



Steps to a successful 2D animation:

Creating a cost-effective animation that gets your messages across in seconds requires an integrated planning approach. There's a clear pathway to follow, but each step doesn't happen in isolation. It's an interlinked process and success depends on holding all steps in mind as you work your way through.

- Develop your core idea
- 2 Develop your script and voiceover
- Work up your storyboard
- Create the first 30 seconds of your animation
- 5 Complete your full animation



It's unlikely the idea for your animation will spring, fully fledged, into your mind.
Luckily, you can work up a strong idea using a brainstorming process.

Start by establishing your parameters with the following questions:

- 1 What core messages would you like to get across?
- What information MUST be included, and what are your nice-to-haves?
- 3 Who's your target audience?
- 4 How long would you like your animation to be?
- 5 What brand and tone of voice guidance will apply?

The most effective ideas are often a result of team thinking from a brand perspective.

2. DEVELOP YOUR SCRIPT 8. VOICE OVER



In an animation, every word counts, whether that's your voiceover or the copy that appears on screen.

As a rough rule of thumb you can only fit 130 unhurried words of voiceover during one minute of animation, so think about the number and complexity of messages you want to get across when deciding your animation length. And, if you intend to slice up your animation into short clips to share on social media, think about creating your script to suit this, writing several small chunks rather than one larger whole.

There's a world of difference between the visual expectations set up by a script that says:

'Company X took the plunge...' and one that settles for 'Company X began...'. Let your words spark your creativity and reflect any visual ideas you already have in the language you choose for your script.

Invest time in getting your script right, and make sure you include all stakeholders in the sign-off process. The script needs to be locked down before you commission a voiceover, or vou're looking at expensive re-recordings that will delay your project. Remember, too, that the animation will be customised to fit perfectly with the script/voiceover, so any changes to the script after sign-off will bring extra costs for animation amends. You'll need the voiceover completed before animation can start, because the animated elements will be timed to match its pace.

If you're using a voiceover, explore all the options, getting a range of samples sent to you so you can find the one that best reflects your brand and the spirit of your animation, ready to move on to the next stage of development — the storyboard.

Write in a descriptive way that invites visual representation, using active and exciting words.





As with your storyboard, start by developing just the first part of your animation and sharing this with your stakeholders to get feedback that will then inform the rest of the process.

Even if you think that the first 30 seconds match the storyboard exactly, others may not agree, so it's prudent to check early on.

Animation doesn't put boundaries on your imagination.

35 30



Next steps

Delivering stand-out animations

At asabell, we have all the expertise you need to bring your animation to life. We offer an end-to-end service that takes you from developing your core messages through to a slick animation. Our team has a strong track record of script writing, storyboarding and animating with a wraparound of friendly and supportive management. From the quirky to the complex, we're skilled in creating animations that perfectly suit your brand and purpose.

