Statement Assignment 4:

Explain 5 Principals for good Animation.

Solution:

1. Ease-in & ease-out

When you move your arm, it won't move at a defined speed all the time. The movement is like a robot's where it starts slowly, accelerates and then slows down to get to its final destination. It also allows us to emphasize the key-poses of our animation which in a way, gives more time for the viewer to see it.

In After Effects or any animation software, you can easily control this with the animation curves.

2. Arcs

Here we are talking about the trajectory of your animated element through time. An arched trajectory really helps when it comes to the realism and the impact of your animation, as the movement appears smoother and gentler.

3. Secondary action

It's always good to add some secondary animation to your character/object. For example, a female character running will have her hair moving according to the speed of her run. Another is to imagine a bull with a ring in the nose. The ring is an independent object that deserves his own animations but are related to the bull's face movement.

4. Solid drawing

Front View   3/4 Front
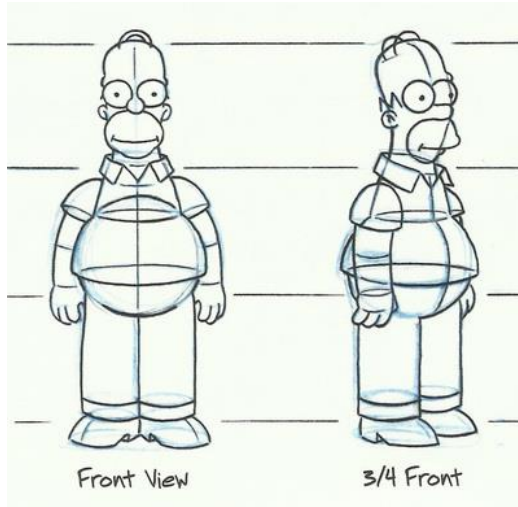
This is mostly applicable to 3-dimensional elements. I'm only talking about 3D objects, but every object has its own thickness, shape, reaction to lights and shadows. In traditional animation, this requires a lot of skills, but in CG animation, it is much easier to give life and importance to an object with for example, a simple drop shadow.

5. Appeal

Here we are talking about the charisma of your animation. If we we're talking about an actor, we would refer to it as their acting 'game'. If you want something to be positive, design it with the appropriate features: a smile, round shapes, light colors… and if you want to express a bad thing, use de-saturated dark and sad colors, mad eyes, spikes, triangle and square shapes.