

Objective 104.01

Understand concepts used to create digital animation.



Course Weight : 5%



ExplorNet CareerTech

from The Centers for Quality Teaching and Learning



Digital Animation

Creating the movement of graphic(s) and/or text

- ✓ Interactive / Dynamic Advertising
- ✓ Games (Online or Standalone Consoles)
- ✓ Clickable Tutorials
- ✓ Animated Visual Demonstrations



Frame-Based Animation (Flip Book)

- ✓ **A series of individual still frames** that create the illusion of animation when viewed continuously
- ✓ The graphic(s) in each frame have slight changes in position from the previous frame
- ✓ Frame-based techniques are commonly used with digital photographs to create **Stop Motion Animation**



Vector Animation (Path Animation)

- ✓ Uses **computer generated formulas** to make objects in the animation move along a path
- ✓ **Utilizes tweens** between keyframes
- ✓ Result is a relatively **smaller file size** with clearer images and smoother movement than frame-based animation



Concepts of Digital Animation

2D Animation

vs.

3D Animation

- ✓ Uses two dimensions of movement in animation
- ✓ Has a flat look in appearance
- ✓ Examples include cartoons like *Family Guy* and *The Simpsons*

- ✓ Uses three dimensions of movement
- ✓ Has more depth and realistic appearance
- ✓ Examples include video games like *Halo* or *Madden*

