

## IDS-352 Critiques

Consider the following:

1. Sliding
2. Smoothness/fluidity
3. Out of sync movement – Timing between parts of action
4. Overall pacing (too fast/slow)
5. Principles of Animation (see list below)
6. Weight/balance
7. Comparison to reference
8. Symmetry (when relevant)

Principles of Animation:

1. Squash and Stretch
2. Anticipation
3. Staging
4. Follow-through
5. Overlapping action
6. Slow-in, slow-out
7. Arc vs Linear Motion
8. Timing
9. Exaggeration
10. Appeal

Animator's Survival Kit: Ways to get Vitality in a Walk

1. Lean the body
2. Use Straight Legs on contacts and push-off positions (going from straight to bent or bent to straight)
3. Twist the body
  - a. Tilt the shoulders and hips.
  - b. Have the shoulders oppose the hips.
  - c. Swivel the hips.
4. Flop the knee in or out
5. Tilt the belt line favoring the leg that's lowest
6. Flop the feet
7. Delay the feet and toe leaving the ground until the very last instant.
8. Tip the head or make it go back and forth.
9. Delay parts – Don't have everything working together at the same time.
10. Use counteraction – fat, buttocks, breasts, delayed clothes, pant legs, hair, etc.
11. Break the joints
12. More ups and downs (for weight)
13. Use different timings on legs vs arms vs head vs body, etc
14. Twist the feet – take them off the parallel
15. If we take a normal clichéd action and alter only one tiny part – we get something different!