**Sit Part2**

* Clean Playblasts
* Well chosen single camera
* Story, and personality of the character, reads well
* Character sits down
* Timing/spacing
  + Watch out for floaty/even motion
  + Ease in/ease out
* Actions
  + Anticipation/Follow through
  + Each action is read well
  + Actions support the story and the personality of the character
  + Smooth vs stiff
* Facial expression
  + Works together with body actions
  + Emotions read
* Overlapped motion (as opposed to pose-to-pose)
* Weight
* Takes (should be used at necessary moments)