**2.02** **Computer Animation Graphic** **Organizer**

Directions: Provide the below requested information in the spaces provided.

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| **Section A** History of Animation  |
| How has animation evolved over the years? | Describe early animation. |
| Describe computer animation. | What is the difference between traditional animation and computer animation? |

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| **Section B** Methods and Uses of Computer Animations |
| How are the types of computer animations used? | What type of graphics are used in virtual reality? |
| How is the rollover effect used? | What happens during the morphing effect? |
| **Section C** Computer Animation Software and Design Guidelines |
| List and describe the program parts for computer animation software. | How do FPS, playhead, and scrubbing impact the process of designing computer animations? |

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| What are the guidelines to consider when designing computer animations? | How do the different types of tweening impact the movement of objects? |
| What are the functions of the different layers? |
| **Section D** Adding Sounds into Computer Animations |
| Summarize MP3 format. |
| Summarize the WAV format. |
| What is the purpose of the compression process? |

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| What type of music can be used in professional productions? |
| **Section E** Adding and Animating Text into Computer Animations |
| What is the purpose of text in computer animation? |
| Describe what happens to text when it is added into computer animations? |
| **Section F** Publishing Videos |
| What happens during the streaming process? | What is the relationship between bandwidth and streaming rate? |
| What is the relationship between playback and streaming rate? | What should occur during the analyzing and optimizing video files process? |

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| What are the delivery methods for distributing computer animations? | What are some animation file types? |
| What is the purpose of a plug-in or player? | List examples of plug-ins and players. |