Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_ Period \_\_\_\_\_

**2.02 Very Important Terms to Computer Animation Activity**

Directions: Use 2.02 Key Terms and Definitions as a resource to determine how the below listed terms are important to computer animation. You may use the below spaces or software to record your responses.

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| **Key Terms** | **Why are the terms important to animation** |
| Persistence of Vision | Example: refers to the way our eyes retain images for a split second longer than they actually appear, making a series of quick flashes appear as one continuous picture.  |
| Frame-by-Frame Animation | Example: refers to the way our eyes retain images for a split second longer than they actually appear, making a series of quick flashes appear as one continuous picture.  |
| Computer Assisted Animation |  |
| Computer Generated Animation |  |
| **Methods Of Animating** |
| Path Animation | Example: Also called vector animation. An object follows a path which is a line, or vector, inserted by the animator |
| Morphing Animation |  |
| Programming or Scripting-Based Animation |  |
| Rollovers |  |
| Stop Motion Animation |  |

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| **Multimedia Program Parts** |
| Stage |  |
| Frame |  |
| Keyframe |  |
| Timeline |  |
| Library |  |
| Playhead |  |
| Scrubbing |  |
| Tween(ing) |  |
| Compression |  |
| **Sound And Video Distribution Formats** |
| MP3 |  |
| WAV |  |
| Executable File |  |
| Plug-in |  |
| Standalone Player |  |
| **Factors That Influence Distribution Of Multimedia** |
| Bandwidth |  |
| Streaming |  |
| Streaming Rate |  |
| Playback rate |  |