7. Arcs of Motion

Most characters will move following a slightly curved path of action. This helps the animation appear more natural. Animation would lose its illusion of life if a character moved in straight, direct lines. An example of this would be a ball being thrown across a distance and following a curved path of action.
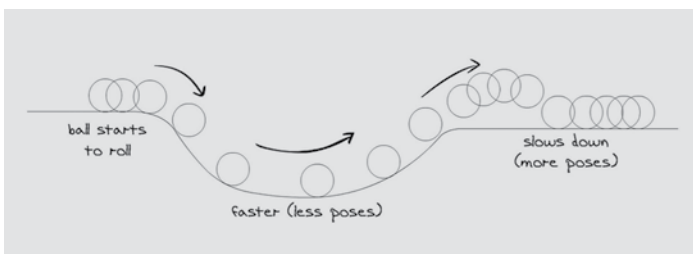

8. Secondary Action

This is an action that the character performs that is secondary to the main action of the scene. Think about what the purpose of this particular scene is. Why is this scene in your film? What is the character doing? This is your primary action. A secondary action can be added if it will enhance the acting or help the story move along. An example would be a character standing after falling down (primary action). The character dusts himself off as he stands up (secondary action).
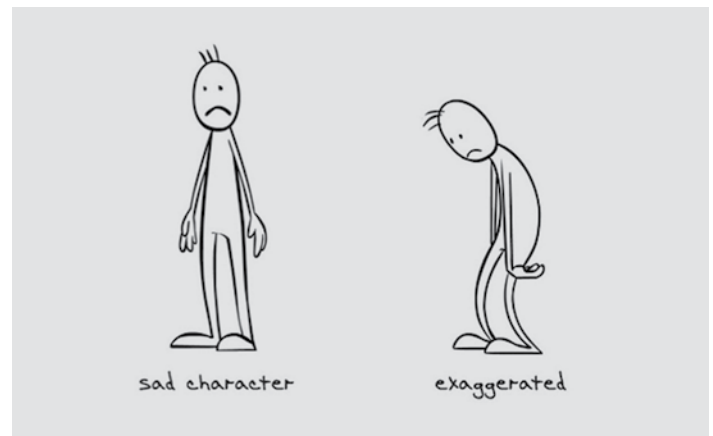
9. Timing

The number of poses you include in a movement will determine the speed of the movement on screen. If you want to make a character move slower, add more frames and smaller movements. If you want your character to move quickly, make larger movements and add fewer frames.

10. Exaggeration

This is used in animation to amplify an action or an emotion to make it easier to understand on screen. You can exaggerate the motion of an action or the pose of a character in order for the acting to be clearer to the audience. Think of the action that you are trying to show on screen and act it out in a mirror or get someone to act it out for you. This way you can get a feel for the right pose that is needed for your character.

11. Solid Drawing

When drawing a character, it is important to make sure that it appears they have weight, depth and balance. A good understanding of perspective is very helpful when drawing for animation.

12. Appeal

The term refers to the look of a character and the overall scene. Is it pleasing to look at? The appeal can also refer to the way you are communicating to the audience. Is your story clear and easy to understand? Can you hold your audience's attention?

Source: The Illusion of Life: Disney Animation, Frank Thomas and Ollie Johnston, 1981.