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

It helps show more the speed and weight of an object showing its mass better. It can help represent the movement of a character better like from jumping the squash can show how much force and weight was used and released in the movement allowing it to look realistic not mechanic.

1. Anticipation

It’s used to show the audience what to expect next in the characters action it’s important because it helps show how the character is doing the movements that way it doesn’t look like it just appeared in thin air. It gives you a moment to realize what’s going on or see what it is just like in real life.

1. Staging

It’s used as a presentation of any idea that is made very clear it’s used so we can see exactly what’s going on in the scene. Making it seem believable and more realistic from setting and the other people in the scene that way they don’t fight for the view in the audiences eyes just like in real life.

1. Straight Ahead/Pose to Pose

It’s used for a animation to look real in timing as well as landing pose to pose is good so we can catch mistakes early on while straight ahead is used for things that are unpredictable like fire. This makes animations look more realistic because it shows physics just like what to expect in movements and what no to expect In fires or explosions as well as water,

1. Follow Through/Overlapping Action

It’s used to add more detail into the object in the tip of an animation. It helps make it look realistic since the body moves forward from an action and back a little in the end of an action just like if you were to jump in real life there is a bit of that bounce left behind before a complete stop.

1. Slow In & Slow Out

It’s used to show the speed of an animation by adding scenes closer in the beginning or the end to show the change in speed. Without it will make things look mechanical due to the same speed unlike in real life things start off slow then become fast.

1. Arcs

An arc shows the movement in a slow in slow out it’s drawn like an arc. It’s so the animation doesn’t look choppy as well as giving the object more character animating parts of the body like arms can help represent an emotion better like shock.

1. Secondary Action

It is gestures that support the main action as well as add more dimension to the character. It can help make animations have more of like a volume of actions. It can help draw out how much a character likes something like a sandwich it can show the lick in the lips like they’re hungry or close their eyes because of how good it looks.

1. Timing

The personality and nature of a motion effected by the amount of frames put in the middle of the action. The amount of frames can change the way something looks and how often the drawing is made per frames if by twos it is showed as a livelier version as and faster than it would look like in ones since everything is more close together.

1. Exaggeration

It’s used to make drawings look more realistic and convincing. It shows how powerful something was made to see by the movements or the more detailed expressions

1. Solid Drawing

It’s used to make sure forms look 3 dimensional with space, volume, weight and balance. It’s to show the weight in a character and is used to avoid twining which is for both arms or legs to be doing the same like in real life there’s always something else you’re doing with one arm like it being on the hip while the other is just straight down its used to show some weight in the character.

1. Appeal

Its use to make things and characters look better. It used to help identify things better in a base of a drawing like a small girl can be showed with a small body and a big head to be showed as innocent for when someone big and important can be showed as a tall wide character with a suit.