

# Assignment

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## 1. Principles of Animation (10 Marks)

The **12 principles of animation**, developed by Disney animators, are fundamental rules for creating engaging and realistic animations.

### 1. Squash and Stretch:

- Gives a sense of weight and flexibility.
- Example: A bouncing ball squashes when hitting the ground.

### 2. Anticipation:

- Prepares the viewer for an action.
- Example: A golfer swinging back before hitting the ball.

### 3. Staging:

- Directs the audience's attention to the important part of a scene.
- Example: Using lighting to highlight a character.

### 4. Straight Ahead & Pose to Pose:

- Two animation methods:
  - **Straight Ahead:** Frame-by-frame animation.
  - **Pose to Pose:** Keyframes first, then filling in-between.

### 5. Follow Through & Overlapping Action:

- Adds realism by making secondary parts continue moving after the main motion stops.
- Example: A character's hair moving after they stop running.

### 6. Slow In & Slow Out:

- Movement starts and stops gradually for smooth transitions.
- Example: A car slowing down before stopping.

### 7. Arc:

- Ensures movements follow natural curves instead of straight lines.

- Example: Swinging an arm naturally follows an arc.

**8. Secondary Action:**

- Adds small movements to support the main action.
- Example: A character blinking while talking.

**9. Timing:**

- Affects how fast or slow an action happens.
- Example: Fast movements for excitement, slow movements for drama.

**10. Exaggeration:**

- Enhances actions for visual appeal.
- Example: A cartoon character's eyes bulging in surprise.

**11. Solid Drawing:**

- Ensures characters and objects have proper form and volume.
- Example: Avoids flat-looking characters.

**12. Appeal:**

- Makes characters and animations more engaging.
- Example: Adding unique features to make characters memorable.