

Y7 ICT Spring 1 - Digital creative

Key term	Definition
Animation	A technique where images or objects are shown in a sequence to create movement.
Frame	A single image in a sequence of images that make up an animation.
Frame Rate	The number of frames shown per second (fps). Higher fps = smoother animation.
Keyframe	A frame that marks the start or end of a movement.
Keyframe	A frame that marks the start or end of a movement.
Stop Motion	A type of animation where physical objects are moved slightly and photographed frame by frame.
Onion skinning	When you can see the previous and next frames faintly on the current frame
Exposure	in photography how much light reaches the camera sensor or film when a photo is taken

Helpful Website:

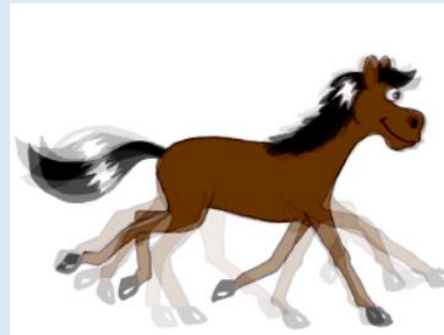


Powerful knowledge

Animation is made by showing a series of images, one after another, very quickly. Each image is slightly different from the one before it. When you watch them in order, your eyes and brain think the picture is moving!



Drawing tools are used to create our backgrounds and characters. We can add movement by using the timeline to control when things happen.



Keyframes show the start and end of the movement. Software can fill in the in between frames. This is called **tweening**.

Onion skinning shows the previous and next frames so that you can draw a smooth motion.

Rendering is when the computer creates the final version of your animation or video