

Ease in - ease out

We all know that *timing* is king but what about *spacing* which is equally important to the overall feel of the momentum and movement.

- * Altering the spacing of key positions and inbetweens can be critical.
- * All motion would be dull and not believable animated with evenly spaced key positions.
- * It is a question of less or more at the artistic discretion of the animator.
- * Easing in and easing out require more key positions or drawings in order to slow down the momentum and cushion the movement.
- * Striking carefully choreographed positions and poses at the right moment in time.
- * Timing can remain unaltered but the way you move an object from **A** to **B** is the secret is achieving the desired result.
- * Think of it as the way a musician spaces out some notes and clusters others together in groups over a set time period such bars of music.
- * Important to plan out charts of key positions and then add any necessary positions.
- * Carefully consider how you divide up linear time between start position and end position. Even in repeat cycles.
- * Where classical animators add more drawings for the desired result, computer animators manipulate function curves or motion graphs with bezier handles. This can drastically alter the feel of the motion.