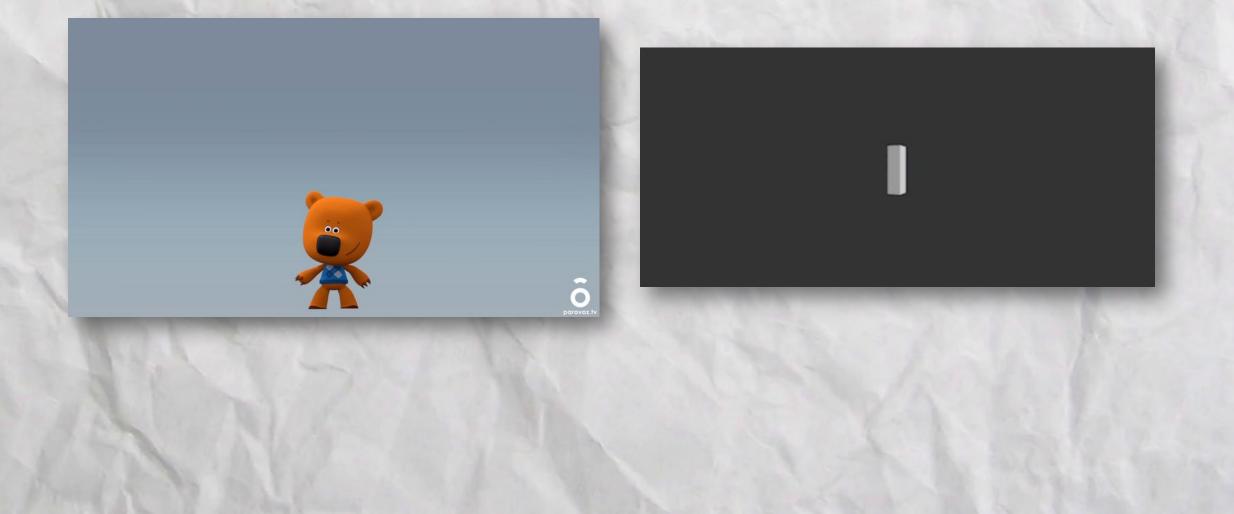
12 Principles of Animation



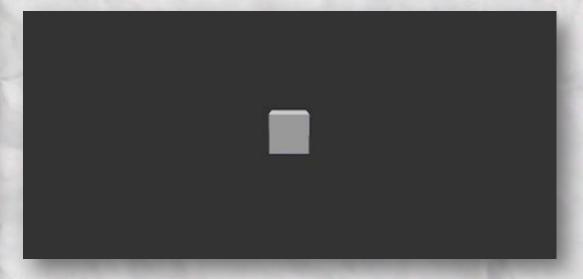
1.Squash and Stretch



2.Anticipation

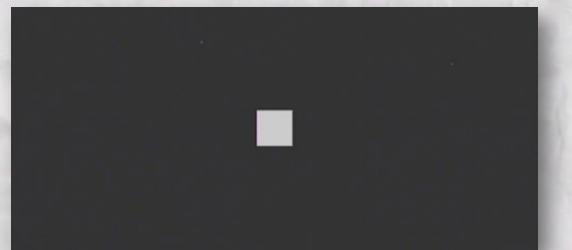
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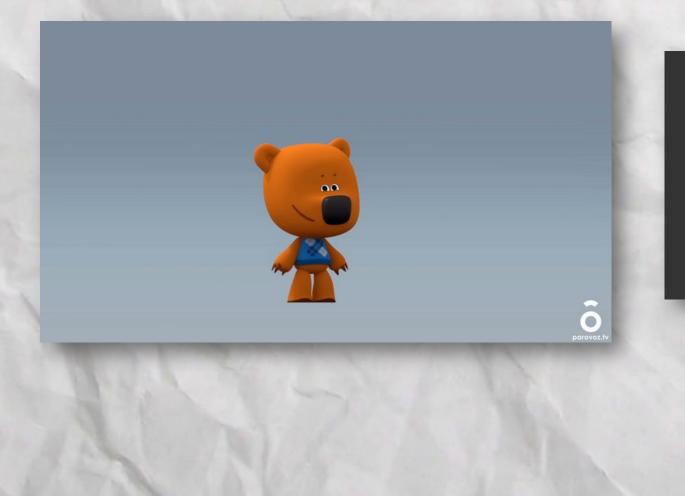


3.Stagging





4.Pose to Pose





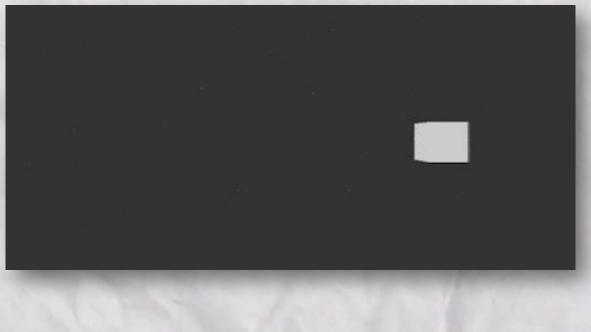
5. Follow Through and Overlapping Action





6. Slow In and Slow Out



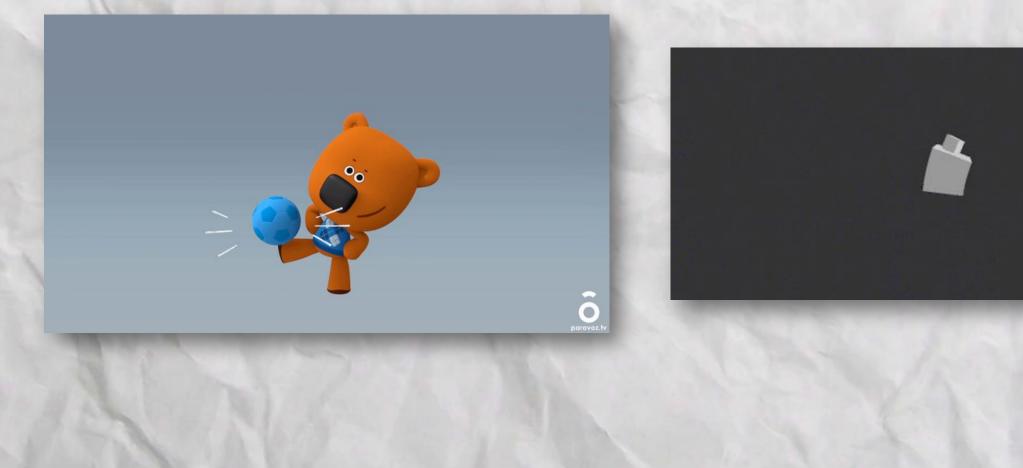


7. Arc

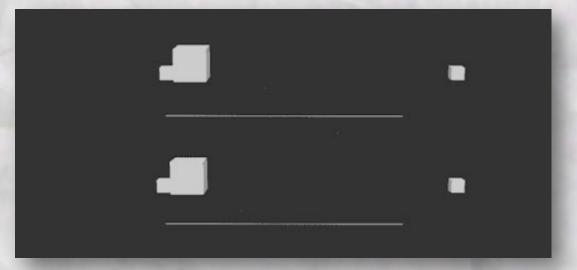




8. Secondary Action

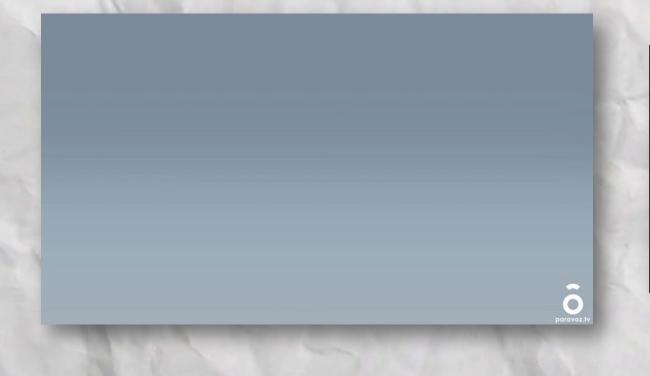


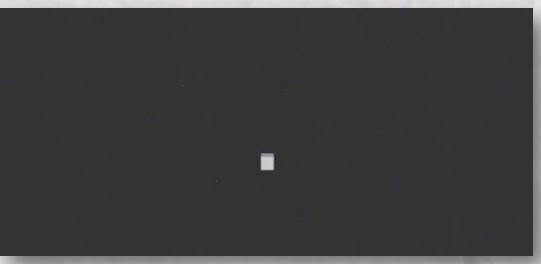
9. Timing



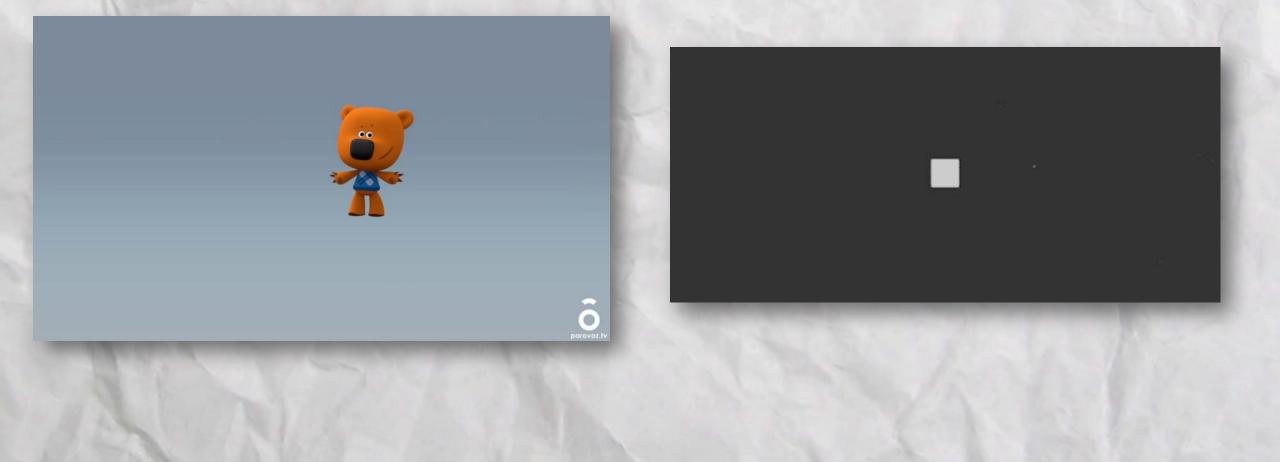
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10. Exaggeration



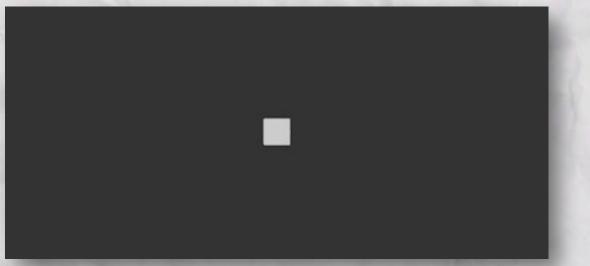


11. Solid drawing



12. Appeal





The End...