

Studying new techniques of composing 2D animation with 3D animation required for Animation Film production

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Abstract:

Animation is a sequence of frames played per seconds and started to be a successful production when Walt Disney started animating his famous series like Tom and Gerry, But the problems started when the animated films started using digital animation and advanced techniques and the 3D animation using 3D objects and Camera movements have got a big market of animation production and then animated film starts asking about composing 2D animation with 3D animation , all these needs forced animation software to start to develop its options so that it can serve animation films and animators requirements starting by Adobe After effects which offers great results in motion graphics , animation and compositing , but also Toon boom have released harmony premium The most powerful software ever created for animation production so that we can Access to a complete toolset for traditional frame-by-frame animation. Or Build simple to advanced cut out rigs with specialized tools. Master controllers save time when animating sophisticated rigs.

Also we can Import 3D Objects as once we have exported a model using a 3D authoring software, we can import it into a 2.5 Scene and integrate it to set up your 2D animation scene. We have the possibility to convert our 3D models to the *.fbx format compatible to be imported to Harmony. This will allow us to render 3D files with the associated textures without the need to copy over the textures manually.

Using multiplane space is a 2.5 Animation where we can move layers forward and backward on the Z-axis. Latest Animation softwares like toonboom harmony brings us a true three-dimensional space where we can actually rotate your camera and layers on all axes. This lets us perform a 360 degree rotation around elements, create a floor and even build sets!

Once we have a 3D set, the exciting part is to do a camera move in it. Once we know how to do this, we can enjoy the delights of working in 3D space and traveling inside with 2D or 3D animations together.

We can change the near and far clipping planes of the camera. The near plane is the point on the camera cone where the camera is located. The far clipping plane is the far end of the camera cone. Nothing outside that range is visible. This is useful when dealing with 3D elements and 3D sets.

And finally these latest solutions helps us to Animate 3D models and their individual parts directly while integrating 3D elements with 2D characters.

Keywords: animation; 2d; 3d; compositing.

Search recommendations:

- 1- Using the Toon Boom Harmony Premium program In the production of two-dimensional animation movies integrated with 3D animation elements
- 2- Using the Tun Boom Harmony Premium Camera to take out and shoot 2D scenes embedded with 3D animation elements
- 3- interest in modern technological methods for the production of animation films
- 4 - interest of scientific institutions, especially the Department of Media and Animation in the Faculty of Applied Arts taught courses on the movement and output of two-dimensional scenes combined with elements of moving 3D
- 5- The interest of production institutions and animation companies in the importance of integrating 2D animation combined with 3D animation elements for the time and quality and depth of technical footage

Conclusion:

Moving the two-dimensional and three-dimensional drawings into three-dimensional space and adding the moving camera to connect the scene and deal with all the graphics and animations within the same scene has recently become a prerequisite for all scenarios and the vision of the production of animation films, which calls for determining the best methods and the most appropriate means and methods to be used. For the stages of production of the moving film with how to merge and link the two-dimensional graphics and 3D models and move them within the three-dimensional vacuum and add and move the camera scene in the same space.

Using the Tun Boom Harmony Premium program to produce two-dimensional animation films embedded in 3D animation elements and using the Tun Boom Harmony Premim camera to produce and shoot 2D scenes embedded with 3D animation elements, the best-in-class technology for producing animated films with the ability to simulate camera features As it provides the beginning of drawing and coloring and animation of 2D drawings of the inclusion of three-dimensional designs in the same scene and then add the camera and the movement of the content as a whole without losing any link or simulation or movement consensus because of the denial Y All operations within a single program.

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