Principles of animation =>

1 Squash and stretch => It provide the
(दबाना) (खिंचना) flexiblily of to
the object.
Ex Expressing emotions -: character can be squashed
To show suprise or fear, or stretched
to show excitement.

2. Anticipation => This is an action when
a character prepared for
an action to give the audience a clue

3 Stagging => It define the proper
projection of any scene
(आपद्ट) आपद audience ko. kaun si chiz pehle
dikhana hai. To hum, pehle teme Humare Projection
fouu karege ause use frame ke center mein
sakhege bul its not compulsory अगर अगर
expression show. Kaiwana ho to usko bilkul
Pass, ke angle se Projection lenge)

4 Straght ahead and pose to pose =>
straigh -a head => In this involues
animating from the first
drawing to the last
Pose to pose => It focus on drawing key
poses β then filling in the in-b/w

ex Unpredictable actions or scene where spontaneity is desired.

5) Follow through & overlapping actions =>

when a part of an object moves after the whole object has stopped.

6) Slow in and slow out => A principle that dictates how movements start and end with gradual acceleration & deceleration.

7) Arc => Most actions in the real-world follows arcs, and applying this principle to animation makes it look more fluid & believable.

8) Secondary action => It refers to additional, supporting movements or actions that enhance the main action, adding depth, personality & realism to a scene. Ex (A character arm swinging while walking)

9) Timing => The speed of an action through the no. of frames used.

more frames (drawing) = Slow animation
sparthess frames = fast animation

10). Exaggeration => Making things bigger smaller and more extreme than they would be in real life.

11) Solid drawing => It focuses on giving characters weight, volume & balance in 2D space, making them appear 3D.
(Perspective projection is better for realistic 3D image in 2D)

12) Appeal -> It refers to the quality that makes a character or design interesting, engaging and memorable to the audience.

It's not just about physical attractiveness, but also about conveying personality, emotion. s

(content kaise show kerna hai) doc => likha file kur
mat kya hai

file format :- file format is standard
way that inforⁿ is
encoded for storage in a computer
file.

┌─────────┐
│ Types │
└─────────┘

┌──────────────┐   ┌──────────────┐ ┌──────────────┐ ┌──────────────┐
│ Image   │   │ Audio   │ │ Video   │ │ Text   │
│ file format │   │ file format │ │ file format │ │ file format │
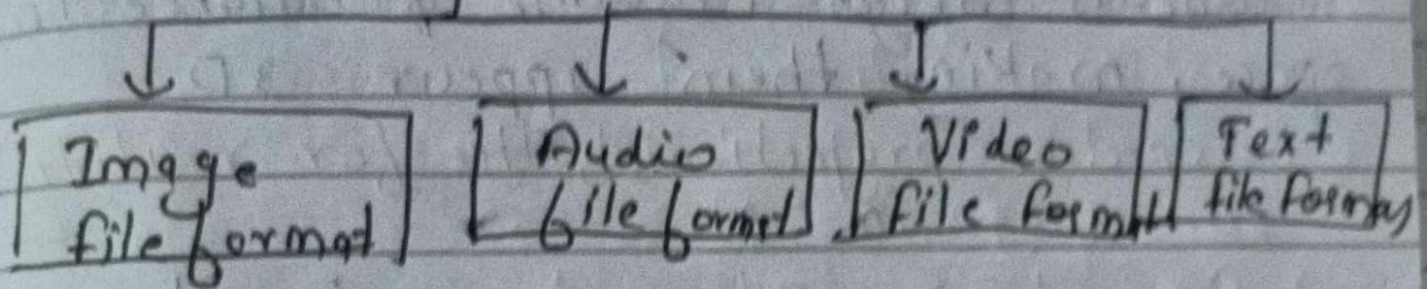└──────────────┘   └──────────────┘ └──────────────┘ └──────────────┘

Image file format :-

(i) TIFF (Tagged Image file format)

→ .tif => extension
→ May or may not be compressed
   using loseless compression technique
→ The size is large
→ Extremly flexibling
→ Use in Publishing & printing
          desktop (Har ek browser
ko support Nahi krta size large Hoti hai)

ii) JPEG (Joint Picture Export Group) ⇒

→ .jpg / .jpeg

→ using lossy compression technique (compressed file format)

→ Size is smaller compared to GIF
→ Support for photographs
→ Support by all Browser

(iii) GRIF (Graphic Interchange format Raw Image File)

→ .gif
→ Using Losseless compression technique
→ Large in size
→ Support by all browser
→ Used for animation, icons.

(iv) PNG ⇒ (Portable N/w graphics)

→ .png
→ Loselless compression technique
→ Smaller size than GIF & JPEG
→ Not support by all browser
→ Not situable for cartoon & animation
→ Used in web & image

Audio file Format :

1. **MPEG** (Moving Picture Export Group)

→ Lossy data Compression Technique
→ Digit music are saved as mpegfile
→ one minute recording needs 1MB storage space

H. Imp

2. **MIDI** (Musical Instrument digital Interface)

→ .midi
→ It is a description of how to create the sound based on predefined sound like sound guitar
→ MIDI recording never contain human voice
→ Not compressed
→ small in size

3. **WMA** (window media audio)

→ .wma
→ Saving & storing music file

Text file format ⇒

(i) RTF   (Rich Text format) ⇒

→ .rtf
→ developed by Microsoft in 1980
→ It is primary file format
→ Limited page layout option
(No header, No footed, boundary)
→ Created on wordpad

(ii) TXT   (only contain Text)

→ .txt
→ Any computer read a text file
→ Created on Note pad text Editor
→

(iii) Doc/ Docx→(Microsoft word →Micro
                          soft office s/w)

→   .doc
→ This file format containing
special   formatting code
(like   page layout , Bold, Italic)
→   .docx support by word 2007

Vedio file format -

1.) MPEG 4 =>

→ (Mowing Picture Expert Group 4)

→ . mp4

→ Used to store audio & vedio

→ It allows streaming over Internet

2) AVI (Audio Vedio Interleave)

→ .avi

→ Developed by Microsoft

Difference b/w 2D & 3D animation

2D	3D
1. 2D animation comprises of characte, or object only in height & width	3D animation compr -uses object and· has height, width and depth
2. 2D animation is all about the frames	3D animation is all about movement
3. Object are created by traditional method Ex cell animation	Everything is done by computer
4. Price is less used in	Price is more
5. Advertisement, cartoons	Gaming, medical, engineering, movies
6. Representations of 2D is flat Ex Rectangle, square, polygon	Life "live". Ex Arc, cylinder, cube, pyramid, sphere