ABSTRACT 0002
SignWriting Symposium 2014

"SignAnimating"
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Animation of SignWriting will be explored as tools to teach SignWriting or as a simplified, more graphic version, for communicating with less experienced sign readers.

This paper will contain 3 documents related to the animation of SignWriting: the techniques, the design and the conversion of SignWriting to sign animating.

1) The technical aspect:
We will explain how animations can be performed using SignWriter Studio, Microsoft Paint and an animation software. We will propose a detailed procedure to structure large animation projects.

2) The design aspect:
We will analyse several formats of SignWriting animations, ranging from a slide show of traditional SignWriting to "continuous" animations with few movement symbols. Several design decisions will be discussed, such as having from 1 to several characters interacting within the animation. The usage of colors and other markers to distinguish the characters will be commented. Criterias for reusability of standardized SignWriting animation will be presented. The possibilities and limits of different SignWriting animation formats will be discussed. Usages of SignWriting animations will be suggested and how they may support existing SignWriting material. Requirements for automation of Signwriting will be presented.

3) SignWriting animations "standards"
We will illustrate how to use existing SignWriting symbols to create animations that remain accurate such that from an animation, the SignWriting could be re-written without loss of information. The assumption is that the SignWriting symbol set is complete and sufficient for animation (if not so, MovementWriting may be used).

We will illustrate how each category of SignWriting symbols could be animated from the expressive point of view:

handshape orientation,
finger, wrist, harm, shoulder and head movements
contact symbols,
facial expressions,
speed and tension,
punctuation...