

# Faux Sand Painting Animation

This original animation technique was created for *Wolf Dog Tales* using a variety of innovative concepts. A brief description is included below.



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## Stop Motion Sand Animation

Animated wolves were created by stamping silhouetted wolf impressions onto a sand surface. The silhouettes were first animated traditionally in 2D. From this, stills were exported to a file and used to produce acrylic laser cutouts. The wolf cutouts were stamped in the sand and shot using a stop motion program. To address the issue of undesired movement in the background sand surrounding the silhouettes, the stop motion recordings were imported into a 2D program and mats were cut around them, compositing the stop motion into a 2D environment.

## Sand Painting Animation

An animated sand painting illusion was created by compositing video recordings of several layers of multi-colored sand. Video recordings were used instead of still photographs to give an enhanced life-like impression to the animation not readily attained using still photographs. The animation was drawn traditionally in a 2D program on a Cintiq tablet. Once the animation was completed, the colors were split into separate layers. Each layer was then converted into a mat and inverted, creating a "window" into a designated layer of pre-recorded sand. A slight blur effect was applied to each layer prior to merging them together to create the final touch of faux animated sand paintings.

## Wind Erosion Animation

An animated wind erosion effect was created by rotoscoping a video recording of an actual sand painting that was blown away by a blast of compressed gas. This video recording was analyzed frame-by-frame and used as a reference to create drawn erosion elements. These elements were composited onto a background layer of a second video recording of sand blowing away to reveal the film's title card.