**Animation**

1. **Define *animation:***
2. **What is 2D animation?** The creation of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ pictures in a two-dimensional \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, such as those created with \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ animation software.
	1. Objects in 2D animation move along a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ axis (\_\_\_\_\_-axis) for simulating
	\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ movement.
	2. Objects move along a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ axis (\_\_\_\_\_\_-axis) for \_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_
	movement
3. **What is 3D animation?** The creation of moving pictures in a \_\_\_\_\_\_\_\_\_\_\_\_\_\_-dimensional environment; objects can be \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ like real objects.
	1. In addition to moving along the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ axis, objects can also move \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ or
	\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_away by moving along the \_\_\_\_\_\_-axis.
4. **What’s the difference between the two?**
	1. Objects in 2D are \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, like a painting or photograph.
	2. In 3D animation, objects are like \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, they have a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_, top and bottom.
5. **What are the basic types of animation?**
	1. **Frame:** A computer animation technique that creates movement one \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_at a time
		1. The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of movement is created by displaying objects in slightly different\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_or positions, one frame after another in rapid \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
	2. **Stop Motion:** Animation where a model is moved \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ one frame at a time.
	3. **Morphing:** A \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ process in which persons or objects seem to change \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, form, etc.
	4. **Warping:**  A special effects process in which an object is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ or \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ out of shape.
6. **What is CGI?** Animation is obviously a key component in special effects. The application of computer graphics (specifically 3D animation) to special effects is known as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (CGI).
7. **Basic Concepts of Animation**
	1. **Frame:**  An individual picture in a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
	2. **Frames per second (fps):** also known as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. The number of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ per second at which an \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ or video is intended to be viewed.
	3. **Looping**: Playing a sequence of frames \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
	4. **Tweening**: Short for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, an animation technique that, based on \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ shapes, creates the necessary “in-between” frames.
	5. **Key frame**: A frame in an sequence of frames which is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ or otherwise constructed directly by the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ rather than generated by the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.