

12 Principles Quiz

1. You are animating a bowling ball falling onto a wooden floor. Compared to a tennis ball, how should you apply "Squash and Stretch"?

B) Give it almost no squash to show its stiffness and density.

2. A character prepares to throw a punch by pulling their arm back first. Which principle is being used?

C) Anticipation

3. In the "Volume Rule," if an object squashes (gets shorter) by 50%, what must happen to its width?

B) It must get wider to maintain the same mass.

4. You notice an animation looks "robotic" and "mechanical." Which principle is likely missing?

A) Slow In and Slow Out