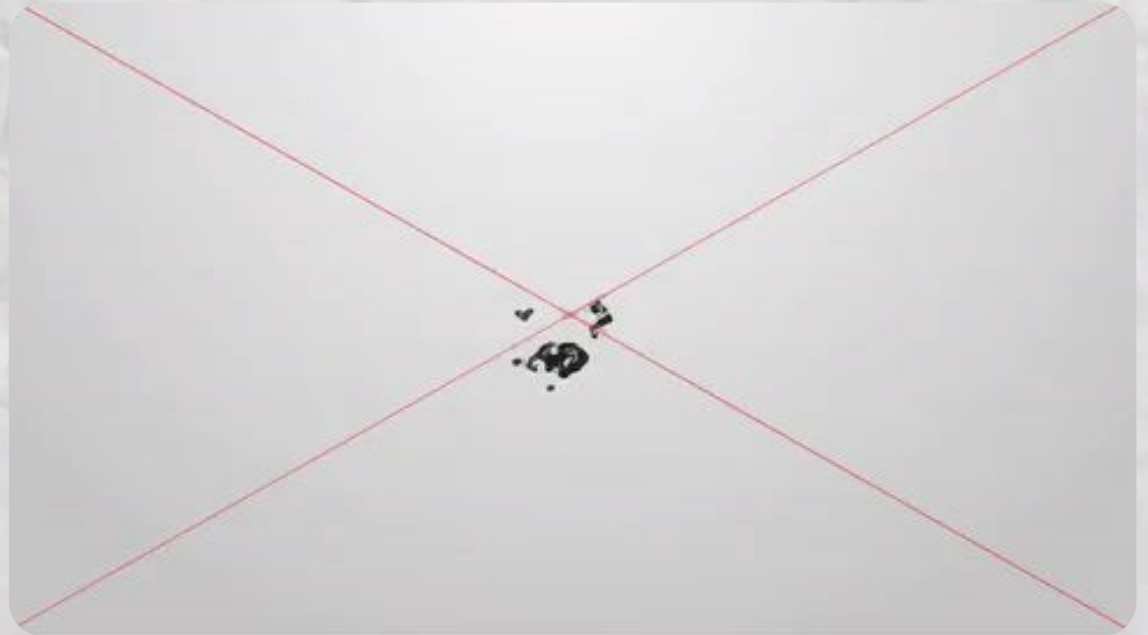
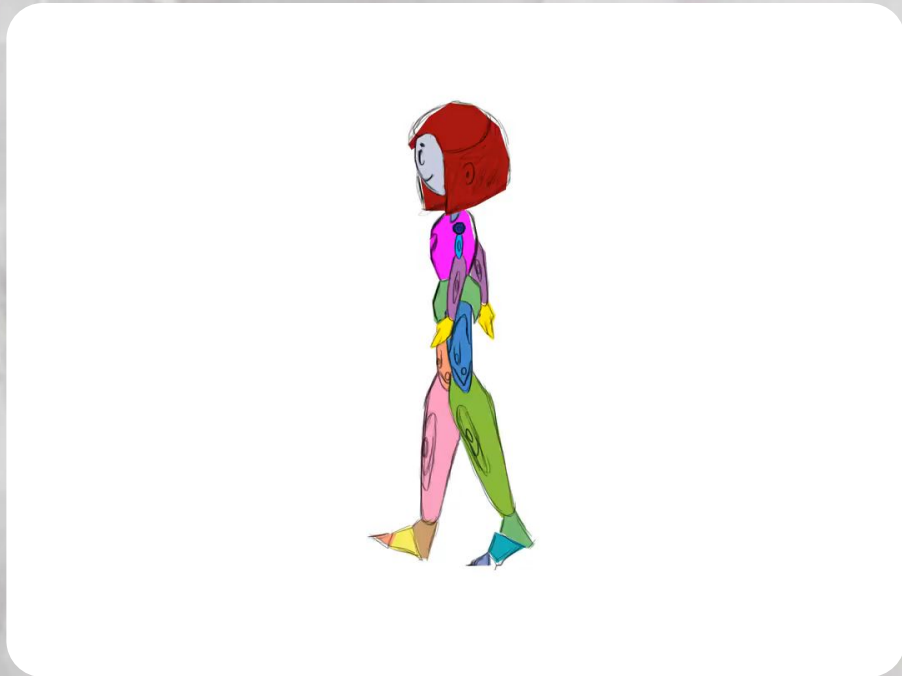


12 Principles of Animation



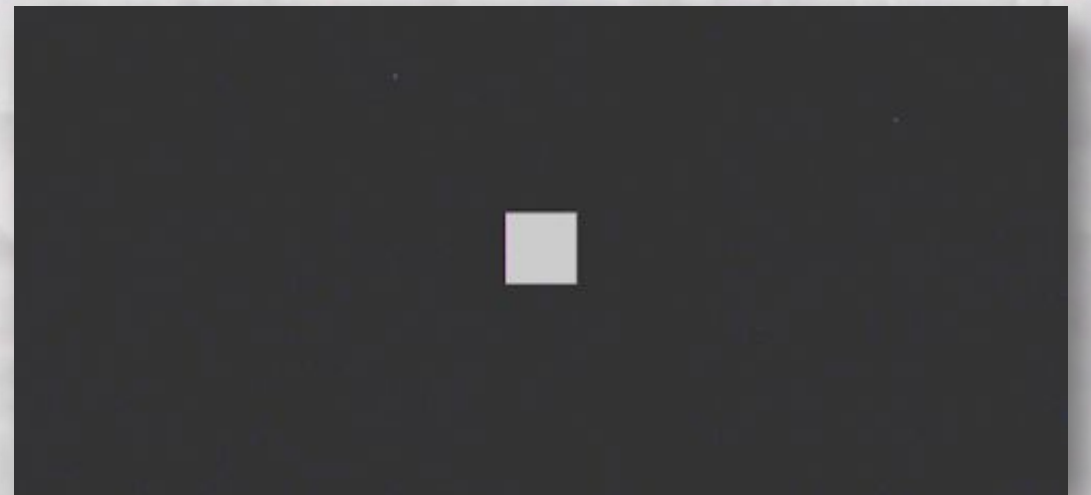
1. Squash and Stretch



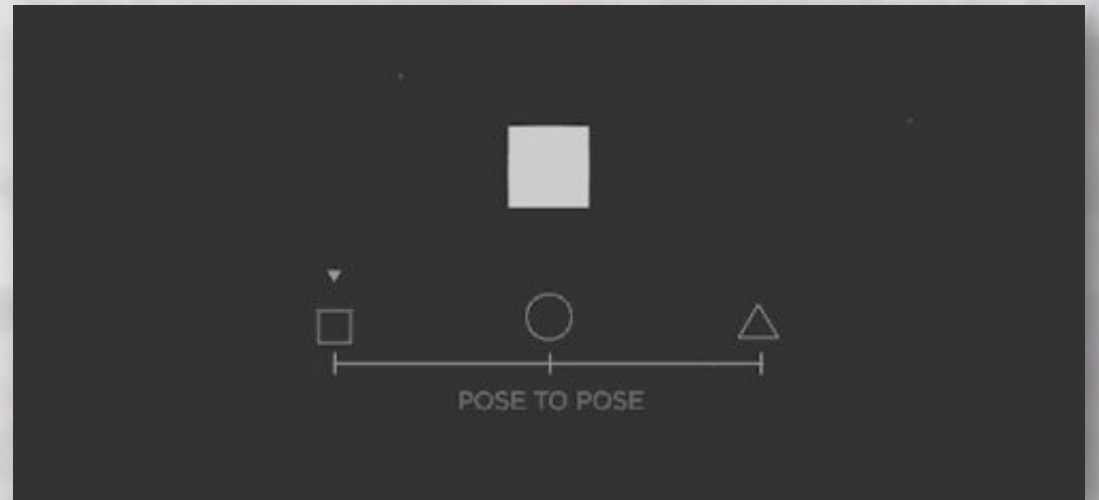
2. Anticipation



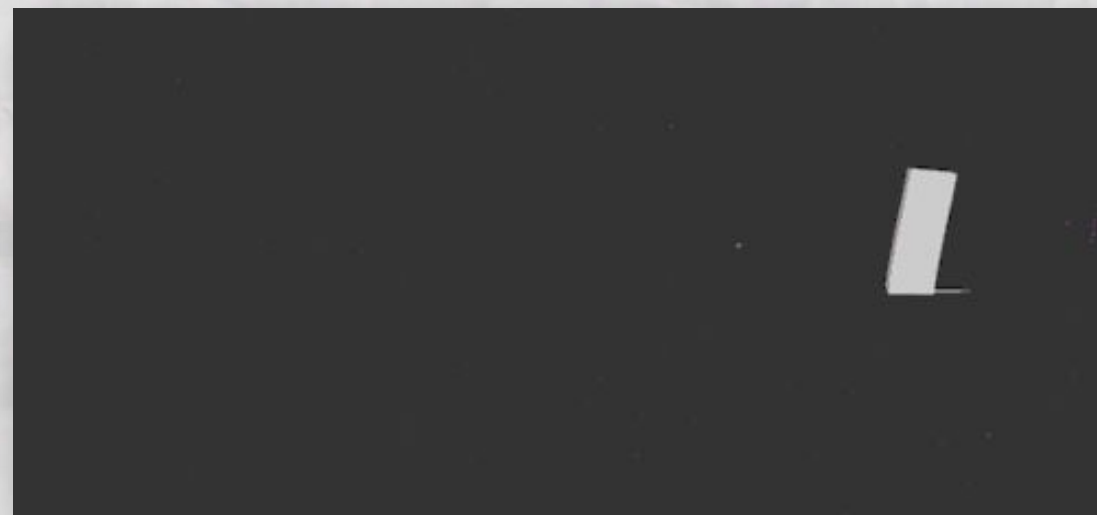
3. Stagging



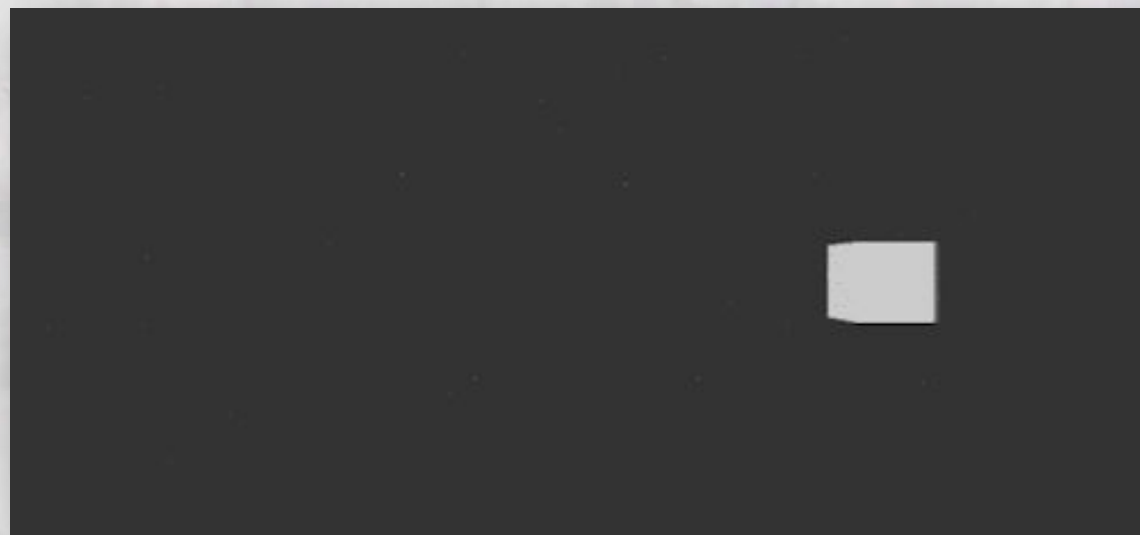
4. Pose to Pose



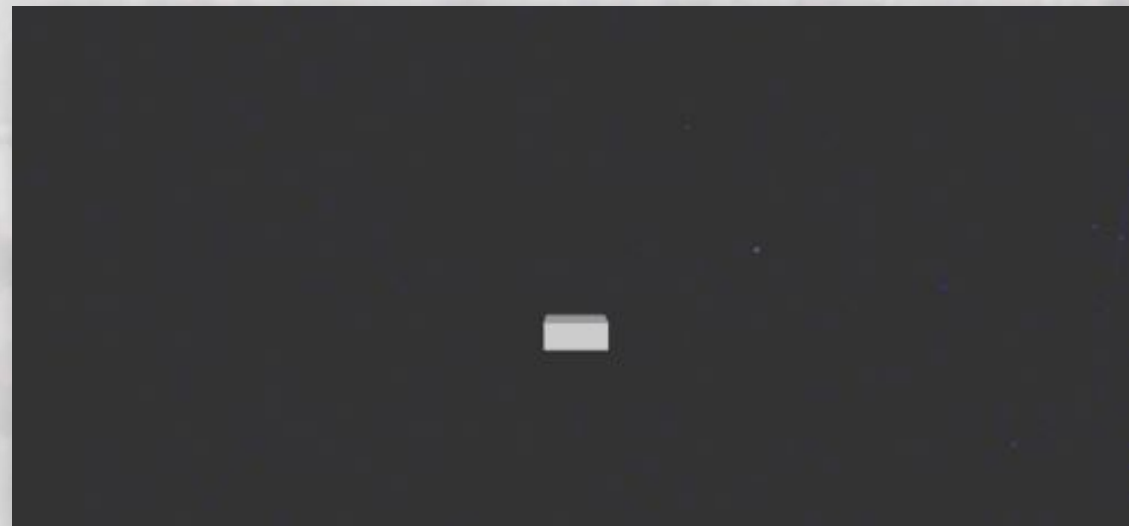
5. Follow Through and Overlapping Action



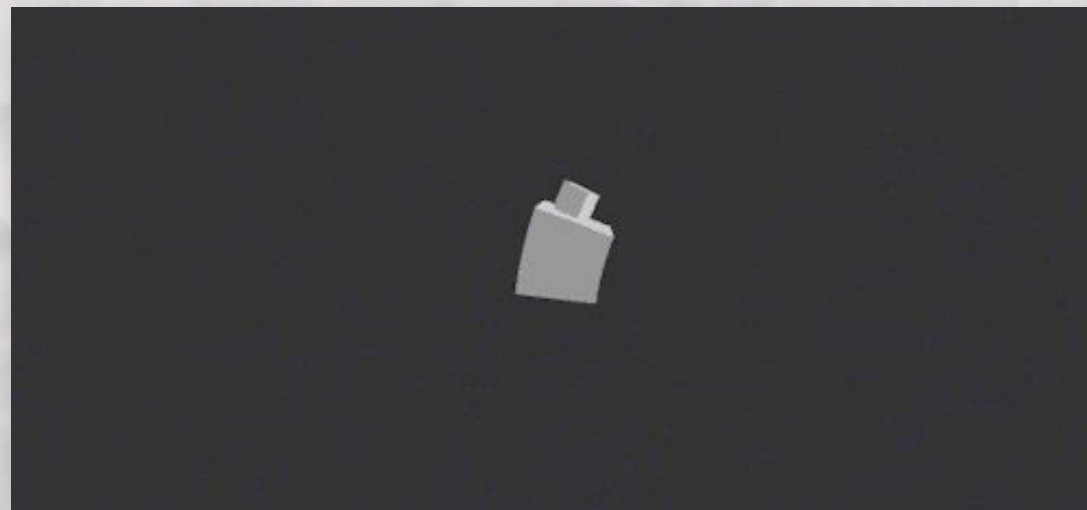
6. Slow In and Slow Out



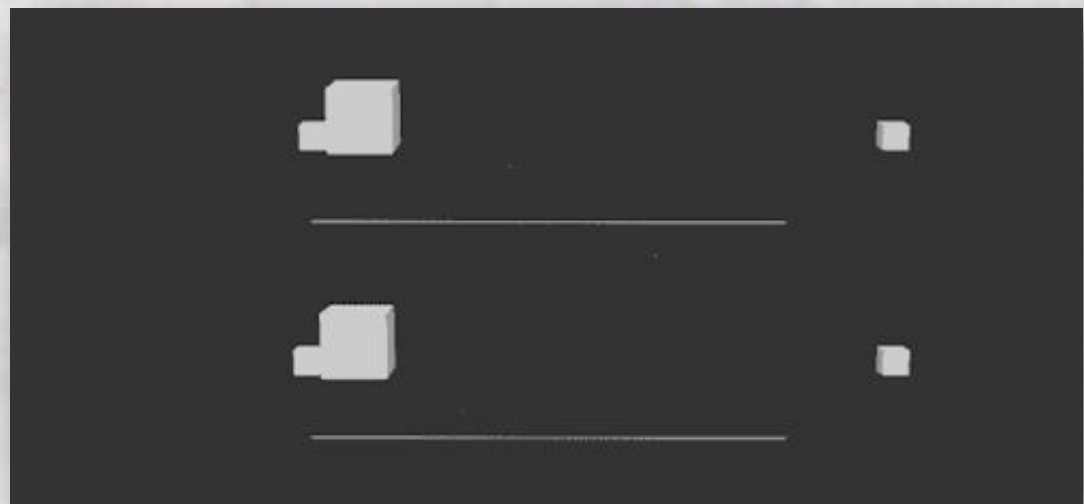
7. Arc



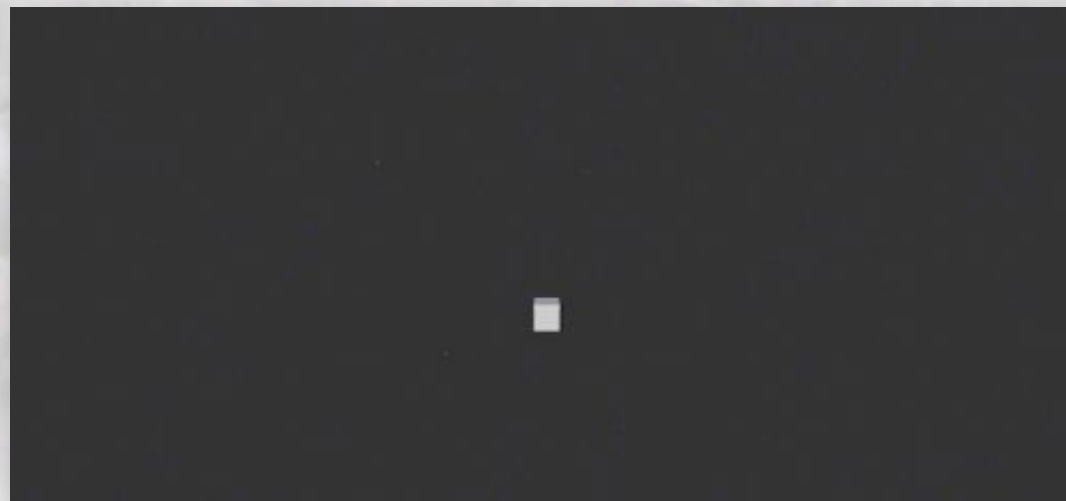
8. Secondary Action



9. Timing



10. Exaggeration



11. Solid drawing



12. Appeal



The End...