Secondary action is a principle of animation used to convey a character’s personality and feelings. I used secondary action in my character’s expression and movement. The primary action in this animation is the character speaking. I enhanced this with the character reacting surprised by what they heard, as shown with the eyebrows raising and widening of the eyes. The speaking itself is also given secondary actions to convey the character is upset; with a pinched expression, tears, and more aggressive body language.