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 make objects get longer and flatter to emphasize speed, momentum, weight, and mass. To make the object look like it actual has momentum

1. Anticipation

Anticipation helps the viewer know what will happen next or to get the viewer to look at a certain area so they don’t miss something or so they do. It important so that it doesn’t look like they got the force out of nowhere or so something happens and the viewer doesn’t miss it.

1. Staging

Staging is used to make a scene/actions unmistakably clear. So the view doesn’t get lost or so they can look at the whole scene without missing anything and conveying ideas.

1. Straight Ahead/Pose to Pose

Straight ahead/pose to pose is used to make people actions come alive. Pose to pose gives you the most control over how the action is laid out and how it will go. Straight ahead is better for more uncontrollable/unpredictable movements like fire and water particles the reason it works better is there are laws of physics that work at a constant rate.

1. Follow Through/Overlapping Action

Follow Through/Overlapping Action is used to make appendages and add-ons to the character move. Overlapping action helps to break up an animation to make it more interesting. By offsetting the top half from the bottom half when the character is getting up you can make it look hard and more realistic when getting up.

1. Slow In & Slow Out

Slow in & slow out is useful to make a scene less choppy and smoother. Without the slow in and slow out the scene looks mechanical and unnatural

1. Arcs

Arcs are used to make the scenario/object less mechanic. By adding an arc you give an object/person more character.

1. Secondary Action

Secondary action is used to give a character more emphasize on the emotion of the action. It’s important so the viewer can have a clearer picture of what’s happening

1. Timing

This principle states that the personality and the nature of an animation is greatly affected by the number of frames inserted between each main action. The more drawings that are closer together in between the two main poses, the fewer drawing more spaced out the drawing will be faster.

1. Exaggeration

Exaggeration means more convincing not more distorted. Help the viewer to understand more of the characteristics and feelings of the character.

1. Solid Drawing

Makes forms feel like they’re in a three-dimensional space, with volume, weight, and balance.

1. Appeal

Characters you make should be appealing so they can draw up people’s attention and be more interesting. This is important because it gives each character a different personality