Describe each principle of animation and what it is used for/why it is important for making animations come to life

1. Squash and Stretch

Squash and stretch is used for exaggeration of an action, and adding force and buildup to the action.

1. Anticipation

Anticipation is used to both add force to an action, let the viewer know the action is going to happen, and exaggerate the action.

1. Staging

Staging is used to convey ideas to the viewer, as well as try and control their attention so the idea of the scene is conveyed well to them.

1. Straight Ahead/Pose to Pose

Straight ahead is the act of drawing each action frame by frame, while Pose to Pose is drawing key poses, and filling in the action in-between. Both have their ups and downs, with Pose to Pose being good for most actions where it may be difficult to judge certain aspects of it, while Straight ahead has the advantage for more natural things, such as fire and water.

1. Follow Through/Overlapping Action

These are used for accentuating action, with certain parts of the body or object being moved “following through” to be farther than the other parts, only to be dragged back to the normal position.

1. Slow In & Slow Out

Slow in and slow out is meant to show how movement starts slow, and ends slow, for more realism and adhering to physics.

1. Arcs

Arcs are meant to help adhere to physics as well as give a character more life to them. Without arcs, certain objects will feel very mechanical.

1. Secondary Action

“Secondary actions are actions that support a main action, to add dimension and character to the animation.” It is important to make sure the secondary action does not dominate the main action.

1. Timing

Timing is used to convey speed, less drawings showing more speed, while more in-betweens means it is a slower action.

1. Exaggeration

Exaggeration is meant to convey a meaning much more than a simple, no exaggeration drawing could. For example, rather than being just sad, you could make the character even sadder, showing the viewer their absolute sadness.

1. Solid Drawing

Solid drawing is the principle that makes forms feel like they are in a three dimensional space with balance and volume.

1. Appeal
2. Appeal is supposed make sure that all of the characters are appealing to look at, and exaggerating the features that are meant to show the character’s personality and character.