

Active Anatomy for Animators - Animating Believable Characters with Master Figure Artist and Teacher Karl Gnass

Q&A with Master Figure Artist and Teacher Karl Gnass

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EINPresswire.com/ -- Karl Gnass is a master figure artist and teacher, and one of the most sought-after teachers in Los Angeles. His students include luminaries of the animation and CGI industries. Karl has been teaching drawing, painting, and storyboarding for over 25 years at Disney Feature Animation, Disney TVA and Disney Imagineering, Dreamworks, Sony ImageWorks, Nickelodeon, Warner Bros Features Animation, Netflix, and the Animation Guild's American Animation Institute, Netflix, among others.



Karl Gnass workshop at Animation School in Viborg Denmark

“

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Karl Gnass, Master Figure Artist and Teacher

1. How Important is Understanding Anatomy for Animators in Creating Believable and Expressive Characters?

Understanding anatomy is incredibly important for animators. It allows them to create characters that move and behave realistically. Without a solid foundation in anatomy, it's challenging to achieve authenticity and believability in character animation.

2. Can You Tell Us About the Role of Studying the Skeleton in Animating Characters?

Studying the skeleton is crucial for animators because it helps them grasp the mechanics of movement and understand how different body parts relate to one another. By understanding the underlying structure, animators can create characters that move with authenticity and

believability.

3. What insights do you provide animators regarding muscle groups and their relationship to body movement?

I encourage animators to study muscle groups and their functions. Understanding muscle insertion points and how they work allows animators to accurately depict how characters flex, extend, and contract their limbs. This knowledge helps in creating characters with convincing gestures, character, and fluid motions.

4. In Addition to Technical Knowledge, What Aspects of Anatomy Do You Emphasize for Animators in Expressing Emotions Through Characters?

Along with technical knowledge, I emphasize the expressive aspects of anatomy. Understanding the underlying emotions and psychology associated with different body postures and gestures is crucial for animators. By studying the subtleties of movement and how muscles react to various emotions, animators can bring their characters to life and connect with the audience on a deeper level.

5. How has your teaching and approach impacted animators in their character animation journey?

My teaching approach combines technical knowledge with an appreciation for the artistic and emotional aspects of animation. Many animators have found value in understanding the intricacies of anatomy and applying it to their work. By incorporating my teachings, animators have been able to create characters that resonate with audiences and bring their imagination to



Lecture at Ballyfermot College in Dublin, Ireland during Karl's Europe Workshop Tour



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life.

6. What Advice Do You Have for Animators Who Want to Improve Their Understanding of Anatomy?

My advice for animators is to never stop learning. Continually explore and expand your knowledge of anatomy. Engage in life drawing sessions, observe real-life situations, and pay attention to the nuances of human expression. By combining technical knowledge and conceptual thinking with observation and practice, animators can enhance their understanding of anatomy and elevate their character animation skills.

Where can animators find information about your online classes?

Karl is offering 5 online live figure drawing classes this Summer through Zoom that kick off on July 10 and run until September 18, 2023. Information on Karl's classes is at www.figuredrawingschool.com

Here's a sneak peek at the exciting lineup:

- 1) Drawing the Head, Hands, and Feet (Mon evenings, starting July 10)
- 2) NEW! STORYBOARDING INTENSIVE (Tues evenings, starting July 11) Summer only! Limited class size and prerequisites apply.
- 3) Essential Folds and Costume (Wed evenings, starting July 12)
- 4) Active Anatomy: Modeling Form with Light and Tone (Thurs evenings, starting July 13)
- 5) Figure Drawing Fundamentals to Advanced (Sat mornings, starting July 15)

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