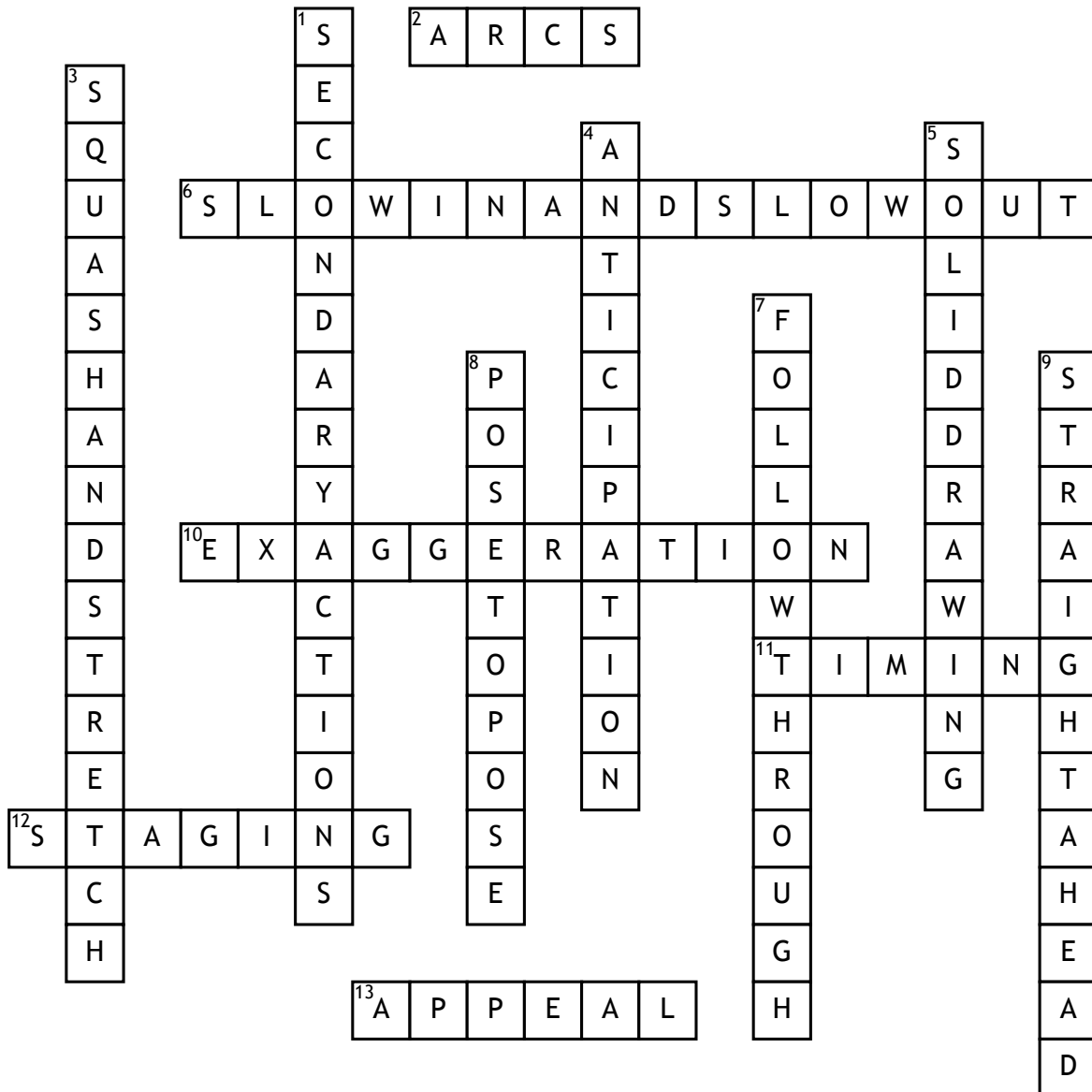


# Twelve Principles of Animation!



## 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.