

**DIGITAL ANIMATION MATCHING***Digital Media 1*

- |           |                         |           |   |
|-----------|-------------------------|-----------|---|
| 1. _____  | 2D Animation            | <b>A</b>  | A division of frames used to separate different parts of an animation to make editing and playback easier to organize.  |
| 2. _____  | 2D Animation Software   | <b>B</b>  | A series of individual still frames that create the illusion of animation when viewed continuously.   |
| 3. _____  | 3D Animation            | <b>C</b>  | A simple object drawn on the stage of an animation.   |
| 4. _____  | 3D Animation Software   | <b>D</b>  | An object stored in the library of a project that can be quickly accessed and used repeatedly throughout the animation.   |
| 5. _____  | Action Script           | <b>E</b>  | Animation frames and backgrounds are hand drawn.  |
| 6. _____  | Alpha                   | <b>F</b>  | Animation process that occurs between keyframes.  |
| 7. _____  | Anchor Point            | <b>G</b>  | Animation that has a flat look in appearance.   |
| 8. _____  | Background              | <b>H</b>  | Another term for Frame based animation.   |
| 9. _____  | Classic Tween           | <b>I</b>  | Clay figures are used to create this frame based animation.   |
| 10. _____ | Claymation              | <b>J</b>  | Collection of graphics, audio, and video files utilized in a particular animation project.  |
| 11. _____ | Digital Animation       | <b>K</b>  | Converts animation to image, animation or video formats   |
| 12. _____ | Export Command          | <b>L</b>  | Creates SWF and HTML files that inserts your content in a browser window.   |
| 13. _____ | Figurines/Graphics      | <b>M</b>  | Creating the movement or graphics and/or text.  |
| 14. _____ | FLA                     | <b>N</b>  | Cut out shapes are used to create this frame based animation.   |
| 15. _____ | FLV                     | <b>O</b>  | File type that can be an animation or a video, used for television broadcast, and is used by QuickTime.   |
| 16. _____ | FPS                     | <b>P</b>  | Gives you access to the properties of your current selection.   |
| 17. _____ | Frame                   | <b>Q</b>  | Most common type of movement where object change position, rotation, alpha and size.  |
| 18. _____ | Animation               | <b>R</b>  | Older way to animate, great for simple movements.   |
| 19. _____ | GIF                     | <b>S</b>  | Rotation axis of an animated spinning object.   |
| 20. _____ | HTML5                   | <b>T</b>  | Specified place in the animation where changes occur.   |
| 21. _____ | Keyframe                | <b>U</b>  | Still image that creates animation when viewed in succession.   |
| 22. _____ | Library                 | <b>V</b>  | The graphics that are used to animate   |
| 23. _____ | Library Panel           | <b>W</b>  | The native file type used by Adobe Flash.   |
| 24. _____ | Lighting/Camera Setup   | <b>X</b>  | The rectangular area where you place your graphics when creating an animation.  |
| 25. _____ | Motion Tween            | <b>Y</b>  | The standard animation format for the internet, can support frame based or vector animation, allows for user interactive, and has a relatively small file size. |
| 26. _____ | MOV                     | <b>Z</b>  | This contains all the assets and components for an animation file.  |
| 27. _____ | Paper Cut Out Animation | <b>AA</b> | This goes behind the figurines that they can interact with  |

28. \_\_\_\_\_ Properties Panel
29. \_\_\_\_\_ Publish Command
30. \_\_\_\_\_ Rotoscoping
31. \_\_\_\_\_ Scene
32. \_\_\_\_\_ Shape
33. \_\_\_\_\_ Shape Tween
34. \_\_\_\_\_ Stage
35. \_\_\_\_\_ Stop Motion
36. \_\_\_\_\_ SWC
37. \_\_\_\_\_ SWF
38. \_\_\_\_\_ Symbol
39. \_\_\_\_\_ Timeline
40. \_\_\_\_\_ Tools Panel
41. \_\_\_\_\_ Traditional Animation
42. \_\_\_\_\_ Tween
43. \_\_\_\_\_ Vector Animation
- BB** This is a simple animation file type that only supports frame based animation and cannot play audio.
- CC** This is used to make an object gradually morph or change shape.
- DD** This type of animation that has more depth and realistic appearance.
- EE** Traced photographic or video images with hand drawn appearance that are animated
- FF** Transparency value of an object in an animation, normally used to make an object gradually fade in or fade out.
- GG** Unit of playback speed of an animation.
- HH** Used to make an object smoothly transition from a defined starting point to a defined ending position.
- II** Video file format that used Adobe Flash for playback, this is the standard format for embedded video on the Internet.
- JJ** Where you organize your artwork and animations using layers and frames.
- KK** Where your symbols are stored.
- LL** Program that animates relatively simple drawings or graphics.
- MM** Program that animates complex, life like models that interact with an artificial environment.
- NN** Light the scene and setting up the camera on a tripod to capture each frame.
- OO** This panel is divided into 4 sections containing series of tools.
- PP** This is the programming language for Adobe Animate projects.
- QQ** This can be used to as an alternative to Flash Media.