

WEIGHTY MATTERS - BALANCE

You must always consider where the weight of your character is and where it's going on each and every pose. Each pose should have either a clear sense of balance....

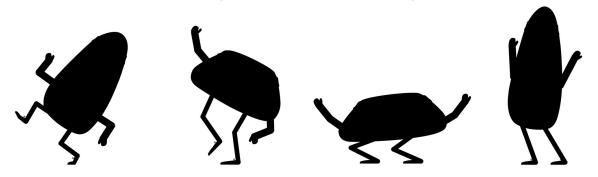


Or clearly motivated and intentional imbalance as weight shifts....



YOU AND YOUR SHADOW - SILHOUETTE

Your poses will be more visually appealing and communicative if they have strong silhouettes....



Avoid "clumping" limbs and body parts on top of one another....





Avoid symmetry to keep characters from looking flat....



WALK THE LINE - LINES OF ACTION

Building poses around clear and simple lines of action will make animation more clear, dynamic, and visually appealing. Try to create a "flow" along the line with as many body parts "aligned" with that flow as possible. Pay close attention to the internal and external forces at work on your character and "bend" that line of action accordingly.

