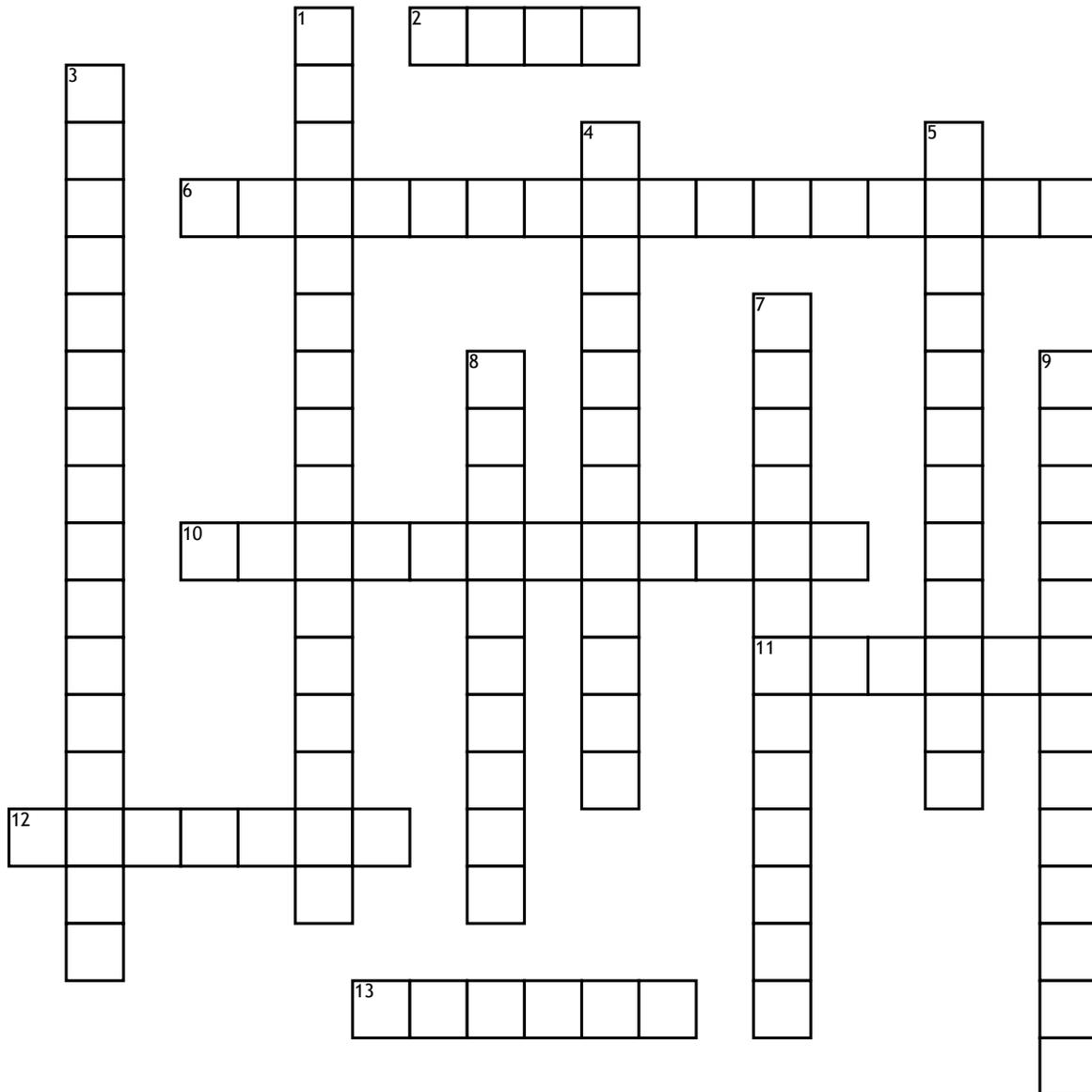


Twelve Principles of Animation!



Across

2. The basis for almost all natural motion; created using a spline curve.

6. Also known as ease in and ease out.

10. Used to increase the readability of emotions and actions.

11. Amount of frames between poses.

12. The clear presentation of an idea.

13. Animated characters need to have a unique personality and have a wide range of emotions.

Down

1. Minor actions that occur due to a major action.

3. Living flesh distorts during motion. Exaggerated deformations will emphasize motion and impact.

4. Animation can occur before an action.

5. To get maximum feeling from the audience, animated characters must be drawn or modeled precisely.

7. The action that follows the main action; actions do not stop at the same time.

8. Creating strong posed (keyframes) first and adding the in- between frames later.

9. Drawing the frames in sequence.