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We have learnt basic principles of traditional animation this week. Straight ahead animation is really interesting because it allows us to express something personal with a creative way. Also, pose to pose is a good method to produce animation, especially in the team work. I think it's convenient and could help me structure my work in advance. These two methods have their advantages and disadvantages respectively. Thus, it would have a good effect and efficiency when we use them together. In addition, the ease in and ease out principle is useful, the actions of character could be more vivid and nature. In conclusion, I was enjoyed this rotation because we try to use dragonframe this time and work with lightbox. I reckon would use pose to pose and straight ahead these two methods together to keep both my efficiency and creativeness.

Straight ahead

<https://youtu.be/LQLRjtOxFRo>

bouncing balls and character

<https://youtu.be/wF1QgYICE-M>

pose to pose

<https://youtu.be/63zNgghviq0>

pose to pose, ease in and out

<https://youtu.be/AzAlkQaXkrk>

