

## **DIGITAL ANIMATION OF THE FORM BASED ON THE CLASSIC ANIMATED FILM**

Summary – A creature is a purpose of this work the model of the form but next animating for her in the classic way with the use of digital tools. To the solution an appropriate manner of the animation is a problem, taking three aspects into account the art is introducing which the animation. To the solution proper animating the walk of the man, the repetitiveness of the cycle of the walk and his characteristics are the first problem. A real animation of the facial expression is the second problem for the figure, her body languages, of drama game of the hero so that the game for the figure being persuasives. To the solution a suitable animated film of mechanics is the third problem bodies so that the spectator can take back illusion about forces operating in the scene, interacting to the body during the move, as well as way into which a man is moving under the impact of the action of powers.