Animation Questions

Name: _____ Date: _____ Period: _____

1. The two most common ways to add animation to your presentation are_____ and _____.

2. A (n) _____ is merely a series of frames combined into a single GIF file, much as a PowerPoint slide show gathers a series of slides into a single presentation.

3. _____ is similar to the compression process for JPG files that reduces the number of colors and the number of frames wherever possible, to keep the file size of animations as small as possible.

4. _____ or _____ (the terms are often used interchangeably) are created with _____ graphics rather than with bitmap ones used in animated GIFs, as a result the file sizes are much _____ so they load quickly and take up less computer memory.

5. The essential tool used to create flash movies is a _____**,** which records when each event will occur and what actions will happen.

6. A _____ is used to set the point at which a new action begins.

7. _____ are used just as in other graphics programs to separate visual elements and can be assigned its own series of animations, so several events can be happening at the same time.

8. Objects in flash files can be changed in a variety of ways, called _____, such as changing size or shape, taking new positions along a motion path, rotating or flipping, and changing color.

9. A _____ in Flash allows you to choose the line of motion an object follows.

10. _____ are "triggered" when a button is clicked or the mouse "rolls over" an image or text and can be created in both _____ and _____.

11. The _____ that we see in animation is made up of many _____, each in its own _____, which is like a movie.

12. Computer animations can be effective at _____ per second; anything less than _____ per second, however, creates a jerky motion as the eye detects the changes from one frame to the next.

13. _____ style was an important innovation to traditional animation, as it allows some parts of each frame to be repeated from frame to frame, thus saving labor. This animation is based on changes that occur from one frame to another, which give the illusion of movement. The background remains fixed as the objects changes from frame to frame.

14. _____ moves an object along a predetermined path on the screen.

15. _____ is a useful function that allows the software to make a series of gradual changes or transformations automatically filling in the intervening frames.

16. The _____ determines the speed of the animation.

17. _____ are special effects between frames such as fade-in and fade-out.

18. _____ allows the animation to play over and over until the user stops the animation.

19. _____ is the process of blending together two images into a series of images and is useful in showing not only how two images blend together, but also how an image might change over time.

20. _____ is a related special effect that allows you to distort a single image.

21. _____ creates an environment that surrounds the user so that he or she becomes part of the experience.

22. The _____ format can be used to create animated two-dimensional and three-dimensional images for Web pages.

23. The _____ format is not suitable for Web and doesn't offer the sophisticated management features and cross-platform compatibility found in some of the other formats such as QuickTime. It is also Microsoft's animation and movie file format.

24. The _____ or _____ supports alpha-channel transparency, which permits subtle changes in opacity for the creation of animation that is more professional in appearance. The file format is an out-growth of the PNG graphics file format and stores multiple images that are streamed for quick download and playback.

25. The _____ or _____ is the name given to the entire family of standards used for coding audiovisual information (e.g., animation, movies, video, and music) in a digital compressed format.

26. _____ is designed to run on multiple platforms (Macs & PCs) and is the most convenient and powerful formats for storing animation. It is Apple's animation and movie file format where files can either be downloaded or streamed for quicker viewing.

27. The _____ file format was designed from the ground up to efficiently deliver graphics and animation over the Web and is designed to be rendered very quickly and at a very high quality.