

Week 7/8 - Splining and a new project...

Hey everyone! Firstly, I'd like to offer an official apology for the week-and-a-half's silence on this blog. Real life has lately been making a concerted and coordinated effort to keep me away from AM and animating in general. Between deadlines at work, a family holiday, friends leaving for other countries and other friends making surprise visits from other countries, life has been slightly hectic... (Serving instructions for this last sentence: should be served at room temperature with an imperial crapload of understatement. Here an imperial crapload is defined as 1.761 metric craploads).

But enough of excuses! Let's catch up on all the animation goodness that we've missed lately! First is the polished drunken walk. It turned out a little rushed (particularly towards the end), and in my humble opinion could definitely still do with some fixing. But hey, it's done, and I've got plenty of other things to keep me occupied and out of mischief at the moment, so this is how it'll stay until my experiments with 36 hour days achieve fruition:

This text will be replaced

```
var so207 = new SWFObject('/scripts/player.swf','mpl','480','360','9');
so207.addParam('allowfullscreen','false');
so207.addParam('flashvars','&duration=9&file=http://www.kreanimate.co.uk/Animations/2009_05_AMDrunFinal/am207_
DrunkFinal.flv&image=http://www.kreanimate.co.uk/Animations/2009_05_AMDrunFinal/thumbnail.jpg');
so207.write('player207');
```

[Download Quicktime version \(550k\)](#)

So that's that. Next, is the beginnings of our final project for class two (yeah, I know - what the heck?!). The theme for this final exercise is "fast run and quickly reverse direction". And I'm continuing my habit of putting the AM characters into the most awkward and unusual situations I can think of:

This text will be replaced

```
var so208 = new SWFObject('/scripts/player.swf','mpl','480','360','9');
so208.addParam('allowfullscreen','false');
so208.addParam('flashvars','&duration=11&file=http://www.kreanimate.co.uk/Animations/2009_05_AMRunTurnBlock/am
208_RunTurnBlock.flv&image=http://www.kreanimate.co.uk/Animations/2009_05_AMRunTurnBlock/thumbnail.jpg');
so208.write('player208');
```

[Download Quicktime version \(440k\)](#)

Plenty to fix, but it's a start. Have a great week everyone, any feedback to the usual address. Happy laminating!