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

Changes the shape momentarily due to having gravity speed mass or force

More squash and stretch = softer object. Less squash and stretch = stiffer object

Don’t overdo it.

1. Anticipation

Prepare for the next action.

More than one “anticipation” moment can exist.

1. Staging

Presentation of an idea so unmistakably clear.

Convey things.

1. Straight Ahead/Pose to Pose

Straight ahead is frame by frame.

Pose to pose is start middle end and then in-between.

1. Follow Through/Overlapping Action

Follow Through use Overlapping Action and add some drag

Drag is related/help with mass.

1. Slow In & Slow Out

Start slow, speed up, slow down.

Make start and end, then middle then make the in-between.

1. Arcs

Keep X axis travel time the same but ark it and give y axis a slow in and slow out

Fill in with slightly transparent from frame to frame for really fast movements.

1. Secondary Action

Support the mail action to add more dimension to the character animation

Add more action but don’t over shadow the primary action.

1. Timing

More frames = slow. Less frames = fast

More or less depending on movement

1. Exaggeration

Make it too much then draw it back a little

Exaggerate it more.

1. Solid Drawing

Avoid “Twinning”

Use basic shapes

1. Appeal

Give something to make them likeable.

Use a variety of shapes. Play with per potions. Keep it simple