the Holo Mirror, it works just like a mirror and therefore numbers and letters should be drawn in *reverse* to read correctly. See example.



SIMPLE ANIMATION EXAMPLES



ANIMATION TIPS:

- It is important to use the grid to ensure accurate placement of each drawing.
- To create movement, each frame needs to vary slightly from the previous one.
- Draw on the first grid frame and use the grid to find your place on the next frame. Draw your next image with slight changes in pose, pattern or movement. See the examples above.

KEEP THESE INSTRUCTIONS FOR FUTURE REFERENCE - DO NOT DISCARD -
Questions? Comments? info@unclemilton.com 1-888-742-2484 or visit us at unclemilton.com

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WARNING:
CHOKING HAZARD - Small parts. Not for children under 3 years.