

2D Animation - The King's Stone

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ABSTRACT:

In the 2D animation of "The King's Stone," we are transported to the beautiful country of Mudra and introduced to its king, Vira. Curious about how his people felt about his rule, King Vira and his trusted minister devised a plan to gauge their opinions. They placed a stone on the footpath in the major city of Katayur and hid a bag of gold under it, hoping to see how people would react. The king then disguised himself and stood at a distance from the stone, waiting to see what would happen. King Vira then retrieved the gold and revealed his plan to the court, showing how fear and paranoia can prevent people from recognizing the opportunities in front of them. The fear of something bad happening had led the people to pay attention to the stone, preventing anyone from discovering the gold. This tale serves as a cautionary reminder about the dangers of fear and paranoia, which can lead to missed opportunities and a lack of trust in those in power.

Keywords:

King, stone, animation, mudra, vira, gold

Introduction:

Animation is a technique used to create the illusion of movement from a series of still images. Traditional animation involves drawing or painting images on transparent sheets, which are then photographed and exhibited on film. Nowadays, computer-generated imagery is often used to create

detailed 3D animations or 2D animations for stylistic or practical reasons. Other animation methods include stop motion using objects like paper cutouts, puppets, or clay figures. Cartoons are a type of animated film featuring exaggerated visuals inspired by comic strips, often with anthropomorphic animals or human protagonists involved in violent pratfalls. The exact neurological causes of the illusion of motion in animation are still uncertain, but the stroboscopic effect created by rapidly displaying slightly different images is a key factor. Hand-drawn animation, especially on cels, was the dominant animation technique of the 20th century, but computer animation has become the primary method in most regions since the turn of the millennium, although hand-drawn productions remain popular in Japan and Europe. The Rescuers Down Under (1990) was the first feature movie made entirely on computers, but its style closely resembles traditional animation.

Existing system:

2D animation is a popular medium for creating kids' stories, often based on classic and iconic tales that have been around for generations. These stories, with their timeless themes and messages, can provide a sense of nostalgia and familiarity to viewers, especially for those who grew up with them. However, because these stories are so well-known and have been told and retold so many times, some may feel that they lack a sense of organic creativity and originality. To address this, many animators and storytellers put their own spin on the classic tales, adding new characters, plot twists, and settings to make them feel fresh and exciting for young viewers. Additionally, 2D animation is often used to create fantastical and imaginative worlds, which can further enhance the appeal of kids' stories. The medium allows animators to create vibrant and colorful landscapes, quirky and memorable characters, and larger-than-life scenarios that captivate and enthrall young audiences.

Proposed System:

The story I am telling is designed specifically for children, with simple language and concepts that are easy for young minds to grasp. Its engaging and interesting plot is sure to captivate the attention of kids and keep them engaged throughout. The story has been carefully crafted to not only entertain, but also to instill positive values in children's minds. To bring this story to life, I am creating a video that showcases my imagination and creativity. Through visual elements, sound effects, and animation, I aim to create a vibrant and dynamic experience that will capture the attention of kids and inspire them to think about the story's messages in a deeper way. Overall, this project is designed to be a fun and engaging way

for children to learn valuable life lessons and develop a positive mindset that will serve them well in the future.

PROJECT METHODOLOGY:

Process of 2D Animation: How they are created

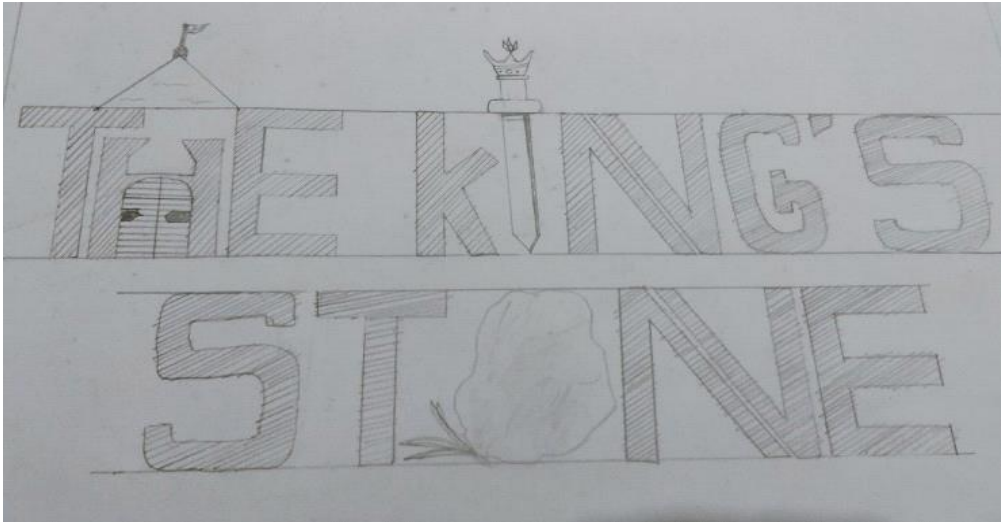
- Pre-production
- Production
- Post-production

SCRIPTWRITING:

THE KING'S STONE (SHORT STORY)

There was a beautiful country called Mudra. The name of the king of that country was Vira. One day to find out from the people of that country how his rule is He thought he wanted to. Then the royal court was convened, among them the king He looked at his trusted minister and told him. He had an idea after a while. On the footpath in Katayur, a major city of our country, a person placed a stone to be pushed and said that he could hide a bag of gold under it and hide at that place. The king understood the minister's plan and said let it be. They carried the stone and placed it on the pavement. King He stood a little distance away from the stone in disguise. After some time, when two people cross that stone, this king's rule is not right. Look, this is a big stone. Let someone pay attention to this passed through. After that no one passed by without worrying about the stone. After some time someone removed the stone. Then the king saw that the gold under the stone had not been noticed and came there and took the bag of gold and told him what had happened and handed over the gold.

Storyboard:



Title of the story



Village long view



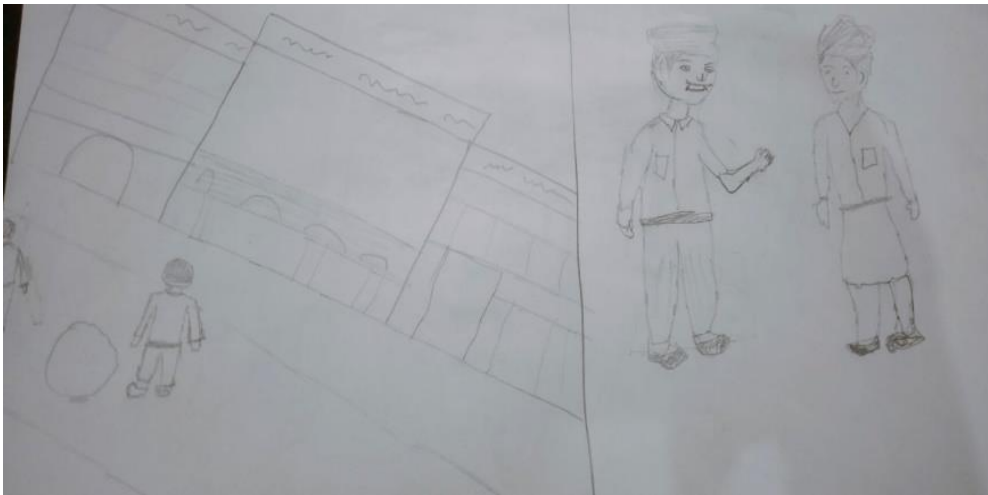
Palace



King discussing with his minister



The King



Two man deciding about king ruler



A man moving the stone

Character design:

Character design is my main focus and passion. To create my designs, I use a variety of tools and techniques, including the line tool and the pen tool. While the line tool is my go-to for many aspects of character design, there are certain places where I find the pen tool to be more effective. When it comes to creating the body of a character, I rely heavily on the square shape tool. I find that this tool allows me to create strong and bold shapes that form the foundation of the character's design. On the other hand, for the head of the character, I prefer to use the circle shape tool. This tool helps me to create a more organic and rounded shape that brings the character to life. For the arms and legs of the character, I use the square shape tool once again. By using this tool, I can create limbs that are consistent with the bold and strong design of the character's body. I then add details to these limbs using a combination of circle and square shape tools. These tools allow me to add intricate details that bring the character's personality to the

forefront. To bring color to my characters, I turn to the fill tool. This tool allows me to add vibrant and bold colors that enhance the character's design. By carefully selecting the colors and using the fill tool precisely, I can create characters that are truly unique and memorable. My character design process relies heavily on the use of the line tool, pen tool, square shape tool, and circle shape tool. By utilizing these tools in different ways, I am able to create characters that are both strong and detailed, with unique personalities that truly stand out.

Animation:

The process of animating characters and objects involves the use of key frames, which are essential to the animation process. By setting key frames at different points in the animation, the animator can create a smooth and fluid movement that brings the characters and objects to life. To create an animation using key frames, the animator typically starts by setting the initial key frame at the start point of the animation. This key frame establishes the starting position, size, and shape of the character or object. The animator then sets additional key frames at different points along the animation timeline, gradually changing the position, size, and shape of the character or object with each new key frame. Once the key frames have been set, the animator can use various animation techniques to create the desired movement. One common technique involves using the "classic tween" option, which is accessed by right-clicking between two key frames. This technique creates a smooth and linear transition between the two key frames, resulting in a seamless animation.

Final Output:



Palace



King discussing with his minister

CONCLUSION:

The process of creating a 2D animation short story involves a range of skills, including writing, storyboarding, character design, animation, and sound design. Each step of the process requires attention to detail, creativity, and technical proficiency. In recent years, 2D animation short stories have gained popularity on social media platforms like YouTube, Video, and Instagram. They provide an accessible and engaging way for creators to share their stories with a global audience. Overall, 2D animation short stories offer a powerful way to tell stories and convey messages through the combination of art, animation, and sound design. As technology continues to advance, we can expect to see new and innovative ways to create and experience 2D animation short stories in the years to come.

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