1.	The First way to Animate is:
2.	Disney Animator Woolie Reitherman said, 'When I didn't know what I was doing in an
	, I always went
3.	The Second way to animate is:
4.	The storytelling drawings are
5.	Followed by the next most important drawing,
6.	Then we work out how to go from one pose to another. These are the
	or passing positions.
7.	The last way to animate is:
8.	First we plan out what we are going to do in small thumbnail
9.	Then we make the drawings, the keys.
10	. Then we put in important drawings that have to be there like,
	or where hands or feet contact things – the extremes.
11	. We'll work straight ahead on top of these, improvising freely
	as we go.
12. "I've done hundreds of walk," Ken Harris would say, "but I still want to get a	
	of my basic timing before I start to on it".