

*Advanced Digital Media 2***ANIMATION MATCHING**

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|----|-------|------------------|----------|--|
| 1 | _____ | ActionScript | A | A consistent way to name all files to assure proper organization. |
| | _____ | Adobe After | B | A feature found in the actions panel that can be used to generate ActionScript without writing code from scratch |
| 2 | _____ | Effects | C | A feature that reveals a range of previous & next frames relative to the current frame & allows the user to compare the position of the objects when creating movement |
| | | | D | A pre-determined path that moving objects can follow exactly, helps creates movement that is not just linear but a specific route |
| 3 | _____ | Adobe Animate | E | Allow an object in the animation to be hidden by an editable layer to reveal or hide what's underneath |
| | | Adobe | F | HTML based 2D software that specializes in creating animations for the internet |
| | | Character | G | Editable copies of symbols that can be changed individually after dragging them from the library |
| 4 | _____ | Animator | H | Generating movement in an animation that is not a constant speed but can be sped up or down to create a more realistic appearance. |
| | | | I | When the button is clicked and the mouse button is held down |
| 5 | _____ | Button State | J | Industry standard 3D animation software that creates 3D models and animates them in a virtual environment |
| 6 | _____ | Studio | K | Not a visible change, the clickable area of the button or hot spot |
| | | | L | Preview the animation and visually check for errors or undesired movement |
| 7 | _____ | Code Snippets | M | Program for video composition, motion graphics design, and animation |
| | | | N | Program that allows you to bring expressive character to life using your own artwork. |
| 8 | _____ | Debugging | O | Sketch out a visual representation of each major scene or phase of an animation |
| 9 | _____ | Down State | P | Small blocks of ActionScript code that can be applied to an object or the animation in general |
| | | | Q | Technique used to create an exaggerated shape during movement. |
| 10 | _____ | Easing | R | The language of computer code that is used by Flash to create user interactivity |
| 11 | _____ | Export/Publish | S | The specific visual appearance of an interactive button that corresponds to the particular phase of interaction |
| | | File naming | T | This work involves careful tracing of individual frames in a recorded video and then to animate them like a stop gap. |
| | | connections | U | To format the file and distribute the file based on the client's requirements. |
| 12 | _____ | organization | V | When the button is not rolled over or pressed down, the normal appearance |
| 13 | _____ | Hit State | W | To organize all files in appropriate folders for easy and quick access. |
| | | | X | When the mouse cursor hovers over the button |
| 14 | _____ | Instances | | |
| 15 | _____ | Masking | | |
| 16 | _____ | Motion Path | | |
| 17 | _____ | Onion Skinning | | |
| 18 | _____ | Over State | | |
| 19 | _____ | Rotoscope | | |
| 20 | _____ | Script Assist | | |
| 21 | _____ | Squash / Stretch | | |
| 22 | _____ | Storyboards | | |
| 23 | _____ | Up State | | |
| 24 | _____ | | | |