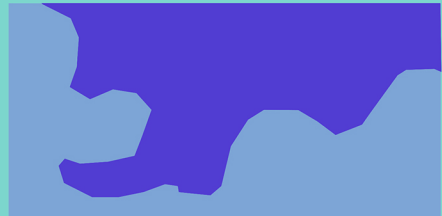


# 3 Main Principles of Animation

**Squash and Stretch**



**Staging**



**Anticipation**

