# 2D Animation Basic Principles

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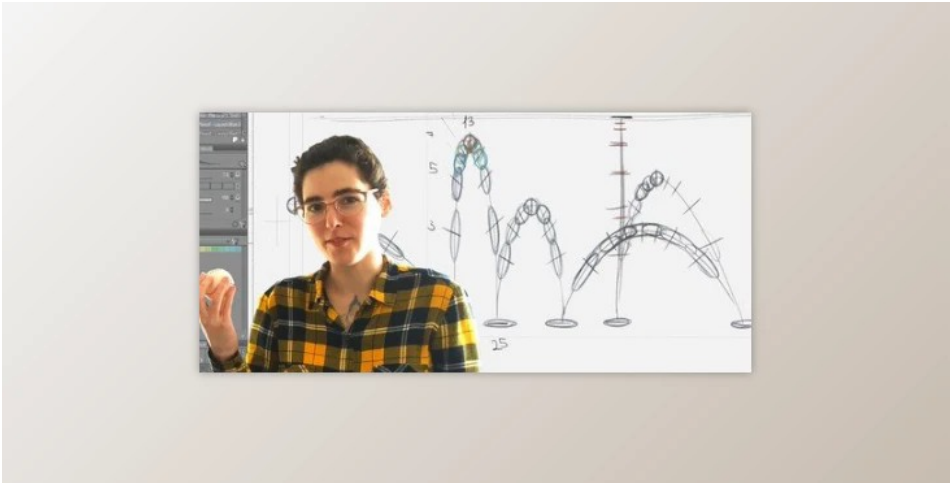
**Requirements**

- If you decide to work with paper, you will need an Animation board (or homemade solution) 90gr or lower sheet of grammage, a paper hole punch, and rulers with bolts (to keep the sheets in place). Software for editing, like Adobe Premiere.
- If you prefer to work digitally, you'll need a tablet or monitor that has an electronic pen and drawing program with the ability to draw layers as well as a timeline like Adobe Animate or Clip Studio Paint.

## Gfx plugin details of 2D Animation Basic Principles

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In this course, you'll learn how to create **conventional 2D animated films** making each frame the way it is done for anime or Disney films. The aim of this course is to help you can learn how to create animation using basic examples while understanding the basic principles that allow animation to look and work, and also attractive and convincing.

If you're a graphic artist but don't have any experience with animation, this class will provide you with the fundamental tools needed to gain a solid understanding of motion.

If you're not familiar with drawing but are fascinated by animation This is a great start.

**In these four modules, we'll explore:**

- Frame Ratio, Aspect Ratio, and Frame Rate
- The principle behind Straight Ahead Action and Pose to Pose Animation
- The Principles of Solid Drawing
- The principle behind Squash & Stretch
- The principle of slow-in and slow-out
- Principle of Anticipation
- The Principle of Secondary Action
- Principle of Overlapping Actions and Follow-Through

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