

MEDIA ANIMATIONS

<p>Stop motion - manually animate every frame of the animation e.g. Shaun the Sheep</p> <ul style="list-style-type: none"> ● slower to make animations ● More difficult to edit 	<p>Keyframe animation - pick the important locations, the keyframes and the computer works out the rest (called tweening) e.g. Pixar films</p> <ul style="list-style-type: none"> ● Faster to make animations ● Easier to edit ● Smoother animations ● Repeatable
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Key words		
add	colour	cut
edge	knife tool	extrude
face	keyframe	focus
edit	vertex	location
loop	tweening	object
organic	proportional	rotate
render	ray tracing	scale
timeline	subdivision	mode

Definitions	
Face:	A surface made up of three or more sides. Faces are often referred to as polygons .
Vertex:	A point where one or more edges meet
Edge:	A line connecting two vertices
Objects:	Scenes are made up of geometric, control, lamp and camera objects
Keyframes:	Used for tracking change, a key is a marker in time
Ray tracing:	Rendering that involves tracing the path of a ray of light through the scene
Rendering:	The process of computationally generating a 2D image from 3D geometry
Subdivision:	Creating smooth higher poly surfaces which can take a low polygon mesh as input.
Proportional editing:	Transforming selected elements
Extrude:	Extend an object