

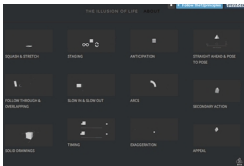
The 12 Principles of Animation

Written by Administrator
Friday, 11 July 2014 10:10 -

From the Sitepoint folks:

Way back in the 1930's two Disney animators -- Frank Thomas and Ollie Johnson -- established the '12 Basic Principles of Animation'.

These principles -- ideas like 'squash & stretch' and 'anticipation' -- are as important and relevant today as they were in the 30's.



Keep this site handy as you are working animation into your own interfaces.

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I think subtle motion touches like these can turn good interfaces into incredible interfaces.

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