

Studies in the Principles of Animation

Projects by Fall 2019 ARTM 3103 Animation Students

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From *Disney Animation: The Illusion of Life*

A new jargon was heard around the studio, words like..."overlapping" and "pose to pose"...gradually had been isolated and named. Verbs turned into nouns overnight, as, for example, when the suggestion, "Why don't you stretch him out more?" became "Get more stretch on him..." The animators continued to search for better methods of relating drawings to each other and had found a few ways that seemed to produce a predictable result....As each of these processes acquired a name, it was analyzed and perfected and talked about, and when new artists joined the staff they were taught these practices as if they were the rules of the trade. To everyone's surprise, they became the fundamental principles of animation:

- 1. Squash and Stretch**
- 2. Anticipation**
- 3. Staging**
- 4. Straight Ahead Action and Pose to Pose**
- 5. Follow Through and Overlapping Action**
- 6. Slow In and Slow Out**
- 7. Arcs**
- 8. Secondary Action**
- 9. Timing**
- 10. Exaggeration**
- 11. Solid Drawing**
- 12. Appeal**

Thomas, Frank and Ollie Johnston. *Disney Animation: The Illusion of Life*. Abbeville Press, 1981, p. 47.

While the Principles of Animation were codified in Walt Disney's studios during the Golden Age of Animation (late 1920s to early 1960s), these concepts are still integral to all moving graphics. Look at any screen, and you are bound to find the Principles of Animation: 2D cartoons, 3D films, video games, motion graphics, visual effects -- even the user interface animations on your phone. Students in **ARTM 3103—Animation** study the Principles of Animation for different design applications, including logo animation, character animation, and text animation. *(Professor Heather Freeman)*

