Anthony Crandell

Gimm 100

In my project I will be using 3 different principles of animation. The first being anticipation I will accomplish this by have the tentacle wind up before throwing the dice at the wall, this allows for the build up of the throw to be recognized by the person watching the animation. The second is going to be squash and stretch by having the dice hit the wall and bounce off it will show the force the tentacle throws the dice and the tension it causes, this lead in the third principle being stop slow in and slow out, this will be accomplished by having the dice move from one location on the screen to the other in a gradual movement that shows it being rolled and landing on the other side of the screen.

Pose-to-pose animation is well-suited for precise, controlled, and polished animations, while straight-ahead animation offers more creative freedom and a natural, spontaneous feel. Animators often use a combination of both techniques to achieve the desired results, utilizing pose-to-pose for key moments and straight-ahead for expressive or fluid sequences.