

Motions

Even in still drawings, motion is key.

Motion! Often overlooked when learning, it's a foundational piece in every form of art.

Even in **still life**, motion is tied to the idea of **gesture**, which explores the motion of shapes and how they connect together. There's way more patterns than you'd think.

And of course motion ties together in **animation**, frame by frame.

Welcome to May! This month we're looking at motion and animation: but not just for animation! Motion is everywhere in still art, from **action poses**, to **shimmering lakes**, even in the **shapes of the human body**.

A great way to emphasize motion is **exaggeration**. Our brains love to make things stiff and **rigid**, and exaggerating can be so tough that it's worth focused practice.

When drawing characters, always try to think about what is **happening**, not just what is there. We're always moving – go try some art with that motion.

Like the prompt?
Draw it and check it off.

Not feeling it?
Draw what you want and write it in the blank space.

This calendar is yours.
Miss a day? Drew the wrong thing? That's OK! We're all human. Let yourself make mistakes.

Daily Art Calendar

May 2025

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
			1	2	3	4
			<input type="checkbox"/> Exaggeration <input type="checkbox"/> _____	<input type="checkbox"/> Freebie Friday <input type="checkbox"/> _____	<input type="checkbox"/> Gesture Drawing <input type="checkbox"/> _____	<input type="checkbox"/> Fundamentals <input type="checkbox"/> _____
			Draw an action pose. Now draw it *more*. Add more lean, more stretch, more bends.	Hey! It's already Friday. You survived the week! Draw what you want from this calendar.	Motion and gesture are so closely tied. Try a gesture study today and look for that motion.	Don't let those basics escape you: practice perspective, linework, or construction.
5	6	7	8	9	10	11
<input type="checkbox"/> Bouncing Ball <input type="checkbox"/> _____	<input type="checkbox"/> Fanart <input type="checkbox"/> _____	<input type="checkbox"/> Stop-motion <input type="checkbox"/> _____	<input type="checkbox"/> Classic Animation <input type="checkbox"/> _____	<input type="checkbox"/> Freebie Friday <input type="checkbox"/> _____	<input type="checkbox"/> Freeze Frame <input type="checkbox"/> _____	<input type="checkbox"/> Gesture <input type="checkbox"/> _____
Draw a few quick frames of a bouncing ball. Does it squish? Where does it slow down?	What's your favorite thing to draw fanart of? Motion or not, enjoy drawing them.	Check out a stop motion film and see what they do to show motion. Study it yourself.	Look up an old animated movie from e.g. Disney and try your own spin on something.	Second Friday! Your choice again, from this month or elsewhere.	Pause a TV show or movie where there's a lot of motion. Sometimes it looks weird!	More gesture! It's important to both motion and still art.
12	13	14	15	16	17	18
<input type="checkbox"/> Walk Cycle <input type="checkbox"/> _____	<input type="checkbox"/> Modern Animation <input type="checkbox"/> _____	<input type="checkbox"/> Comfort Character <input type="checkbox"/> _____	<input type="checkbox"/> It Heckin Windy <input type="checkbox"/> _____	<input type="checkbox"/> Freebie Friday <input type="checkbox"/> _____	<input type="checkbox"/> Motion Lines <input type="checkbox"/> _____	<input type="checkbox"/> Squash and Stretch <input type="checkbox"/> _____
Try a few scratchy frames of a character walking.	What's a modern animated film you like? Try drawing a still from that.	Draw a character you like in a motionful way, big or small, fast or slow.	It's windy. REALLY windy. What happens to your scene and characters?	Third Friday! Nice. Free day: pick another day to try, maybe one you missed!	Check out a comic. How do they show motion with those little lines around characters?	Draw a character that is stretched or squashed in some way -- motion uses these.
19	20	21	22	23	24	25
<input type="checkbox"/> Falling <input type="checkbox"/> _____	<input type="checkbox"/> Slow-mo <input type="checkbox"/> _____	<input type="checkbox"/> Thumbnailing <input type="checkbox"/> _____	<input type="checkbox"/> Moments Before <input type="checkbox"/> _____	<input type="checkbox"/> Freebie Friday <input type="checkbox"/> _____	<input type="checkbox"/> In Flight <input type="checkbox"/> _____	<input type="checkbox"/> Comfort Character <input type="checkbox"/> _____
People and animals act crazy mid-air, when jumping or falling. What can you spot?	Find some slow-motion footage online and pause when it looks really crazy. Study that.	Never a bad time to do some thumbnailing. You could even do a tiny animation!	An explosion? Imminent doom? Draw a silly scene moments before it happens.	Fourth Friday! Another chance to try more from other days.	Find photos of birds in flight. What can you see about how they move?	Favorite character or OC? How do they move about when they're really active?
26	27	28	29	30	31	
<input type="checkbox"/> Animal <input type="checkbox"/> _____	<input type="checkbox"/> Blurry <input type="checkbox"/> _____	<input type="checkbox"/> Incredible High Speed <input type="checkbox"/> _____	<input type="checkbox"/> Swimming <input type="checkbox"/> _____	<input type="checkbox"/> Freebie Friday <input type="checkbox"/> _____	<input type="checkbox"/> Fluid Motion <input type="checkbox"/> _____	
Animals always seem to be moving. How do they move and walk, run, and fly?	Motion blur can add depth, action, and even humor to a drawing. Try it out!	So FAST! Draw a photo capture of something moving just too quickly.	Find videos of swimming and freeze-frame when they look silly. Capture the moment!	Five Fridays? Excellent. If you've followed along, try repeating an exercise that was tough.	Fluids are tough to draw, but worth studying. Try a running river, waves, or waterfalls.	