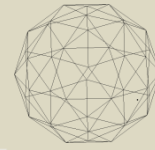


# Basic 3D animation using Blender

SKANI101x



## Principles of animation

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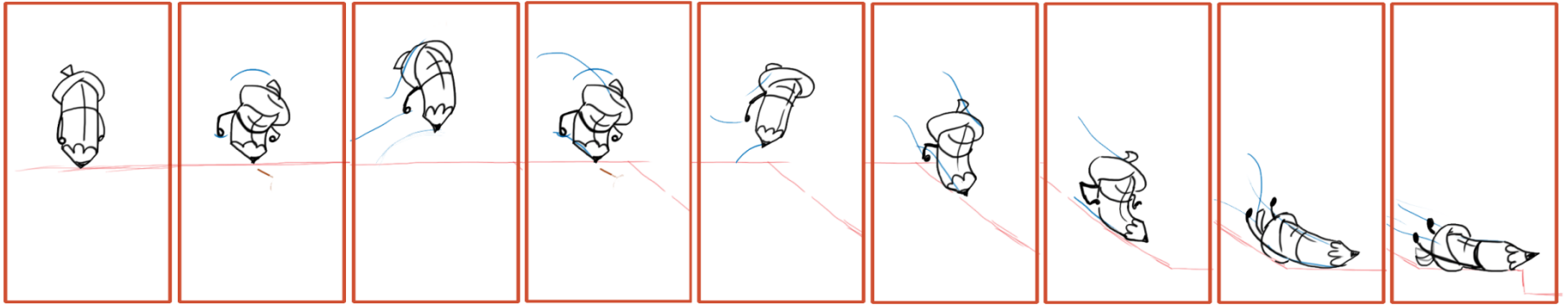
# Outline

- What is animation
- Basic principles of animation
  - Listed by Disney animators (Illusion of Life)
  - Our focus: Squash and stretch
- Why, Where and How this principle is used

# What is Animation?

Animation is derived from the Latin word **anima** - '**to give life to**'...

To show a movement with a series of drawings that are slightly different from one another and when viewed quickly one after another, create the appearance (illusion) of movement.



# Animation principles (Disney)

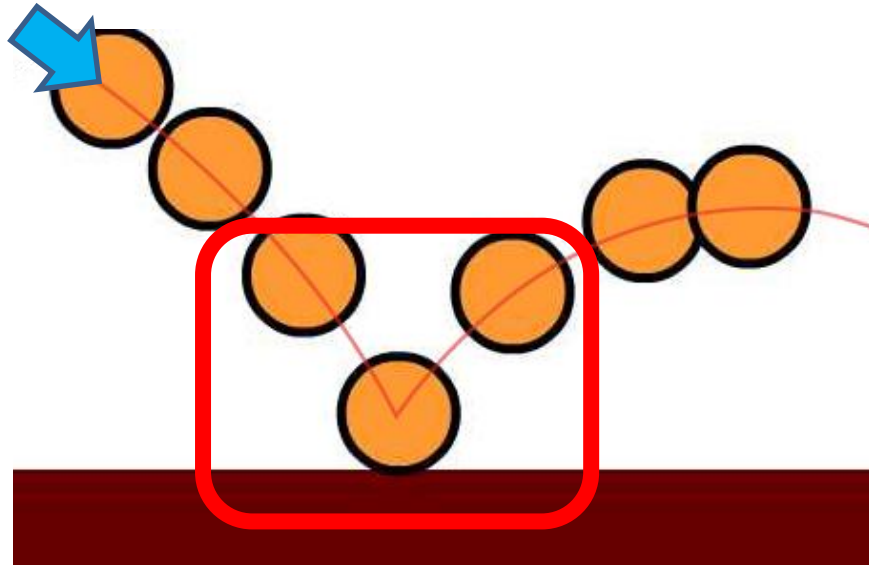
Disney's twelve animation principles are introduced by Disney animators in the book Illusion of Life\*.

- |   |                     |
|---|---------------------|
| 1. Squash & stretch                     | 7. Arc              |
| 2. Anticipation                         | 8. Secondary action |
| 3. Staging                              | 9. Timing           |
| 4. Straight ahead action & Pose to Pose | 10. Exaggeration    |
| 5. Follow through & overlapping action  | 11. Solid drawing   |
| 6. Slow in & slow out                   | 12. Appeal          |

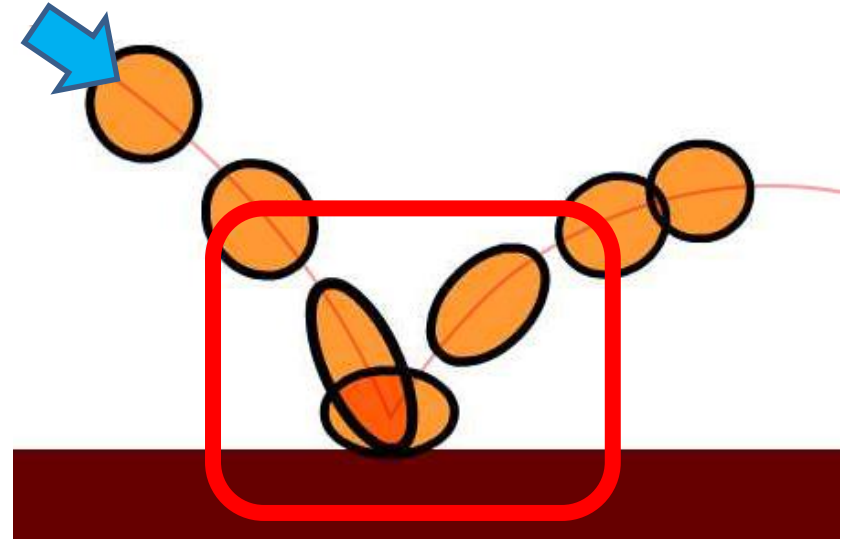
\* Ollie Johnston and Frank Thomas

# What is the difference?

It's a deformation of the ball



A



B

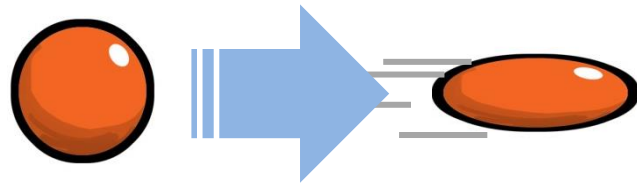
# Force

What is the effect of **force** on these objects?

- Flexible objects deform
- Stiff objects don't

# Squash and Stretch

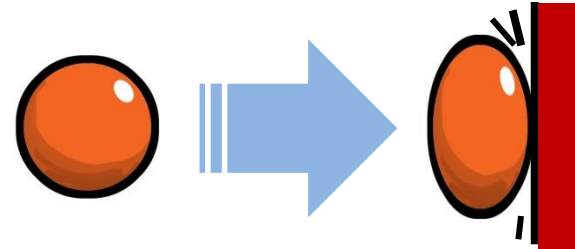
Principle which enables the animator to apply these deformations is:  
**Squash and stretch**



Normal

Stretch

**Stretch:** deformation as a result of speed



Normal

Squash

**Squash:** deformation as a result of impact

# Advantages

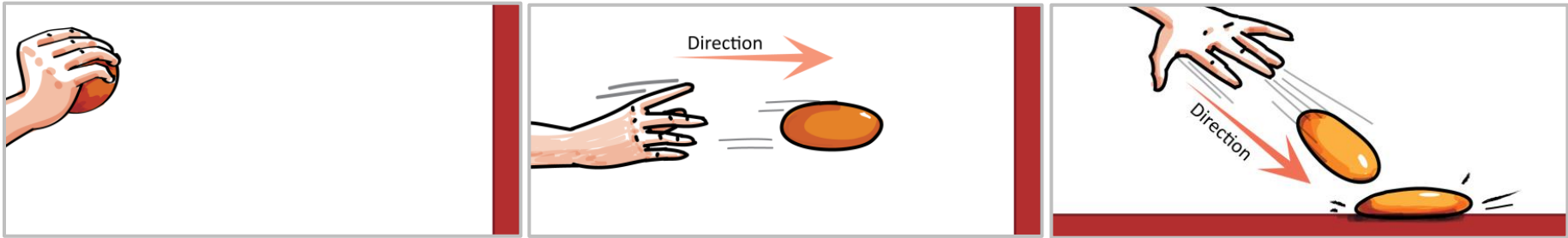
Applying the squash and stretch principle helps to create:

- Realistic motion
- Gags



# Adding Stretch

To apply Stretch: deform the object, **parallel** to the direction of the force



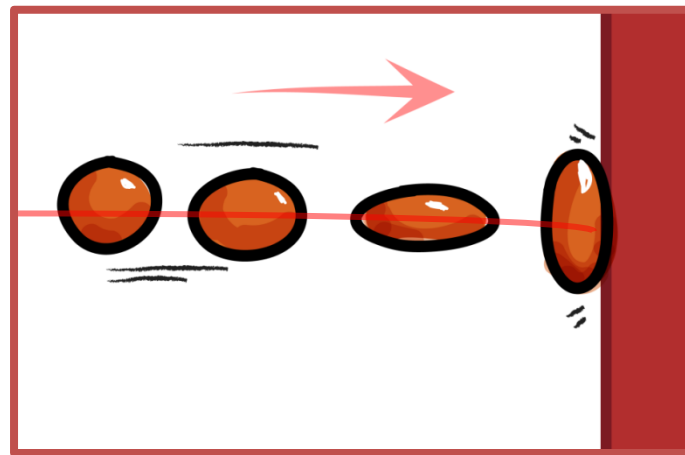
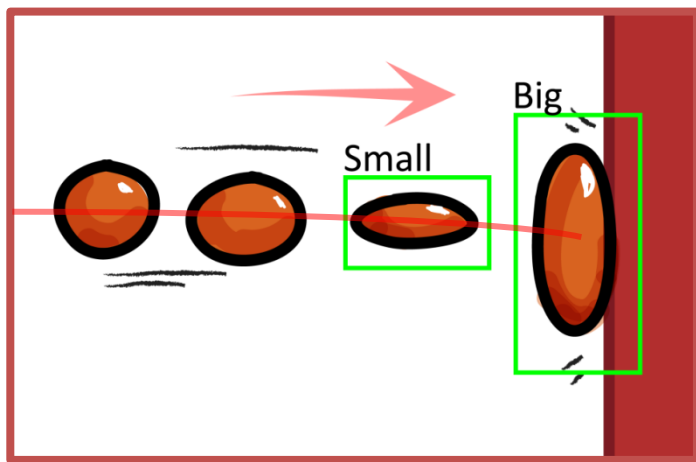
# Adding Squash

To apply squash: deform the object, as per the colliding object





While using this principle, always keep in mind to maintain the **volume** of the object.



# Not using animation principles can:

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- Lead to misinformation
- Make it non realistic

# Use the Principles, add life to Animation

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# Next session

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Ball animation using animation principle