* Timing and Spacing
* SQUASH AND STRETCH
* ANTICIPATION
* Ease in Ease Out
* Follow Through and Overlapping Action
* Arcs
* Exaggeration  
  Solid Drawing
* Appeal
* Staging

**Minions - Funny Moments** (Canal, 2014)

Timing and spacing is used in this animation for smooth frame changes, stretch is also used during the fight where one minion pushes other minion its body stretches. Squash is used in the scene when one minion hits other with the hammer on the head. Exaggeration is also applied to the scene when the force is applied when pushing minion.