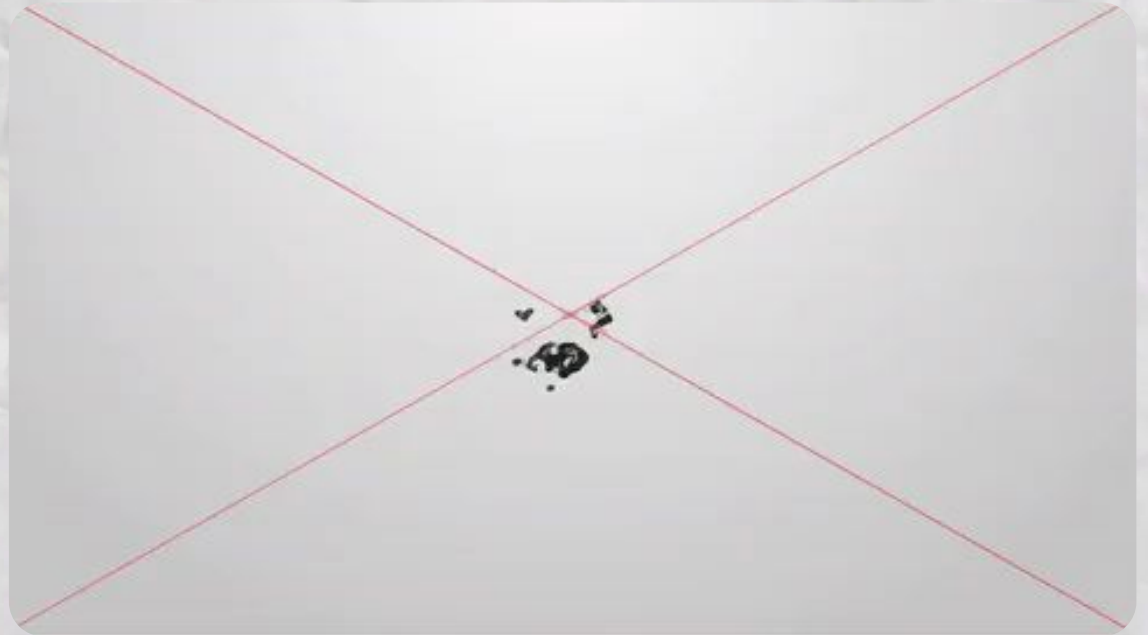
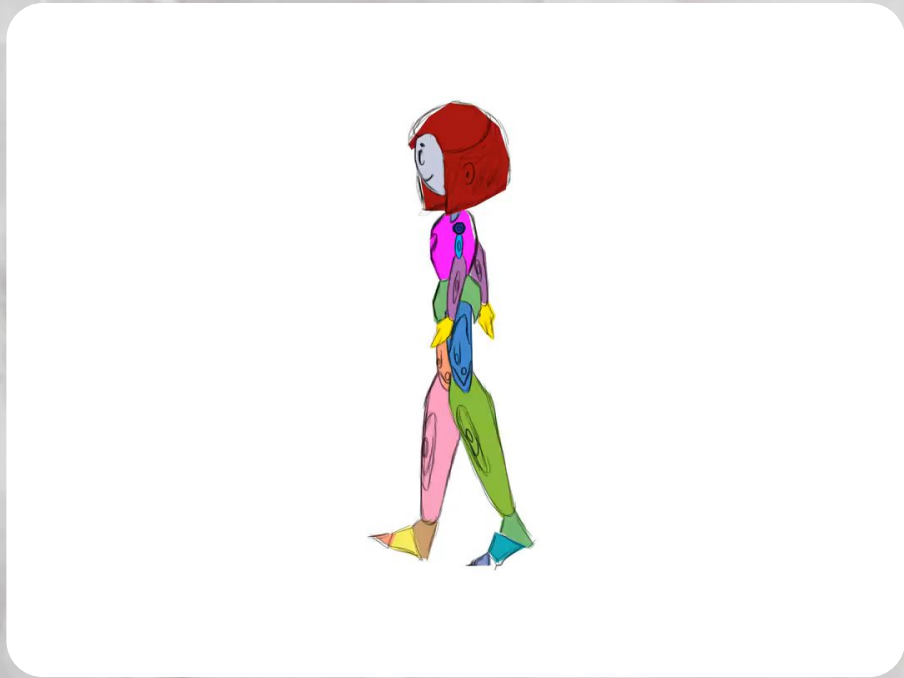


# 12 Principles of Animation



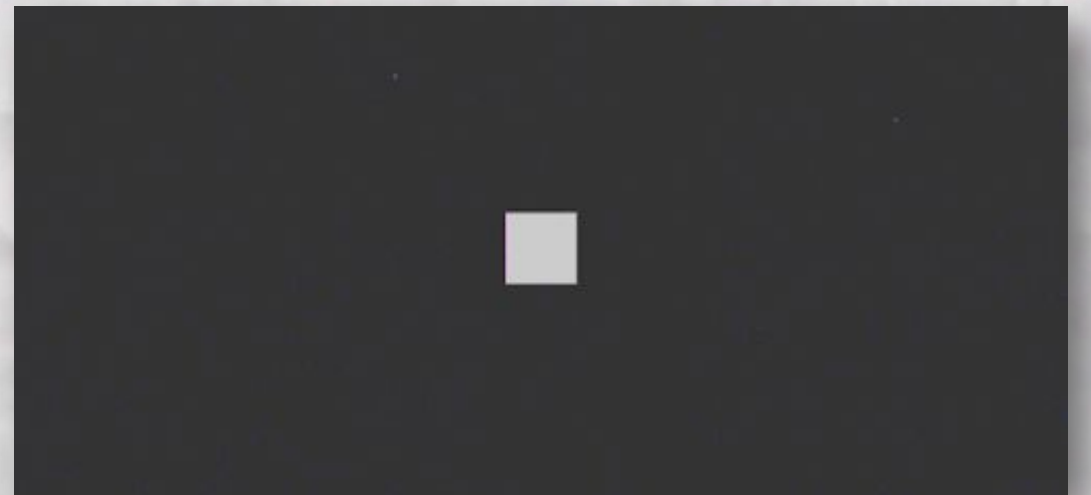
# 1. Squash and Stretch



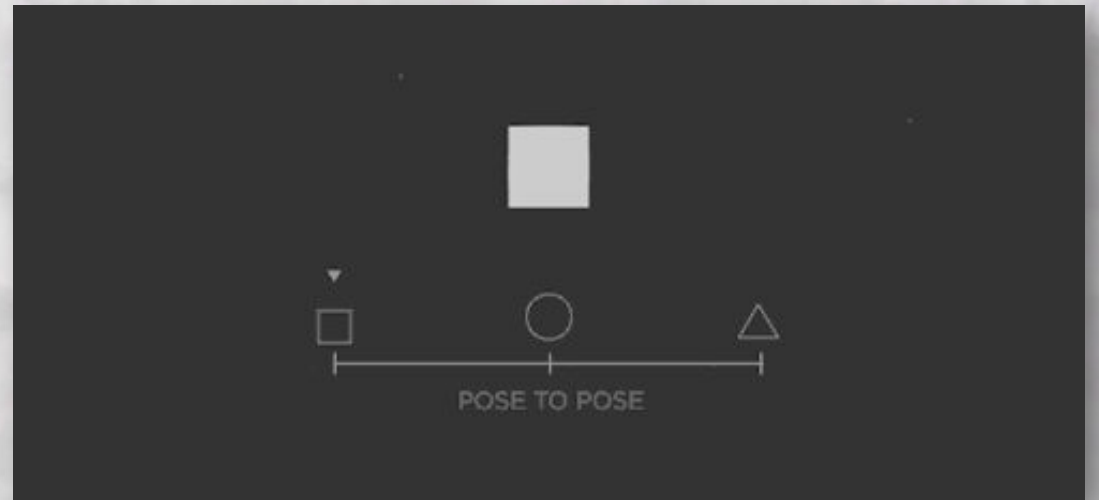
# 2. Anticipation



# 3. Stagging



# 4. Pose to Pose



# 5. Follow Through and Overlapping Action

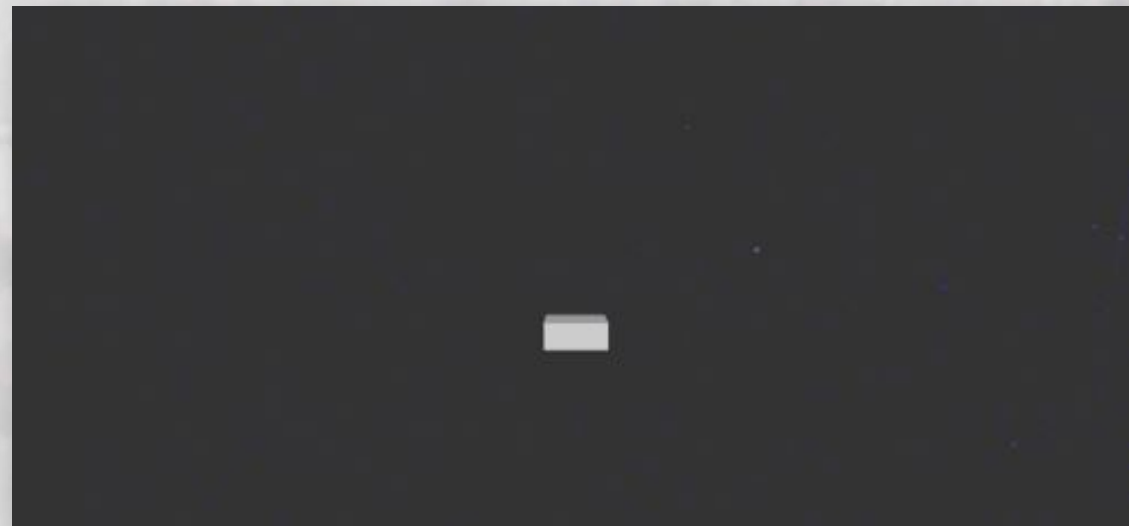


# 6. Slow In and Slow Out

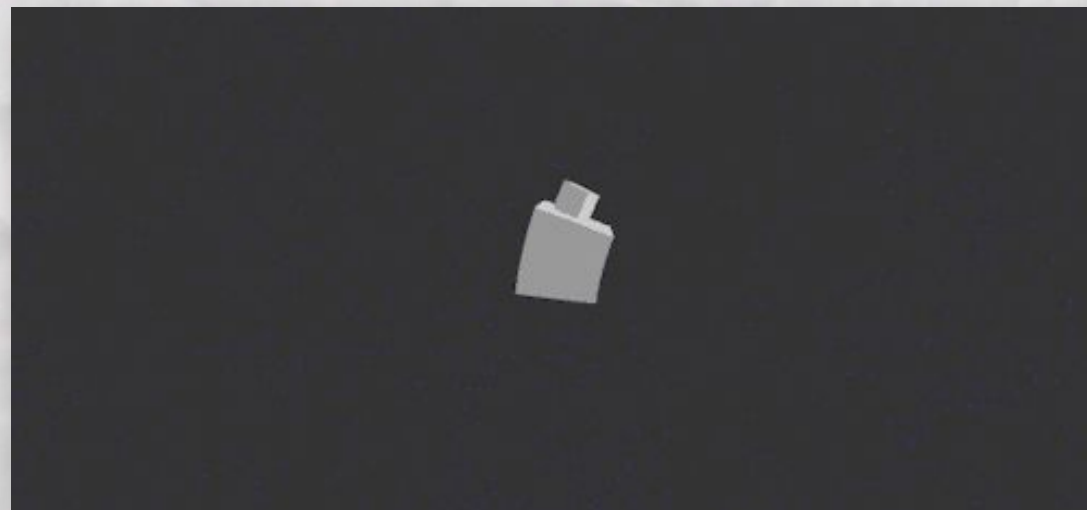




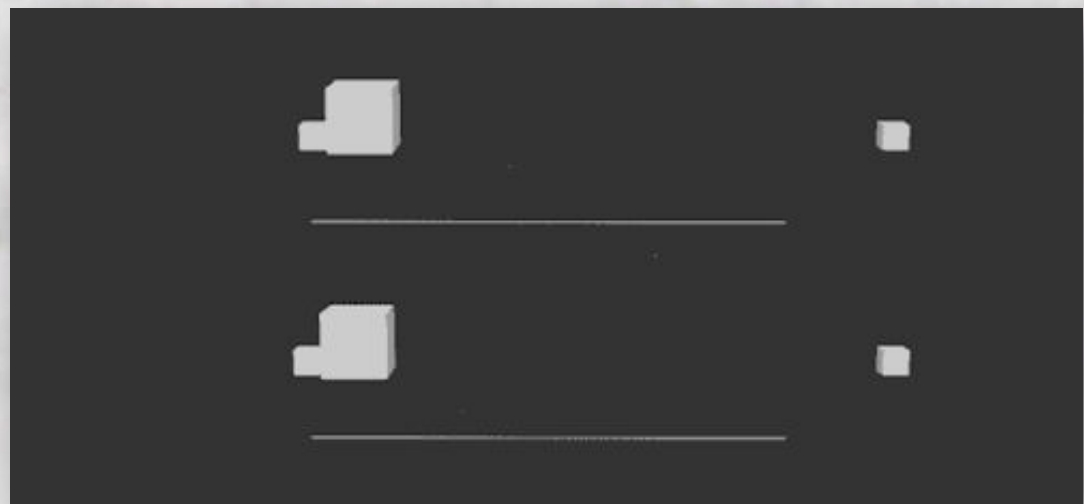
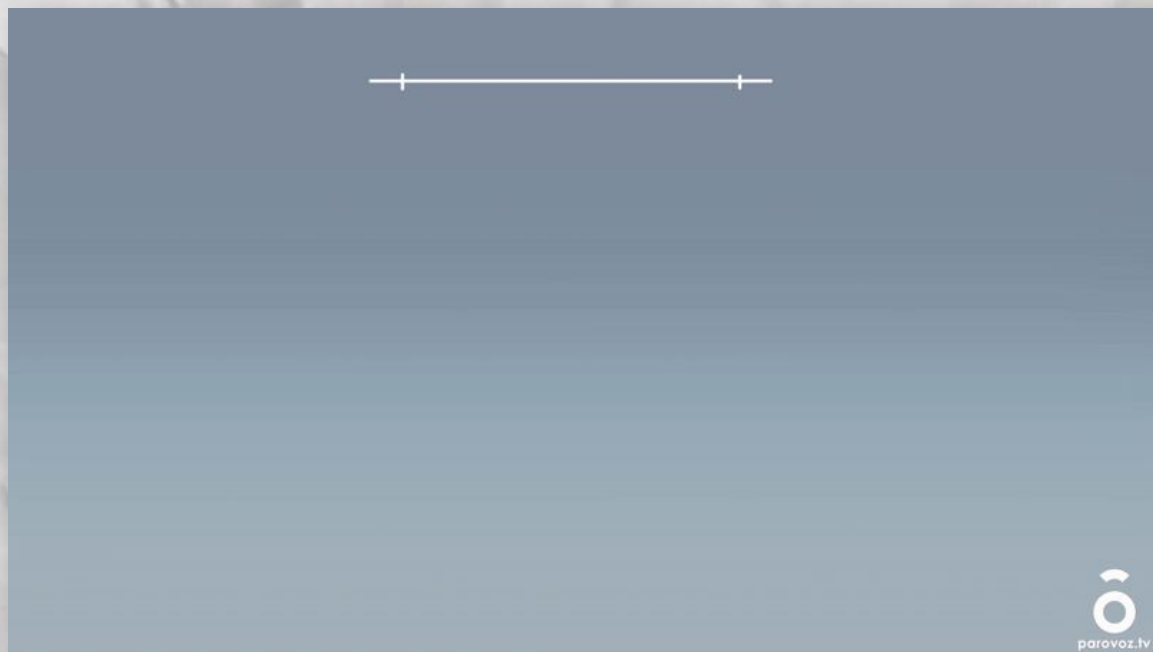
# 7. Arc



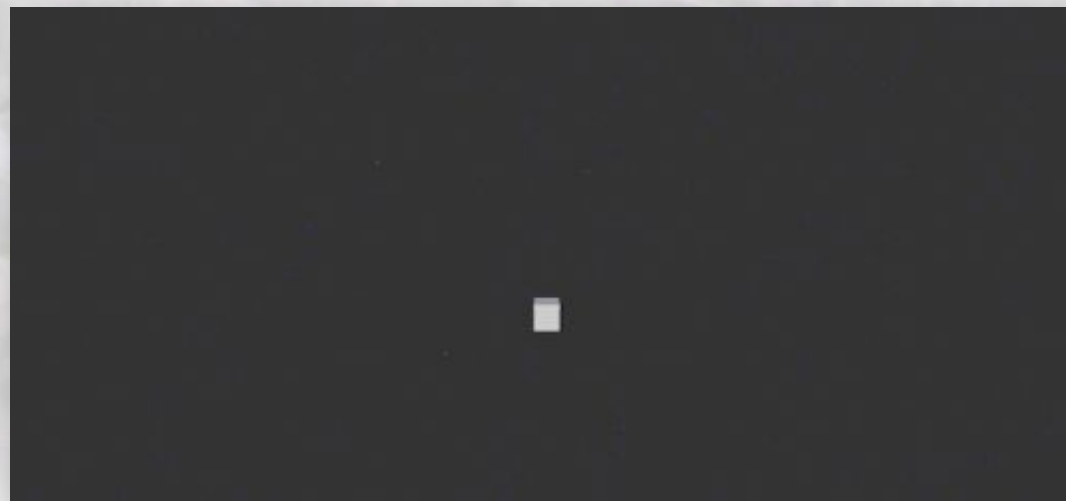
# 8. Secondary Action



# 9. Timing



# 10. Exaggeration



# 11. Solid drawing



# 12. Appeal



**The End...**