

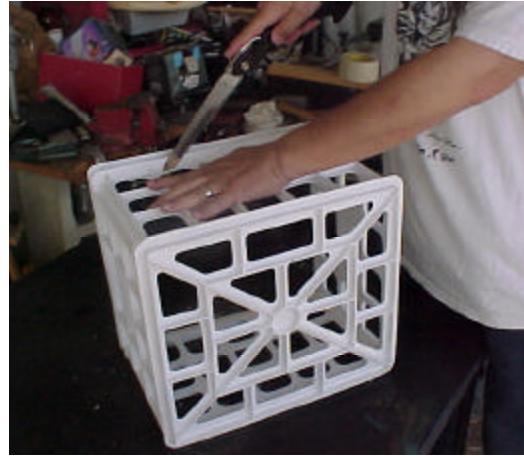
Animation Disks:

One of the hardest things to fake is an animation disk. Don't get me wrong, you can make your own, but is it worth it?

It is if you pay some of the prices that are out there. The way most animators and studios get their disks is to buy the disk and then pay a carpenter to build a table to go under it. We are talking \$1,000 low end and most times so much more. Not really the low price ticket.

I have been threatening to create a pattern for a build-it-yourself animation wheel for years and the time is here at last because the prices have climbed way too high.

The base is made from a storage box (milk carton but not as solid and you pay for it instead of stealing it from behind a restaurant). This one cost me \$8.



Building an Animation Wheel: (cost \$40)



The wheel is a 18 inch disk from my local Home Depot that cost \$8.

I cut across the front (longest side) and left and right sides of the milk carton with a handsaw.

There are 3 rows of windows in this carton. I cut across the front again two lines down (do not cut the sides).

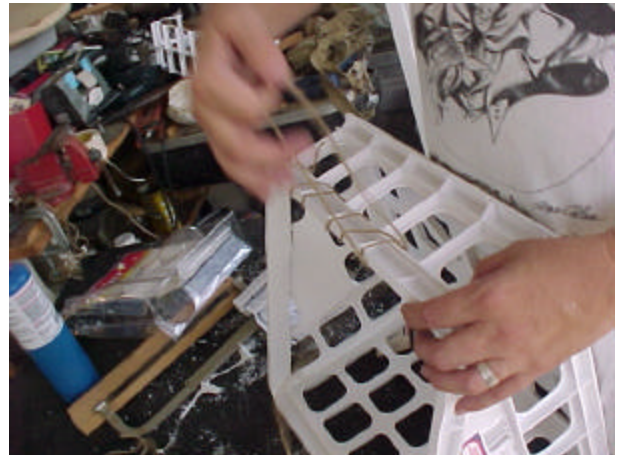


Finally I cut from the lower front cut to the back corner.



Using a propane torch lightly soften each support.

This leaves the top rim attached only at the back of the unit.

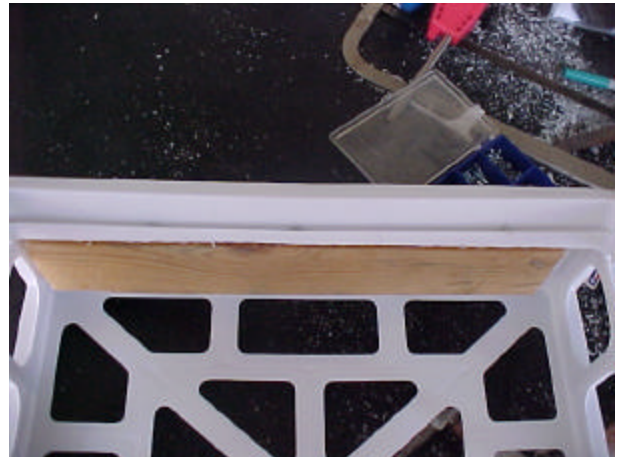


Remove the binding rope and then cut 2 pieces of scarp wood a little shorter than unit.

This makes it possible to bend the rim down and then tie it in place.

The trick is to release the tension in the back supports so that the rim remains in this position.





Attach the rim at the front with screws. Align the rim to the base and then hold in place.



The next step is to set up a rotation for the wheel.

For this I am using a set of hanging door rollers, cost \$3.50.

These need to be mounted so that the wooden wheel will rotate on the hanging door rollers.

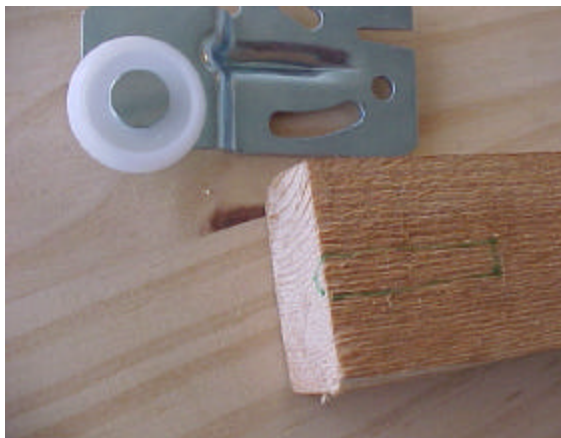
Screw the base to the wood block thus locking the rim to the front of the carton.

The block of wood at the front of the unit not only locks the rim to the base it also keeps the light from shining out the front.



We are going to mount the rollers on a piece of 1 by 2 scrap.

I then drill so that half of the drill hole is in my 1 by 2 brace.



I need to notch the ends of 1 by 2 to accept the extrusion on the back of the roller. One of the rollers is going to be centered and the other is going to need to be off set to compensate for the fact that the rollers are not centered to their bracket.

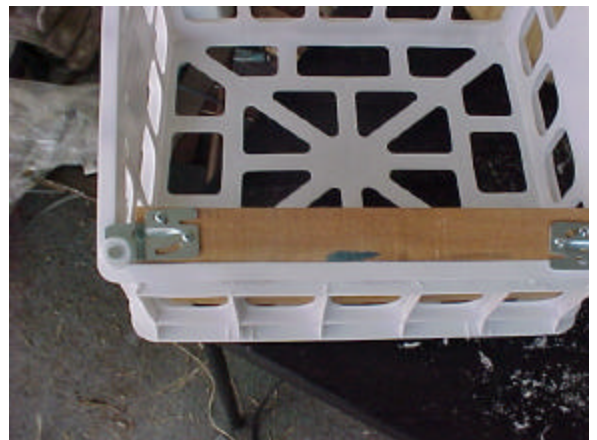
NOTE: that the roller is at the bottom of the brace on this end of the brace.

I have marked the end of the 1 by 2 and now I am going to place it in my vice with another scrap piece of 1 by 2 wood.





I have to off set the bracket on the other end of the brace to bring the right side roller in align at the bottom of the right end of the brace.



Next drill the front of the rim lip then attach the brace to the unit.

The first phase, the hard part, is finished. The 18 inch wooden round blank that is going to be the base of our animation wheel fits on top of the inclined rim and is held in place by the 2 rollers.

