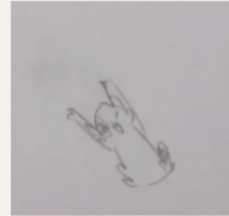


# TRADITIONAL ANIMATION

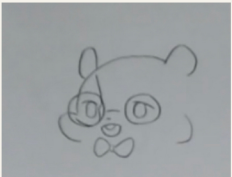
*In this rotation, I have learnt the process of making traditional animation. Focused on 4 tasks, straight ahead, pose to pose, timing and spacing, ease out and in.*



*This one is straight ahead. I quite like it as it is quite smooth and fluent. However, all the movement is too fast than I expected.*



*These two are both for testing timing and spacing. I like the first one very much but as I didn't done it pose to pose, the size of my character shrinks. So, I had tried another one and keep the size in mind wich is better.*



*This one is made in pose to pose. It is more easier to control the size of the character. I think it looks great, despite the emotions' translation is too quick.*



*This one is made in pose to pose and to test ease out and in. I didn't actually see the ease out and in but I think I have made the movement quite smooth.*