

# ANIMATION

DFT06

## Definition



1. Animation is a series of \_\_\_\_\_ displayed one after another to simulate movement
2. A sequence of \_\_\_\_\_ that are set in motion
3. A series of \_\_\_\_\_ are rapidly changed to create an illusion of movement

## TYPE OF ANIMATION

2-D : animation are very simple and \_\_\_\_\_

3-D : complicated and \_\_\_\_\_ animation

4-D : same like 3-D but it combine motion pictures with synchronized \_\_\_\_\_ effects



## Software

- \_\_\_\_\_ 
- 3D Blander 
- Animaker 



## Usage Of Animation

### ARTISTIC PURPOSES

- creative arts which is a specified skill in \_\_\_\_\_.
- Animator would use animation especially 3D animation in their work to amazed audience

### STORYTELLING

- Storytelling through animation is an art form that involves using \_\_\_\_\_, \_\_\_\_\_ and \_\_\_\_\_ to create narrative that can be easily to understood by viewers

### DISPLAYING DATA (scientific visualisation)

- Used to create models that are essential for research and study. It allows you to \_\_\_\_\_, \_\_\_\_\_ models that allow diagrams etc.
- Exp: X-tray that used by a doctor to visualize the images of bones.

### instructional purposes

- 3D visual animations can \_\_\_\_\_ technical situations in clear and concise ways.

## Purpose Of Animation

- animation helps user to see how things change over time by using \_\_\_\_\_.

- 3D visual animations can illustrate technical situations in clear and concise ways by using \_\_\_\_\_.

## Advantage Of Animation

-It \_\_\_\_\_ and \_\_\_\_\_ the audience through entertainment.

-Animation helps deepen visual \_\_\_\_\_ better than traditional images and text.

-It is a \_\_\_\_\_ marketing tool compared to shooting using real life model.