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

Description: How much squashing and stretching something does

Why: Shows how stiff or soft a thing is

1. Anticipation

Description: The action something does to help communicate what will happen next

Why: It helps it look more realistic

1. Staging

Description: How something plays out

Why: It helps let the viewer know where to look and doesn’t overwhelm them.

1. Straight Ahead/Pose to Pose

Description: Straight ahead is creating each frame one after the next, while pose to pose is creating in-between frames and connecting them later

Why: Straight ahead: It helps with natural and unpredictable things that would be near impossible to do in pose to pose.

Pose to Pose: It helps the artist figure out how the animation will look without getting too far into the process

1. Follow Through/Overlapping Action

Description: Follow though: Having an object still move while its counterpart has stopped. Overlapping action: Two or more objects having separate movement patterns

Why: It helps make it look more realistic

1. Slow In & Slow Out

Description: The way speed is applied to moving things

Why: It creates lifelike motion

1. Arcs

Description: The realistic motion of an object

Why: It helps make it look more realistic

1. Secondary Action

Description: The action something does to convey the intentions of the thing

Why: It helps the viewer know details about the action

1. Timing

Description: How many frames there are/how slow or fast something moves

Why: It helps make it more realistic

1. Exaggeration

Description: Making an action or movement exaggerated

Why: Helps convey to the viewer what is going on

1. Solid Drawing

Description: Making things have volume weight and balance

Why: It helps make it more realistic

1. Appeal

Description: Adding details to make a drawing more appealing

Why: It makes things look more interesting