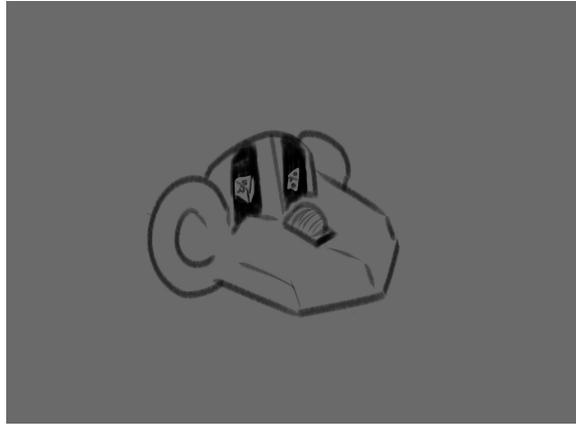# A GUIDE TO ANIMATING MOUSE
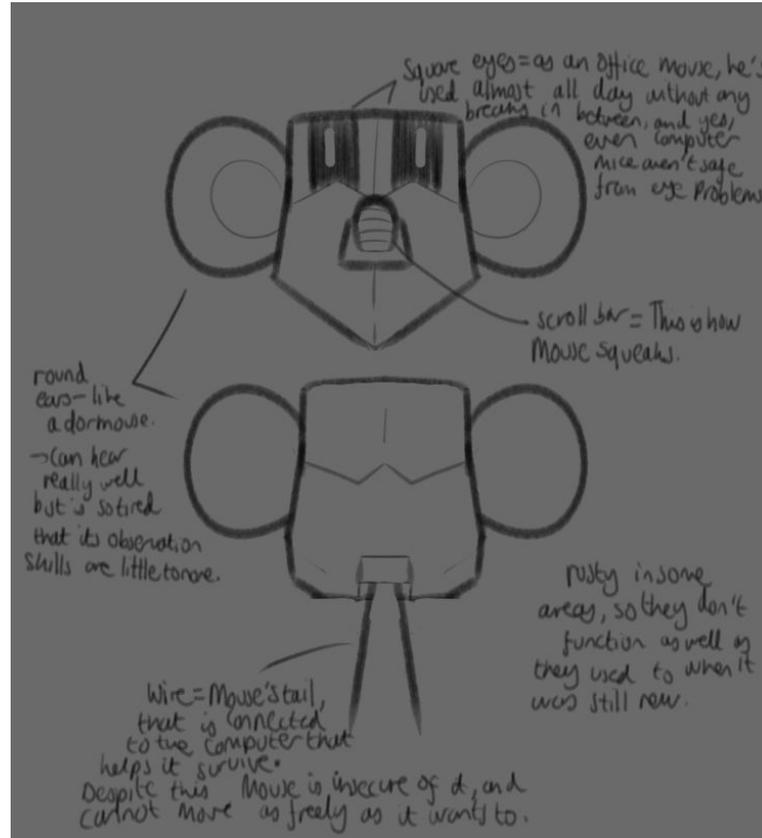

ANUSHKA BHANOT

SUMMARY

- Mouse (placeholder name) is a grumpy office mouse that reveals his true form whenever his human leaves the office. His main ambition in his very short and uneventful life is to eat human food, yet his tail (computer wire) is his liability as he's tethered to the laptop that keeps him alive. His ambitions are further thwarted by a certain energetic wireless mouse, who has a very fun time trying to get in his way.
- 3 words: Ambitious, insecure and grumpy.

CHARACTERISTICS

Square eyes = as an office mouse, he's used almost all day without any breaks in between, and yes, even computer mice aren't safe from eye problems

scroll bar = This is how mouse squeaks.

round ears — like a dormouse.
→ Can hear really well but is so tired that its observation skills are little to none.

rusty in some areas, so they don't function as well as they used to when it was still new.

Wire = Mouse's tail, that is connected to the computer that helps it survive.
Despite this Mouse is insecure of it, and cannot move as freely as it wants to.
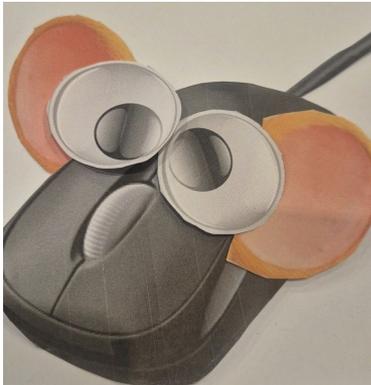
PERSONALITY

- **Ambitious**: REALLLLLY wants to eat human food, ever since he first saw his human bring food into the office. Macaroni and cheese to be exact. And his nose (scroll bar) may not be the same as it once was, but it still perks up everytime the human brings any sort of food back, even a small snack. Even if human food isn't necessarily good for a computer mouse like himself, Mouse still would do anything to eat it for the first time. ANYTHING.
- **Insecure**: Thinks of itself as a liability. Is jealous of the wireless mouse because of its ability to survive and freely move around without a tail/wire. This manifests into an inferiority complex, misplaced hatred and a short fuse around the wireless mouse, plus an almost desperate need to prove himself. Has a fear that he will be discarded and replaced by the wireless mouse.
- **Grumpy**: Almost akin to the average office worker (like its human). Has processed so much information in his system and been used for so long it's a wonder he hasn't exploded yet. Is pretty pessimistic and squeaks grumpily about pretty much everything (except food).

ORIGINAL DESIGN (EXPLORATION OF MEDIA)

AIR DRY CLAY

COLLAGE

RANDOM ITEMS FOUND OUTSIDE
(big pebble, acorns, leaves and a stick)

Wanted to use a variety of media (including assemblage with objects found outside, something I've never done outside of school before) to see how far I could go in terms of presenting Mouse in different ways while maintaining aspects of his appearance (i.e. his circular ears).
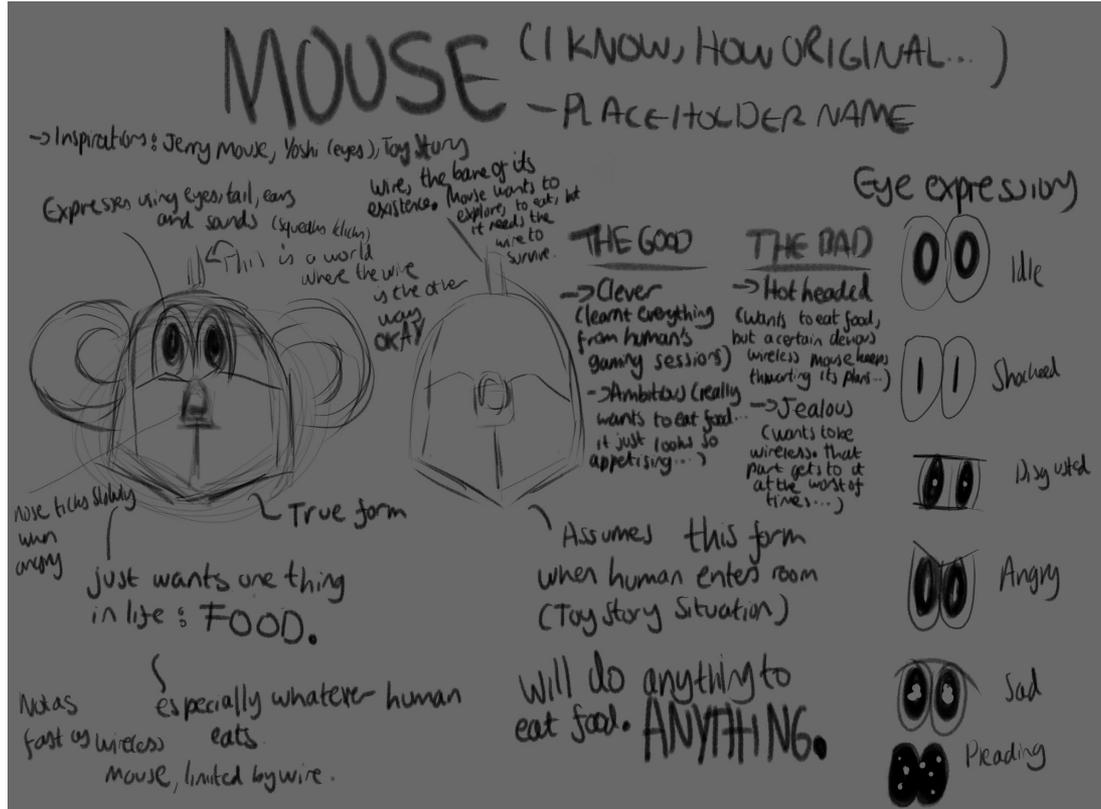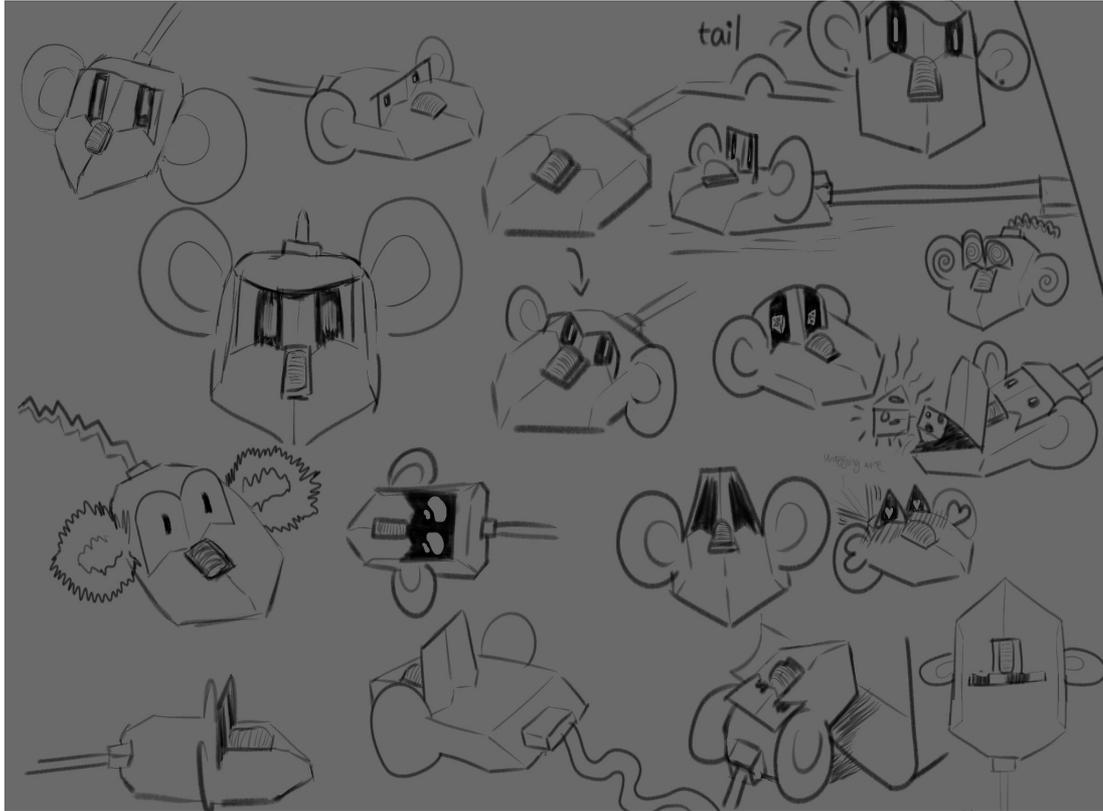
ORIGINAL DESIGN (CHARACTER SHEET)

Found this design to be way too expressive, especially considering the fact that Mouse is meant to be weary and jealous. Therefore, I made his body more structured, and changed his eyes so that they were square to make him appear more hostile and unapproachable.

NEW DESIGN (CHARACTER SHEET)

Experimented with different angles and emotions, wanting to see how Mouse's entire body would react (not just his face). I would love to compare this character sheet to one that I will create of the wireless mouse in the near future.

EXPRESSION SHEET

IDLE   ANGRY   SCARED

DISGUSTED   SAD   PLEADING

CONFUSED   HAPPY   BLINKING
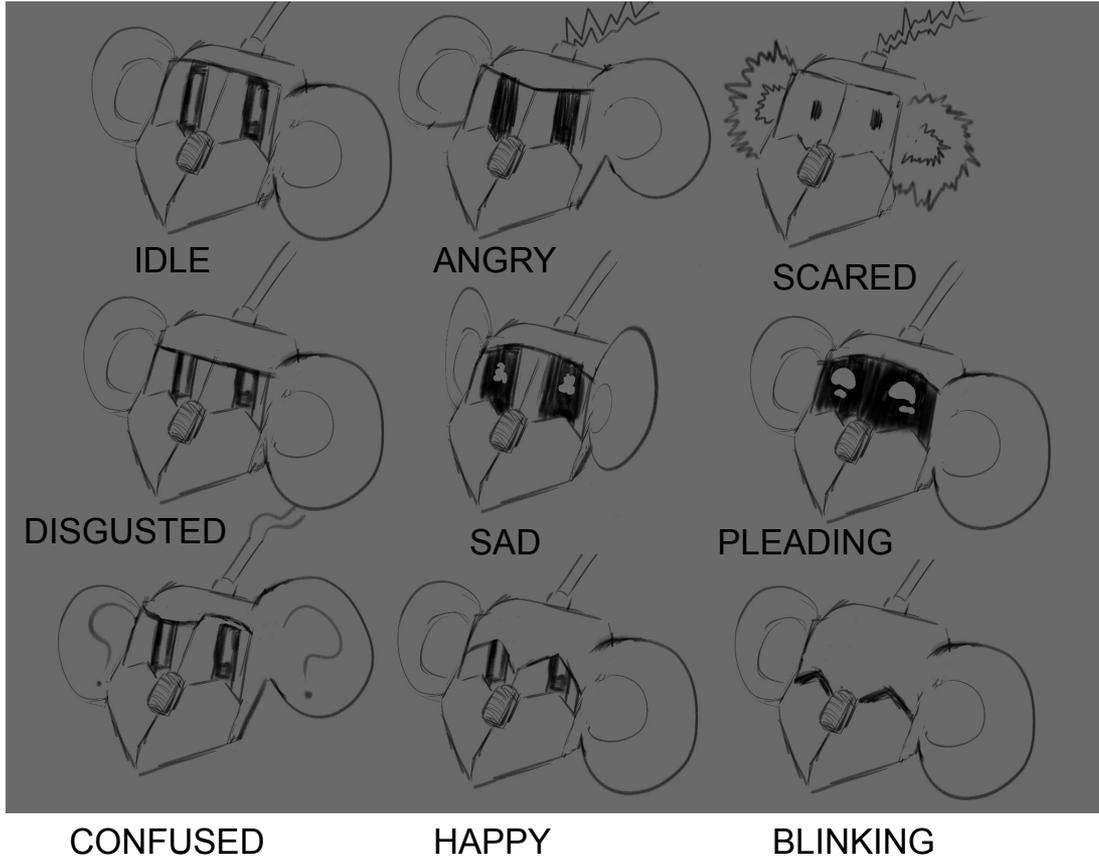
Used the character sheet to then create an expression sheet with most of the emotions that I drew there. Wanted to emphasise the fact that his ears, eyes and tail are the main factors that signal how he's feeling.

TURNAROUND SHEET
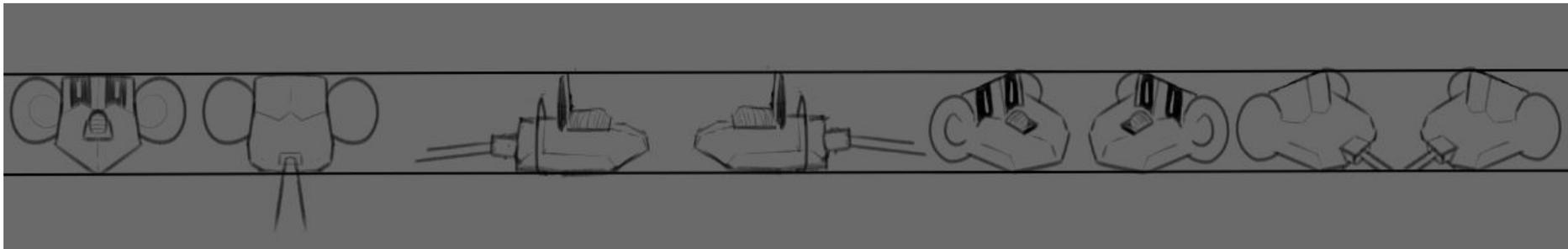
MOTION PLAN

SQUASH + STRETCH:

- Mouse is made of plastic and metal, just like other computer mice are. Plus he is a lot more stiff than other computer mice (namely the wireless mouse) primarily because as an office mouse he gets used a lot, plus has some rust in his "joints" (around ears, nose/scroll bar).
- Squash + stretch is mostly indicated when Mouse suddenly speeds up/slows down (e.g. it speeds off in the direction of food). This helps highlight how fast/slow Mouse is travelling (mostly rare since Mouse is usually quite slow-moving).
- Another instance I will use squash + stretch is when Mouse charges towards food but forgets that he can't move far and is yanked back by his tail. I have used the example below as a visual guide into what that might look like.

ANTICIPATION:

- Linked with squash + stretch
- When speed accelerates, Mouse's movements are exaggerated cartoonishly, as his body curls into the centre and remains there for a second before his body extends and he takes off. He doesn't extend far (as it would normally) thanks to his stiff stature, plus he's quite unsure of himself (insecure/inferiority complex), therefore would not push himself to his fullest capability.
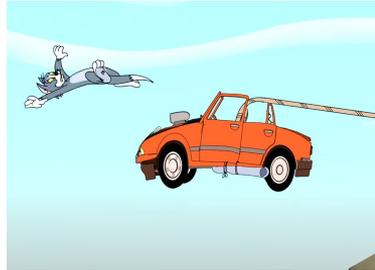
Example of squash + stretch: when 'Tom's' car falls down a cliff in 'Tom and Jerry: Fast and Furry (2005)'

MOTION PLAN

FOLLOW THROUGH + OVERLAPPING ACTION:

- While Mouse is inanimate, he is sentient, so there aren't really any parts that aren't connected to him.
- Yet his tail/wire would probably be the closest thing to an overlapping action, as parts of said wire that aren't connected to the mouse would only stop moving a while after Mouse becomes stationary. The action isn't as fluid because his tail/wire is also connected to the computer, and while it's long it's not long enough for Mouse to grab food.

ARCS:

- Mouse's ears flap in an arc formation (pressed back when sad, pricked up when excited/angry, slightly moving down when happy/calm).
- His tail moves from side to side, and he wags like a dog when he's excited. It's almost like another entity of its own.

EASE IN/EASE OUT + TIMING:

- Since Mouse is usually slow-moving and quite wary/hesitant of surroundings (with the added insecurity of not being able to freely move thanks to its tail), he will be animated far more fluidly and with more frames used than a faster character like the wireless mouse.
- One of the only instances where Mouse is animated with less frames is when food is involved.

SECONDARY ACTION:

- Primary action: Body moving
- Secondary actions: Tail swaying, ears flicking forward/back, eyes blinking, nose twitching (scroll bar squeaking)
- These secondary actions are crucial since Mouse doesn't speak (same with other computer mice), instead using other ways (i.e. eyes, ears, nose, tail) to convey his thoughts and emotions.

MOTION PLAN

STRAIGHT AHEAD/POSE-TO-POSE:

- Using pose-to-pose as I want Mouse to appear as a solid, structured form rather than a fluid one since he is a computer mouse.
- Using straight ahead to animate Mouse wouldn't convey my intentions with his character primarily due to his build, but also his personality being quite rigid and uptight.

EXAGGERATION:

- Mouse isn't as expressive as other characters would be (unless he's experiencing extreme emotions such as anger or sadness), yet his emotions are still exaggerated in a way that realistic emotions wouldn't be.
- For example, his pupils constrict drastically when scared, whereas they dilate (so that his entire scleras are completely black) when he's pleading (uses puppy eyes to get what he wants). The reference below illustrates my intentions when showing these emotions.

Example of "exaggeration": the different (albeit limited) emotions of 'Dagonyang', a character from the merchandise line 'Ppulbatu'

THANK YOU!!!