

## Week 5 - Drunken Blocking

Hey everyone! Apologies for not getting this out late on Sunday like normal; I was rather busy making a slightly unusual birthday present for my sister. Happy birthday sis!

Now, on the animation front, this week we've been starting on the motions we were planning last week ("drunken stumble" for those with short-term memory problems). We had a choice this week; we could either choose to block with Stu (the tall thin character with a massive head, but no arms this time) or a new Ballie rig with arms. At first I thought it'd be easy - Ballie looks so weird with arms, and Stu has a good spine that you can get some lovely curves out of - I thought Stu would be a shoe-in. But then I started thinking... (experienced readers will know this typically means trouble). Drunks are all about loss of balance, right? So given a choice between a spine but no arms, or arms but no spine, I decided arms would be more useful to me to help convey balance problems you typically see in a drunk. It took me a long time to find a direction for this one - with a theme like "drunken stumble" there are so many routes you can take! I had to really step back from the "what-would-be-cool" abyss and instead approach it from a "what's-the-minimum-I-need-to-convey-this-idea" angle - after that, everything started to drop into place. And here's the result:

This text will be replaced

```
var so205 = new SWFObject('/scripts/player.swf','mpl','480','360','9');
so205.addParam('allowfullscreen','false');
so205.addParam('flashvars','&duration=8&file=http://www.kreanimate.co.uk/Animations/2009_05_AMDrunKBlock/am205_
DrunkBlock.flv&image=http://www.kreanimate.co.uk/Animations/2009_05_AMDrunKBlock/thumbnail.jpg');
so205.write('player205');
```

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Have a great week everyone!