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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. |