## **Animation - Techniques by Software Type**

## **Animation Software**

- Timing and spacing keyframes
- Creating easing for natural movement
- Animating character poses (key pose to in-betweens)
- Looping animations seamlessly

## **Drawing or Asset Creation Tools**

- Designing characters in layers
- Using color palettes consistently
- Exporting transparent PNGs for animation
- Drawing frame-by-frame elements