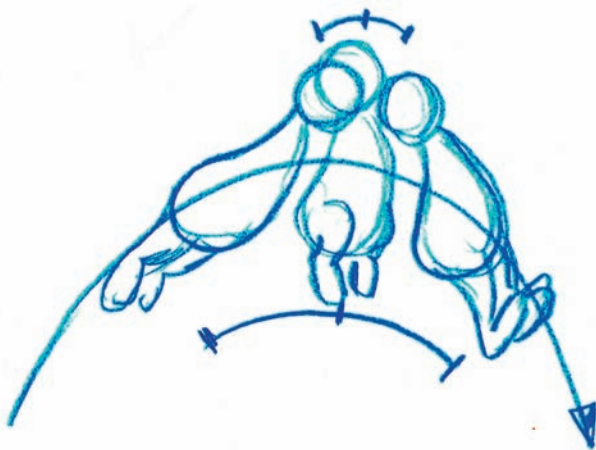
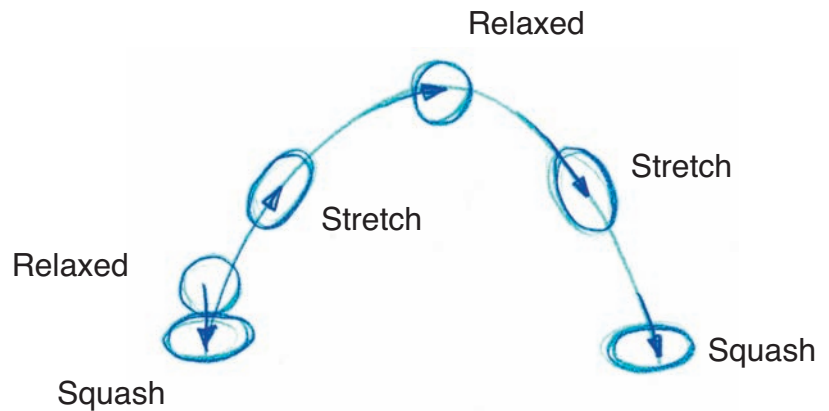




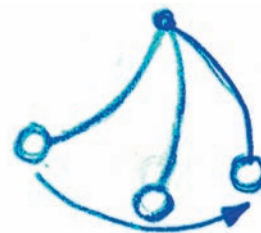
Points to Watch for In the Assignment

- This assignment is similar to the Jump Up & Down, so many of the principles are the same and you'll need to be careful of the same points along with the following:

- Since the Broad Jump is based on the Descending Energy Ball Bounce theory, the character will travel a short distance forward. Thus, the path of action now follows an arc - not a straight line.



- At the apex of the jump, the top of the character should move less than the lower part. The head/shoulders should form a fulcrum point similar to the Pendulum Swing assignment.



- As with the Jump Up & Down assignment, consider the idea of having the character jump off one foot and land on the other, turning it into something more like a giant stepping jump.

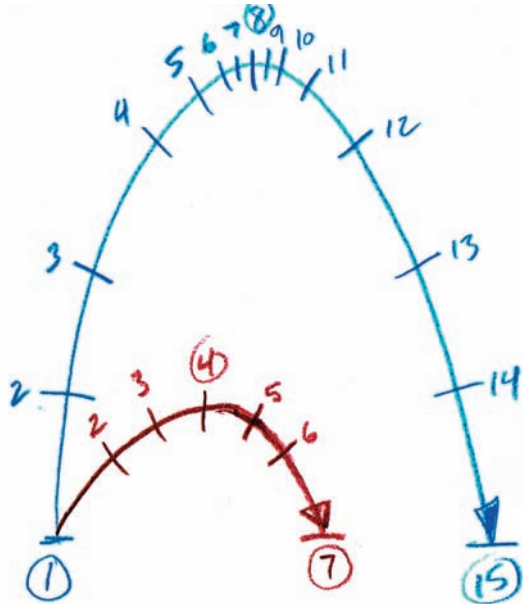
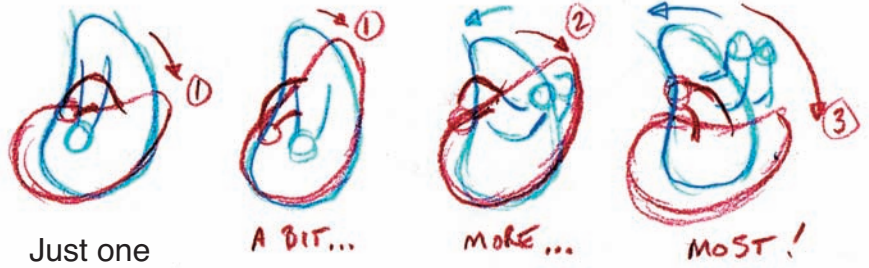
Be sure to act out the action yourself as the movement of the arms will change as well.



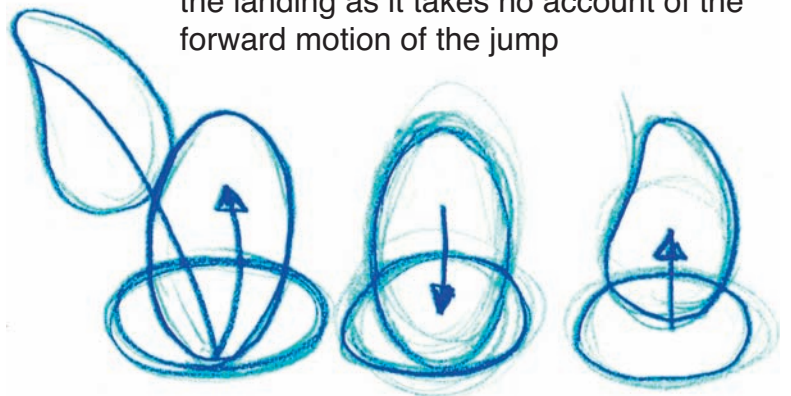
Just one leg forward rather than both at the same time.

- The higher and/or further you have the character jump, the greater your anticipation and build up should be. One anticipation swing back and down may not be enough to sell the energy being used to get the character to move that far.

Consider possibly adding in two or three swings before the jump, each one slightly larger than the last.



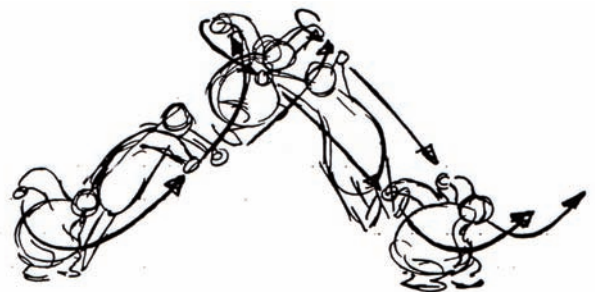
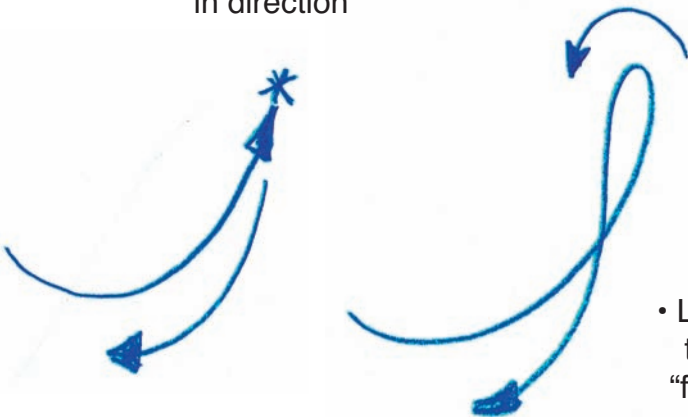
- Avoid a straight up and down recovery in the landing as it takes no account of the forward motion of the jump



Don't do this!

- Also, the higher or longer the jump, the more drawings you will need to slow the action down so it reads properly. This will eliminate strobing on the character. You can still play with the timing later, shooting some drawings on ones and some on twos.

- Avoid sharp changes in direction



- Always use arcs to trace paths of action for the arms, head, feet, etc. throughout the action.

- Look for opportunities to create loops and "figure eight" paths of action