

# Timing and Exaggeration

Jihee Kim & Liela Hasanhafez

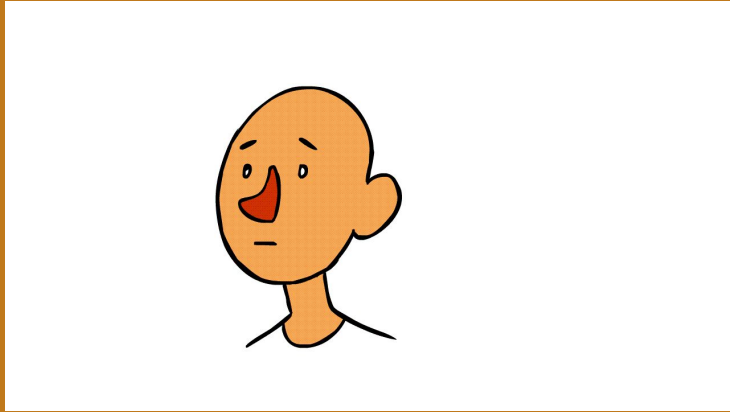
# What is Timing?

Timing is the number of drawings used in any move determines the amount of time that action will take on the screen.

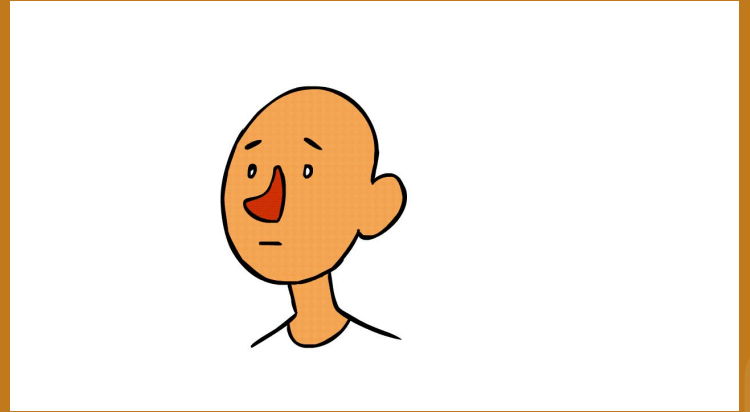


#9  
TIMING

Timing, or the speed of an action, is an important principle because it gives meaning to movement.



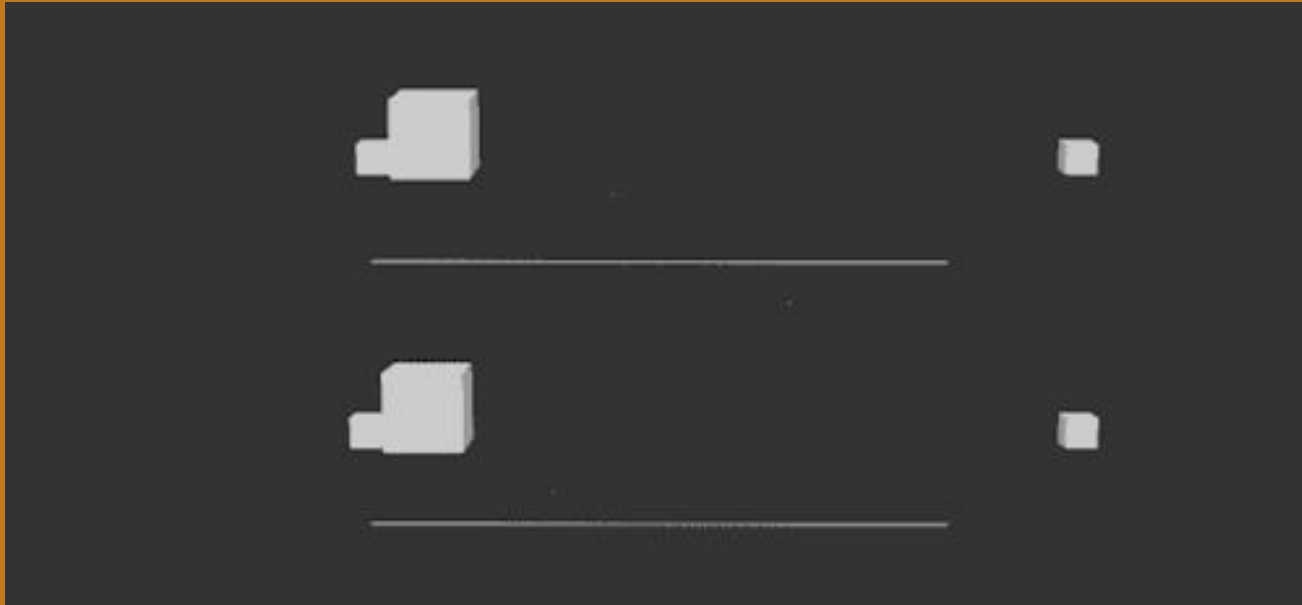
Less frames with bigger gesture / facial expression



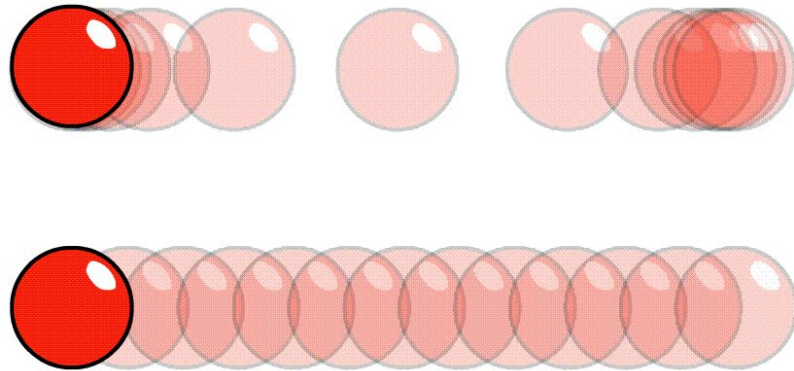
more frames with less gesture / facial expression

The speed of an action defines how well the idea will be read to the audience

In any given action, it's not just the number of frames in between the extreme poses that conveys the mood or nature of the action, but also how close farther apart the frames are drawn, which in other words is called **“Spacing”**.



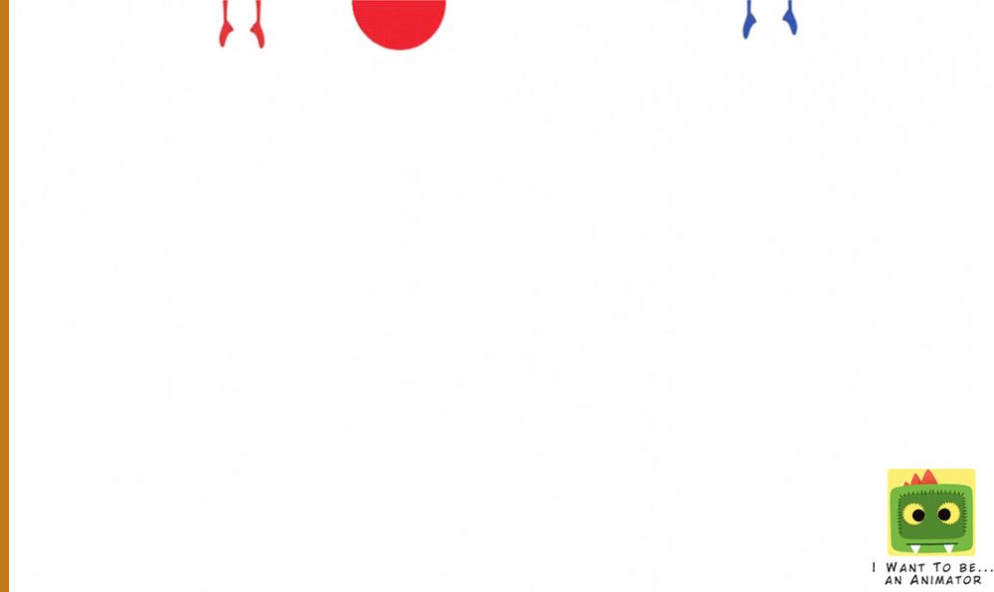
An easy example to understand is of these two balls, which have the same timing moving from one point to another, yet their actions are drastically different.



# What is Exaggeration?



Exaggeration is the way one changes an animation to communicate to the viewer what is happening clearly.





The Boondocks

Slight exaggeration in some features can help the viewer understand how the character is feeling or doing.

In this gif, the mouth of the character is exaggerated to look bigger. This shows the viewer that he is yelling loudly.



The Boondocks

Obvious exaggeration in features can indicate to the viewer that there is an extreme or overload of emotion that you should be aware of.

In this gif, the character's eyes and eyebrows are open really wide to show the feeling of anger



Super exaggeration can be used to make an idea more readable and more interesting for the viewer.

In this gif the deer turns into a tornado to show the quickness and detrimental effects of the animal on the yard



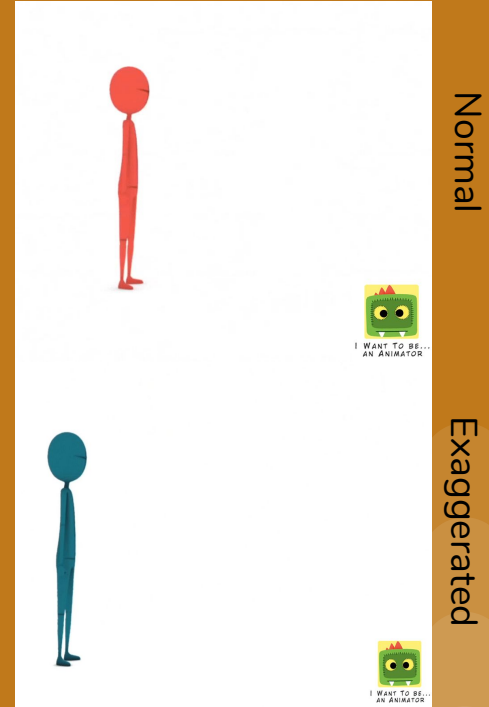
[https://idearocketanimation.com/13721-12-principles-of-animation-gifs/?utm\\_referrer=https%3A%2F%2Fwww.google.com%2F](https://idearocketanimation.com/13721-12-principles-of-animation-gifs/?utm_referrer=https%3A%2F%2Fwww.google.com%2F)

Exaggeration can be added to almost anything!

The animator can add this principle to:

- Timing : making something faster or slower
- Squash and Stretch: distorting an object for better readability
- Anticipation: over emphasizing motions
- Story: exaggerating a concept to make it better
- Character Design: shaping your character to make it unique

\*\*\*Exaggeration varies based on style of the artist



<https://iwanttobeanimator.wordpress.com/tag/exaggeration/>

# Citation

<http://www.dsource.in/course/principles-animation/timing>

[https://idearocketanimation.com/13721-12-principles-of-animation-gifs/?utm\\_referrer=https%3A%2F%2Fwww.google.com%2F](https://idearocketanimation.com/13721-12-principles-of-animation-gifs/?utm_referrer=https%3A%2F%2Fwww.google.com%2F)

<https://medium.com/@chow0531/12-principles-of-animation-80e245db4746>

<https://www.youtube.com/watch?v=tz-sj82uhcY>

[https://idearocketanimation.com/13721-12-principles-of-animation-gifs/?utm\\_referrer=http%3A%2F%2Fwww.google.com%2F](https://idearocketanimation.com/13721-12-principles-of-animation-gifs/?utm_referrer=http%3A%2F%2Fwww.google.com%2F)

<https://iwanttobeanimator.wordpress.com/tag/exaggeration/>