

The history of animation is filled with many groundbreaking developments from a variety of artists and creatives. It started in the mid-1800s, with spinning paper wheels composed of sequences of similar images that created the illusion of motion through persistence of vision. This concept was then expanded to create more elaborate tools that could create this same effect, such as the zoetrope that used a spinning wheel lined with frames of the animation, and the praxinoscope that instead reflected the frames of animation onto mirrors. Then, in 1872, Eadweard Muybridge created animations and frame-by-frame breakdowns of the real movement of various animals by taking sequences of photographs of them in quick succession. His work became an extremely important reference and source of information for how living things move. However, it was in the early 1900s that Walt Disney began truly revolutionizing the industry. His animation “Steamboat Willie” became known as the first animated cartoon to have synchronized sound. This cartoon was created using cel animation, a technique that Disney would soon utilize to create animated masterpieces that would raise the standard for the entire animation industry. As we approach the modern day, digital animation has risen to the mainstream and cel animation has mostly died out, only being kept alive by a select few studios—namely Studio Ghibli. Most mainstream studios now use 3D animation and CG to produce feature films. Currently, stop motion animation is the primary traditional form of animation that remains in mainstream practice, particularly by the animation studio LAIKA. The 12 principles of animation, on the other hand, have still been kept in practice throughout the entire history of animation, including our current day. The 12 principles of animation are squash and stretch, anticipation, staging, straight ahead/pose to pose, follow through and overlapping action, slow in and slow out, arcs, secondary action, timing, exaggeration, solid drawing, and appeal. These 12 principles work in tandem to create smooth, visually appealing, and lively animation that properly captures viewers’ attention, engagement, and emotions. For example, squash and stretch and exaggeration are two of the main techniques used to emphasize actions and make movement more clear to the audience. Squash and stretch communicates the speed and mass of an object, while exaggeration puts emphasis on those qualities and can make tone, characteristics, and movement far more obvious and impactful. In addition, anticipation, follow through and overlapping action, slow in and slow out, arcs, and several more of the principles of animation are used to make characters’ and objects’ movement far more realistic and pleasing for the viewer. Anticipation shows the audience what action is about to take place and provides a source of energy for the movement, while follow through shows the realistic conclusion of that action. All of these techniques ensure that the way elements of an animation move makes sense to the audience, and that each sequence of events feels realistic enough as to not break a viewer’s suspension of disbelief. Overall, the 12 principles of animation are essential facets of the animation making process, and are integral to creating animation that is high-quality and visually captivating.

Animation: Arcane

📺 Firelights attacked Silco's airship



Staging: Ekko in the center of the firelights, much larger, in more focus

Follow through: Ekko's cape after landing on the ship

Slow in and slow out: Ekko falling to the side

Timing: Landing, putting hoverboard away, pulling out weapons

Appeal: Character designs are extremely intriguing and cool

Animation: Arcane

📺 Caitlyn went to Underground



Arcs: Vi turning around and Caitlyn's hand movement

Anticipation: Vi jumping across the rooftops

Follow through: Vi's landings

Animation: Arcane

 Vi and Sevika's first fight



Arcs: Sevika leaning in after the card game

Secondary action: Vi's arms as she knees Sevika in the face

Anticipation: Winding up for punches

Follow through: Follow through on punches

Timing: Each hit is timed in a way that makes the sequence of events clear and logical

Animation: Arcane

https://youtu.be/x_eJ6dJzMU0?feature=shared&t=6



Staging: Emphasis put on the gemstone

Arcs: Jinx bobbing her head

Slow in and slow out: Sevika limping into Silco's office

Animation: Arcane

[▶ Firelight Chasing Vi and Caitlyn?](#)



Arcs: Vi limping

Secondary action: Vi clutching her wound

Staging: The emphasis put on the drop from the cliff before they're about to go down

Anticipation: Vi bending her legs before jumping down

Follow through: The impact as Vi slams into the beams

Animation: Arcane

[▶ Vi and Jinx reunited](#)



Staging: The flare being center stage for emphasis

Appeal: Jinx's pose and overall great character designs

Follow through: Caitlyn and Vi falling over after they drag themselves up the cliff