

Section C Computer Animation Software and Design Guidelines

<p>List and describe the program parts for computer animation software.</p> <ol style="list-style-type: none">1. Stage - the part of the animation program window where the animation's content is composed and manipulated.2. Timeline - The part of the animation program window that organizes and controls an animation's content over time using layers and frames.3. Library - Stores frequently used graphics, movie clips, and buttons. <p>v</p>	<p>How do FPS, playhead, and scrubbing impact the process of designing computer animations?</p> <p>The FPS determines the length of the animation. The playhead shows which frame is the current frame being viewed.</p> <p>The playhead can be scrubbed, or dragged, across the timeline in order to preview the animation as it is being created.</p>
<p>What are the guidelines to consider when designing computer animations?</p> <ul style="list-style-type: none">– Insert keyframes at each change in the action– Add a keyframe at the point where the animation will stop.– Allow sufficient time for the image to be viewed after the final content change.– Insert text, sound and motion on separate layers in the timeline.	<p>How do the different types of tweening impact the movement of objects?</p> <p>Frame by frame animation – the computer generates the frames in between the keyframes.</p> <p>Morphing – the computer generates the frames to change one shape into another.</p> <p>Path animation – the computer generates the frames by calculating the position of the object and rotating it appropriately as it moves along the path inserted by the animator.</p>
<p>What are the functions of the different layers?</p> <ul style="list-style-type: none">– The timeline is divided into layers to help organize content and allow the different layers to be edited separately.<ul style="list-style-type: none">▪ Sound would be on a separate layer.▪ Text would be on a separate layer.▪ A motion path would be on a separate layer.– A motion layer is a layer on which a motion path is drawn.<ul style="list-style-type: none">▪ Objects on different layers can be linked to the motion layer so they will follow the motion path.▪ Once linked, they become “guided layers”	

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