

# UNDERSTANDING KEYFRAMES PART II



WITH ANIMATION PRINCIPLES

**SQUASH AND STRETCH**

**STAGING**

**ANTICIPATION**

**STRAIGHT AHEAD & POSE TO POSE**

**FOLLOW THROUGH & OVERLAPPING ACTION**

**SLOW-IN AND SLOW-OUT**

**ARCS**

**SECONDARY ACTION**

**TIMING**

**EXAGGERATION**

**SOLID DRAWING**

**APPEAL**

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ANIMATION PRINCIPLES

**SLOW IN/SLOW OUT**

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ANIMATION PRINCIPLES



## **SLOW IN/SLOW OUT**

Objects in real life don't just start and stop instantly, and almost never move at a constant speed. To look more realistic, they need to vary their speed accelerating and decelerating

**IN AFTER EFFECTS, SLOW  
IN/SLOW OUT IS CREATED  
BY **EASING THE  
KEYFRAMES****



**THERE ARE 3 BASIC TYPES  
OF EASING:**

**EASE IN  
EASE OUT  
EASY EASE**

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## **EASE IN**

Object starts fast but gradually slows down



## **EASE OUT**

Object starts slow but gradually speeds up



## **EASY EASE**

Object starts slow, speeds up, then slows down again

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NOW LET'S HEAD OVER TO

# AFTER EFFECTS

TO BEGIN USING EASING

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**THX!**