

ANIMATION

- ANIMATION IS A SERIES OF DISPLAYED ONE AFTER ANOTHER TO SIMULATE MOVEMENT.
- ANIMATION IS A SEQUENCE OF STILL GRAPHICS THAT ARE SET IN MOTION
- A SERIES OF IMAGES ARE RAPIDLY CHANGED TO CREATE AN ILLUSION OF



Types of Animation

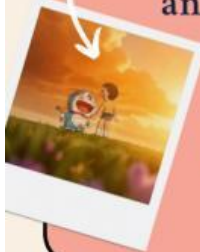
2D space

2D animations are very and static

3D space

3D animations are complicated and animations

..... mathematical extension of the concept of 3-D. Realistic presentation system combining motion pictures with synchronized physical effects



Software

Example of animation editing software:

- Maya 3D • 3D Blender •

Blender



Purpose of Animation

- Animation helps user to see how things change over time by using
- 3D visual animations can technical situations in clear and concise ways by using interactive simulation



Usage of Animation In multimedia presentation:

1. purposes

- Animation is used in creative arts which is a specified skill in creativity.
- Animator would use animation especially 3D animation in their work or presentation to amaze audience.

2. Storytelling

- Storytelling through animation is an art form that involves using visuals, sound, and to create a narrative that can be easily understood by viewers.

3. (scientific visualization)

- Animation is used to create models that are essential for research and study.
- Animation allows you to create 3D, realistic models that allow diagrams etc. to show accurate representations of an

4. Instructional purposes

- animations can illustrate technical situations in clear and concise ways.

Advantages of Animation

- It educates and engages the audience through
- Animation helps deepen visual understanding better than traditional images and text.
- It is a marketing tool compared to shooting using real life model.