Drawn and cel animation

 The history of animation is normally written as the history of the animated cartoon, and the history of the animated cartoon is normally written as the creation of an ‘animation’ industry by the Walt Disney Studio.

As early as 1913, John R.Bray and Raoul Barre were developing systematic, ‘industrial’ processes, for the production of animated cartoons using variations of what was to become the ‘ cel’ animation process, where individual drawings, later cels, were created with various stages of a character`s forward movement, and these were aligned with backgrounds that remained the same, using a peg-bar system. By replacing each stage of the movement and photographing it frame by frame, the illusion of continuous movement occurred.

**Walk cycles or loops**

One of the core practices in drawn animation is the walk cycles .Motion studies created by Eadweard Muybridge are still a valuable source in achieving such movement, which in the early years of animation was drawn and captured by painting on cels.

*Watch the video and complete the text:*

You can break down any action, especially in animation into **key poses**. Now these key poses when translated onto paper, will become your **key frames**. Now for a walk cycle there are a few conventional poses. So a walk cycle is made up of two\_\_\_\_\_*.* These two strides can each be broken into the following key positions. Now our key positions are Contact, Recoil, Passing, and High Point. So in \_\_\_\_\_position, the heel of the foot has just touched the floor. The \_\_\_\_\_of the front foot that is has just touched the floor. And the back foot has started to come up on the ball of the foot. In recoil, both legs are slightly \_\_\_\_\_as the body is moving forward. Passing the back foot is being taken up off the ground and is sort of in line with the \_\_\_\_\_\_leg. In the high point position the knee that's coming forward is at its highest most point. From there, that stride just turns into the match to the first stride. So there again, you'll see contact, recoil, passing and high point. Again these are conventional poses for a basic walk cycle. If your character has a really \_\_\_\_\_\_\_walk, or maybe he shuffles his feet. Your key frame positions will be a little different. So after studying your reference\_\_\_\_\_\_*.* Your own or some preexisting reference footage for a walk cycle. Your key poses for both steps, one stride and then the second stride. One contact, recoil, passing, high point. And then on the second stride, contact, recoil, passing and then high point.

Read more: [Video: How to Breakdown an Animation Walk Cycle | eHow.com](http://www.ehow.com/video_2373728_breakdown-animation-walk-cycle.html#ixzz1v3GFhser) <http://www.ehow.com/video_2373728_breakdown-animation-walk-cycle.html#ixzz1v3GFhser>

