

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

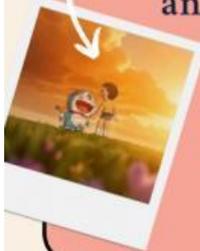


Types of Animation

2D space 3D space

2D animations are very and static complicated and animations

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 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 amazed audience.

2. Storytelling

- Storytelling through animation is an art form that involves using visuals, sound, andto 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.