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Twelve Principles of Animation!

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| **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. |