

## WHY BREAKDOWNS ARE SO IMPORTANT IN ANIMATION

Listen up, it's the secret of animation!

To be a good animator, you must of course be good at

- choosing your extreme poses
- timing your extremes
- knowing when to use anticipation extremes or settle extremes, and when not to use them
- when to use easing in the inbetweening and how much, and when not to use easing

BUT ALSO AND PROBABLY MOST IMPORTANTLY

- **knowing when and how to use breakdowns skilfully and creatively**

It seems (to me anyway) that the really fine control of really creative animation is mostly in this creative use of breakdown poses.

### HERE'S WHY - THE MANY USES OF BREAKDOWNS

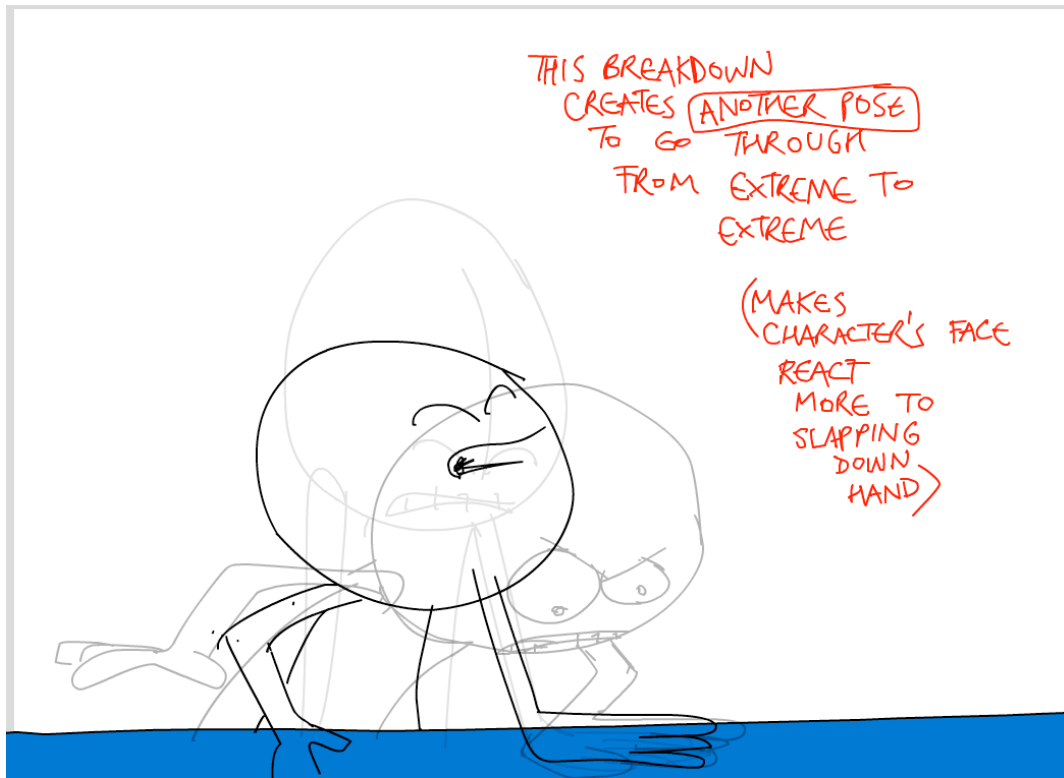
1 – Plain “inbetween extreme” – **another pose** to go through when going from an extreme to an extreme, like for eg. crouching and blinking when turning a head

2 – Creating **overlap** – varying speeds within the one movement; delaying or accelerating one part in contrast to another part – a good eg. is the hinged parts at the ends of limbs, but this can be applied to anything at all. (Remember my example of the guy putting a book on a table; in the breakdown the leaning body was accelerated and arms with book were delayed)

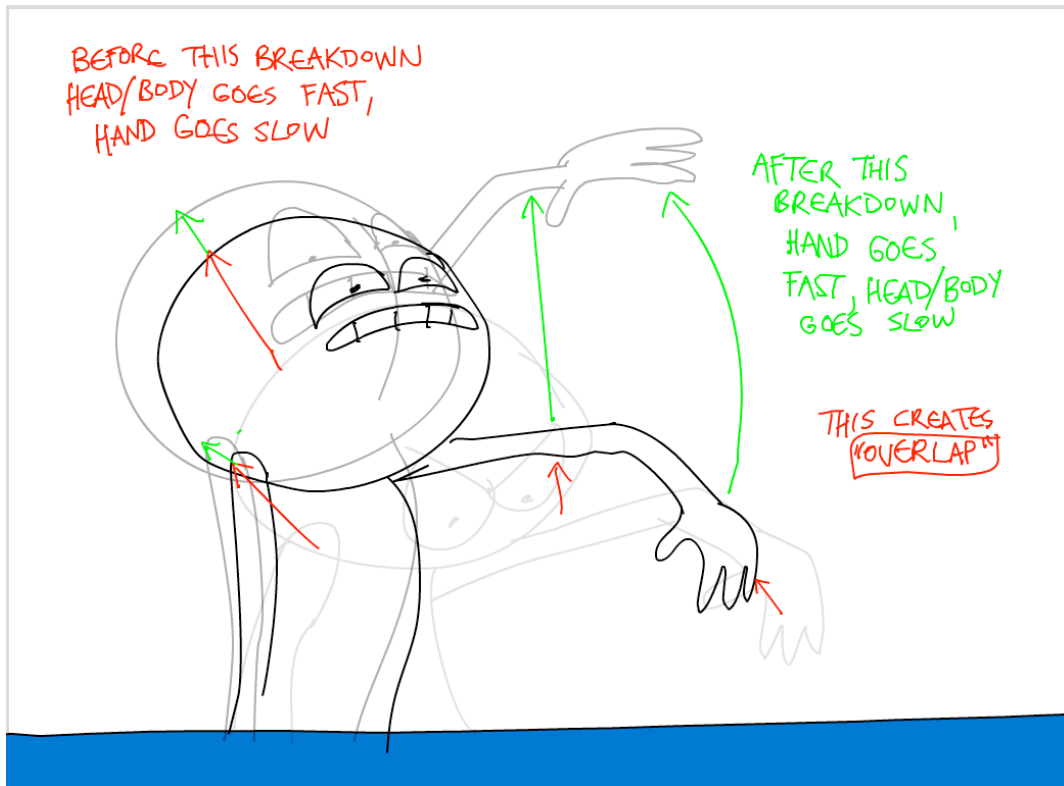
3 – Creating overlap in **squash and stretch** style, delaying or accelerating part of something by greatly distorting it as if it were made of rubber

4 – Using breakdowns to make one part change direction while another doesn't; in other words as extreme for only part of something – very useful for creating **flexibility** in limbed characters or objects

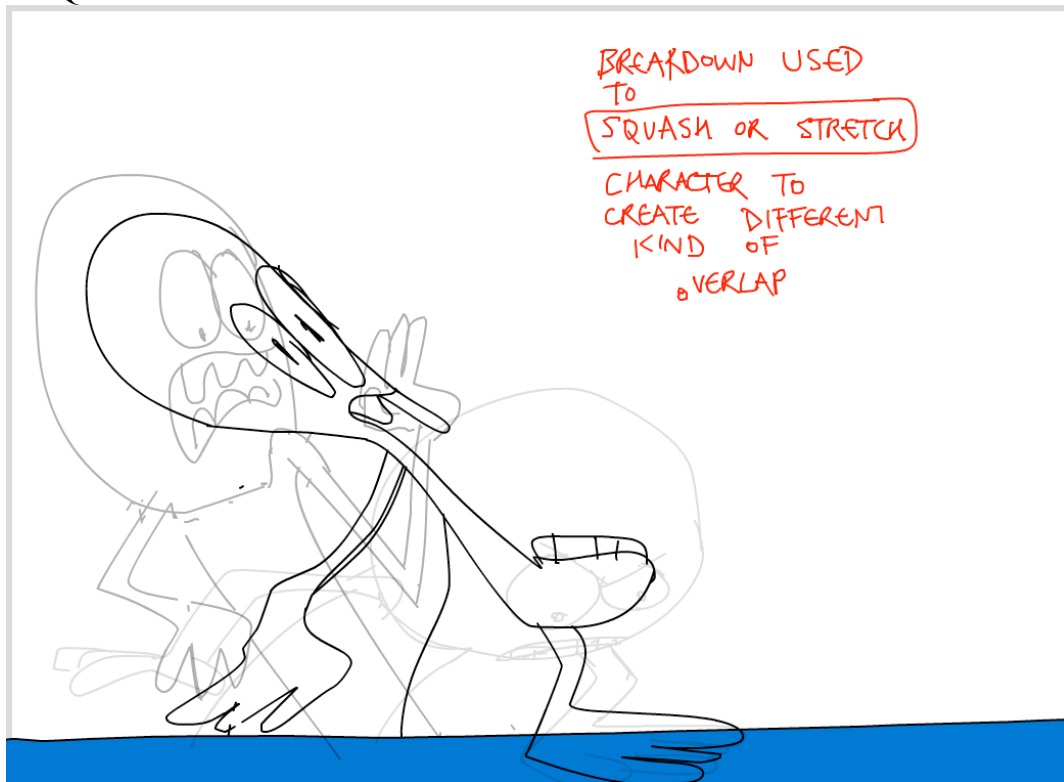
## 1. ANOTHER POSE



## 2. OVERLAP



### 3. SQUASH N STRETCH



### 4. FLEXIBILITY

