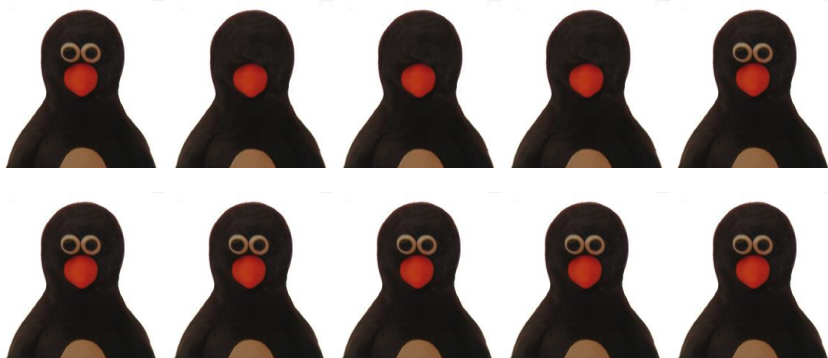


Model Making Tips

- Ⓢ When making models from any material make sure the design of the model is simple.



- Ⓢ Take a look at the models above. The main features of the models, such as the eyes, ears, hair, feet, arms, hands and legs are easy to animate and bring to life because they're big and the overall design is simple and uncluttered.
- Ⓢ If the features are relatively large, then they will move more easily. For example, the pig's ears and the long arms will move in several different directions.
- Ⓢ Keep the design of the characters bold.
- Ⓢ To make a character wink or blink, take off one (or both) of the eyes for three shots then put them on again for six shots.



- Ⓢ Limit the number of features that can be animated to three on the head and three on the body.
- Ⓢ Big feet and strong, chunky legs will ensure that the model can stand up; also four legs are better than two.
- Ⓢ Keep the weight of the model at the bottom, not at the top.