1 Newton's Laws 1

First Law - Inertia 2
Second Law - Foundation of Dynamics 3
Third Law - Action and Reaction 4
Gravity 5

2 Poses 7

Main Poses 8
How to Make a Good Pose 9
Lines of Action 10
Silhouette 11
Point of Interest 12
Props 13
Asymmetry 14
Connection 15
Variation and Contrast 16
Weight 17
Balance 18
Straight Lines 19

Bibliografische Informationen
http://d-nb.info/1067072543

digitalisiert durch DEUTSCHE NATIONAL BIBLIOTHEK

3 Timing and Spacing 21

Speed 23
Weight 24
Condition 25
Manipulating Objects 27
Types of Spacing 31
Spacing Tools 33
How to Define Time and Space 34

4 Follow Through and Overlapping Action 37

Hierarchy 38
Hierarchy of the Human Body 39
Types of Leadership 42
Extremities 45
Weight 46
Speed 47
Subtext 48

5 Anticipation 51

How it Works 52
Variations 53
Anticipation before Anticipation 57
When We don't Need Anticipation 58
Breaking the Rules 59

6 Slow In and Slow Out 61

Slow In 62
Slow Out 63
Linear 64
Variation 65

7 Arcs 67

Path 68
Property 69
Speed 70
Weight 71
How to Form Arcs in Animation 72
Polishing the Arcs 73
Extensions 74
Tools 77

8 Squash and Stretch 79

Energy 80
Keep the Volume 81
Animation Style 82
Shape 83
Flexibility 85
Weight 86
Velocity 87

9 Exaggeration 89

Style 90
Anticipation 91
Action - Reaction 92
Squash and Stretch 93
Personality 94
Feelings 95
Time 96
Variation 97

10 Secondary Action 99

Intensity 100
Anticipation 102
Tension 103
Feelings 104
Character's Behavior 106

11 Staging 109

Clarity 110
Point of Interest 111
Staging the Actor 112
Contrast 113
Importance 115
Staging the Background 118

12 Appeal 121

Characters 122
Character's Design 123
Animation 124
Acting 125
Staging 126
Story 127

13 Straight Ahead and Pose to Pose 129

Pose to Pose 130
Straight Ahead 132
How to Decide? 134