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Sommario/riassunto	Action Analysis is one of the fundamental principles of animation that underpins all types of animation: 2d, 3d, computer animation, stop motion, etc. This is a fundamental skill that all animators need to create polished, believable animation. An example of Action Analysis would be Shrek's swagger in the film, Shrek. The animators clearly understood (through action analysis) the type of walk achieved by a

large and heavy individual (the real) and then applied their observations to the animated character of an ogre (the fantastic). It is action analysis that enabled the animation team to visual