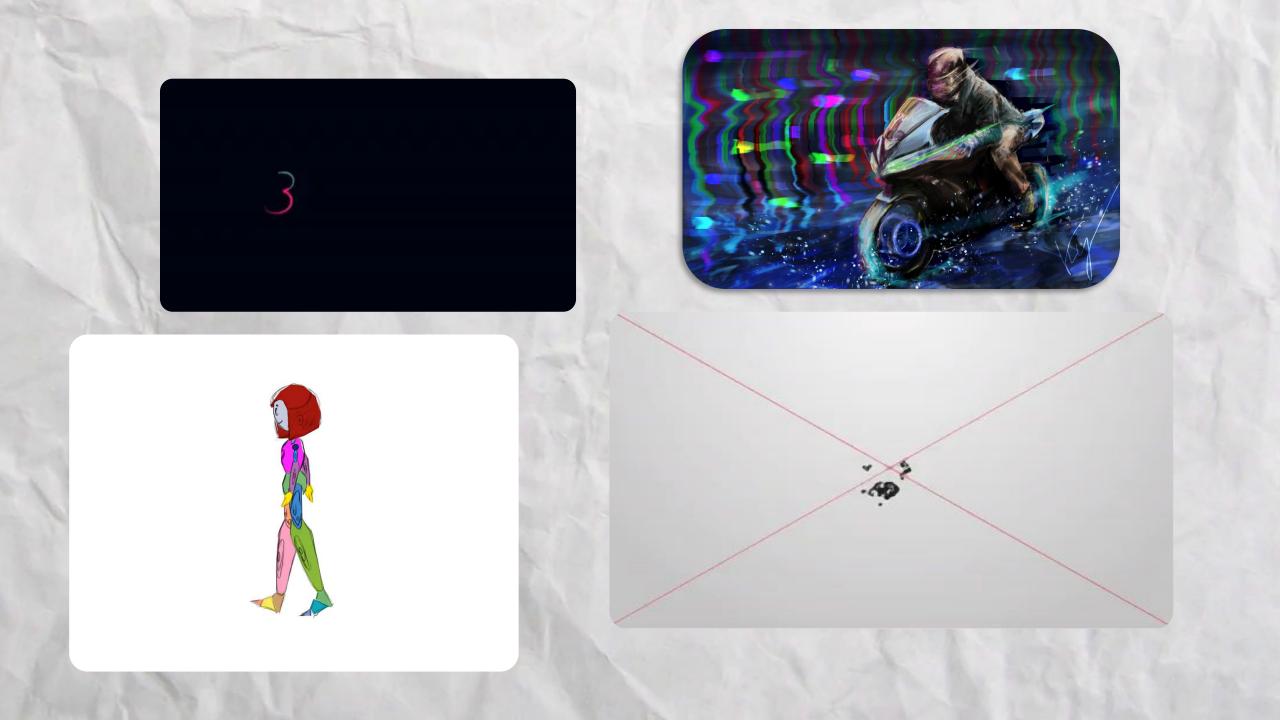
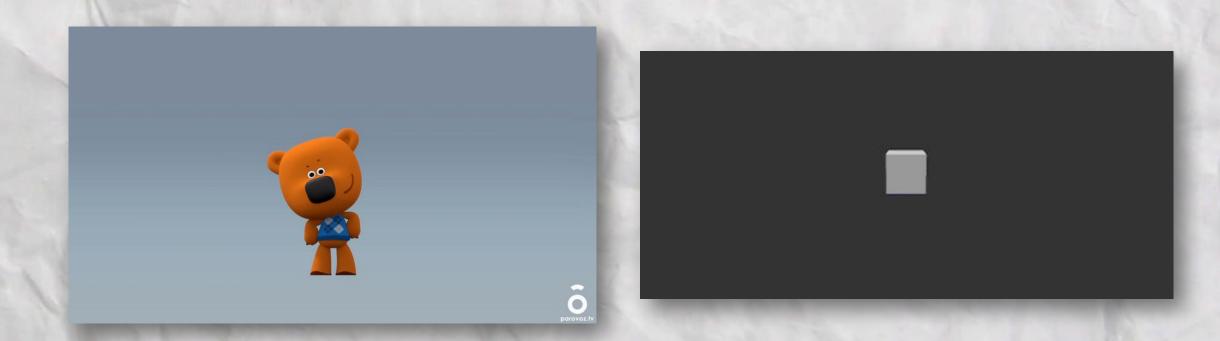
12 Principles of Animation



1. Squash and Stretch



2. Anticipation



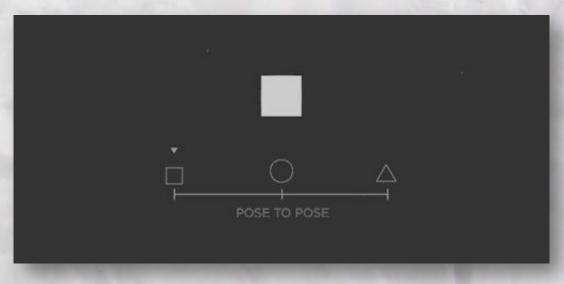
3.Stagging



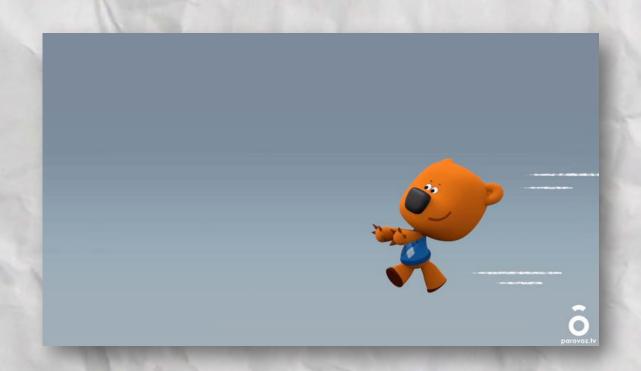


4.Pose to Pose



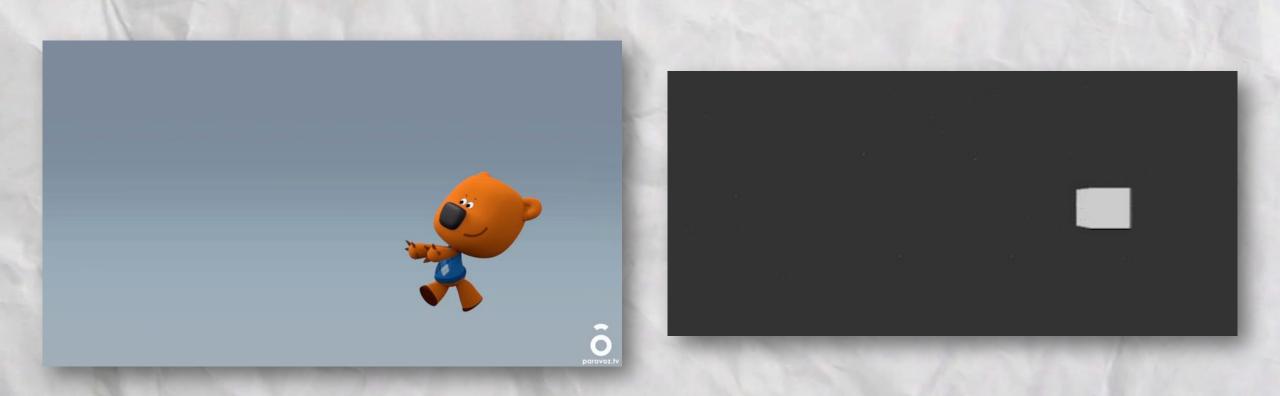


5. Follow Through and Overlapping Action





6. Slow In and Slow Out



7. Arc





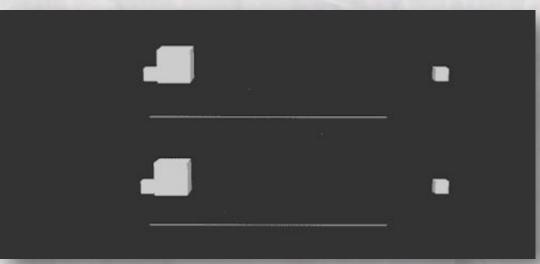
8. Secondary Action



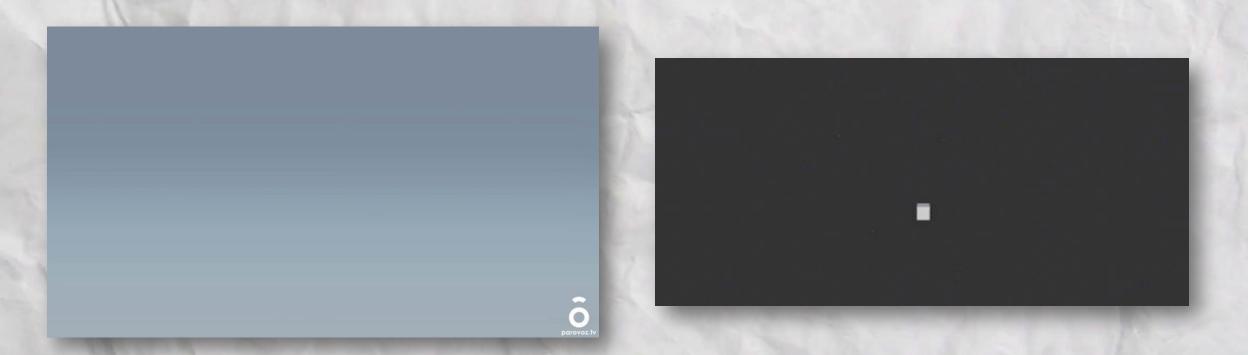


9. Timing



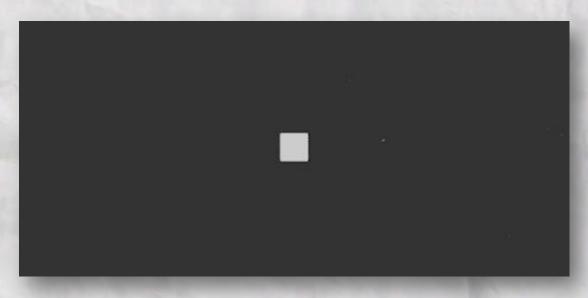


10. Exaggeration



11. Solid drawing





12. Appeal



