

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.

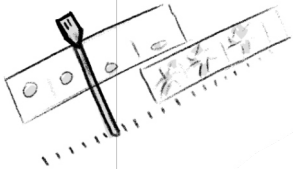
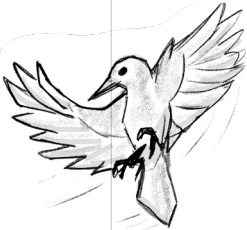
Like the prompt?
Draw it and check ☐ it off.

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

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