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

2D 3D 4D

Software

- _____ M
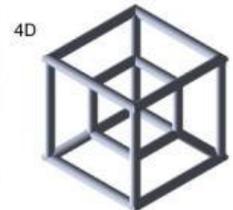
- 3D Blander

- Animaker

Usage Of Animation

ARTISTIC PURPOSES
- creative arts which is a specified skill in _____.
  Animator would use animation especilly 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.