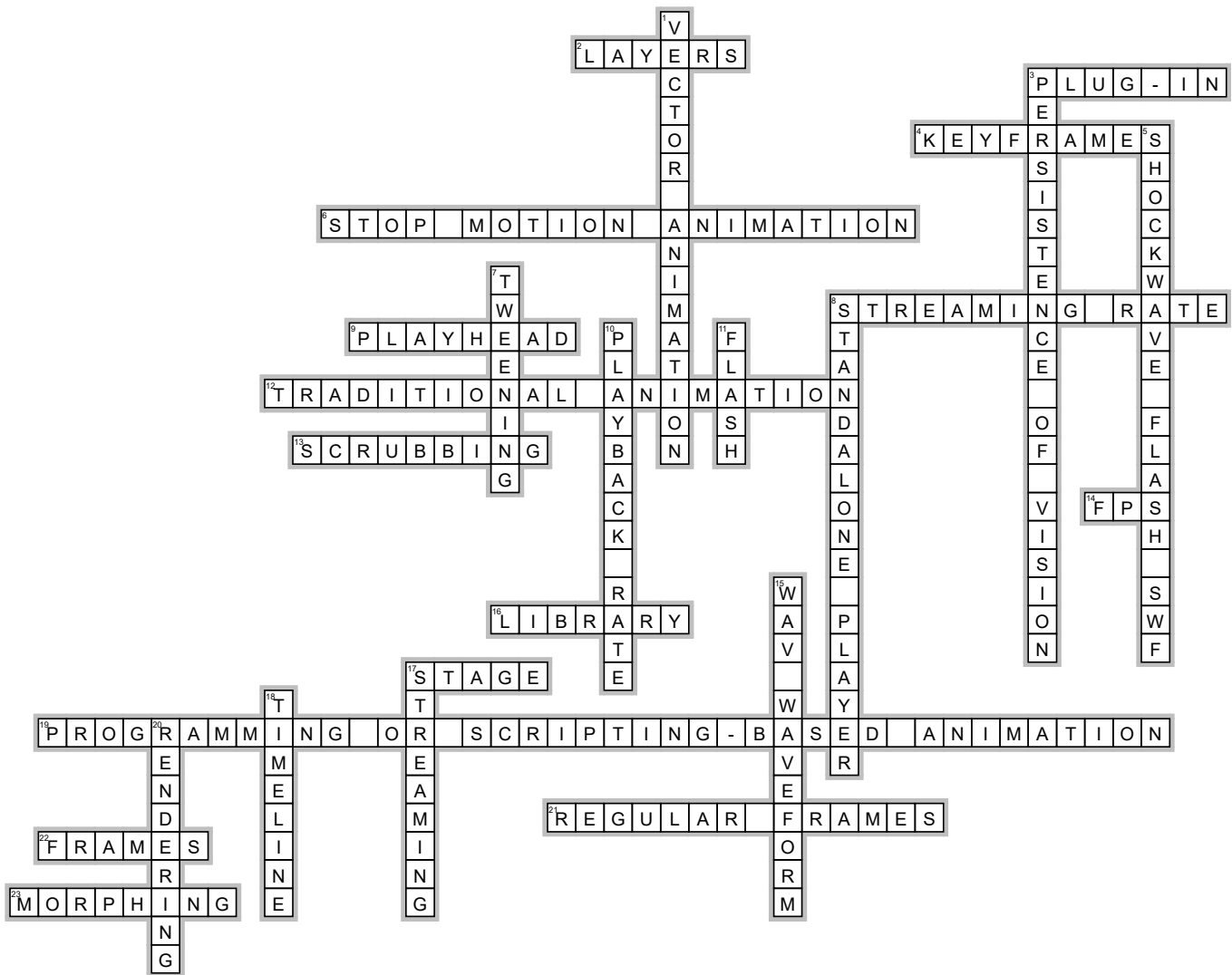


MaWD 3.02 Understand Basic Motion Graphic Programming



EclipseCrossword.com

Across

2. LAYERS — the timeline can be divided into different layers to give the author more control over different elements such as sound and text (6)
3. PLUG-IN — a program that works with the browser to expand its capabilities (7)
4. KEYFRAMES — indicates where an action is to occur (9)
6. STOP MOTION ANIMATION — process of manipulating real-world objects and photographing them one frame at a time. Very popular method with the film industry until computer generated imagery became possible. Now used mainly in clay animation. (21)
8. STREAMING RATE — the rate in frames per second at which videos can be downloaded or transferred to a computer and is determined by the viewer's (14)
9. PLAYHEAD — Vertical red marker in the timeline that shows which frame is the current frame. (8)
12. TRADITIONAL ANIMATION — the process of creating the illusion of motion by viewing a series of individual drawings successively. (21)
13. SCRUBBING — dragging the playhead across the timeline in order to preview the animation. (9)
14. FPS — The number of frames that appear in one second of the animation. The more frames per second, the smoother the motion appears. TV Quality Video = 30 frames per second. Typical Computer Animation = 24 frames per second. Minimum = anything under 12 frames per second will look "jerky" (3)
16. LIBRARY — used to store frequently used assets such as graphics and audio (7)
17. STAGE — the part of the animation program window where the animation's content is composed and manipulated. (5)

MaWD 3.02 Understand Basic Motion Graphic Programming

Across

19. PROGRAMMING OR SCRIPTING-BASED ANIMATION — requires knowledge of a programming or scripting language. Created by using scripting languages such as Javascript. (40)
21. REGULAR FRAMES — contain one image or frame. (14)
22. FRAMES — one individual image in an animation (6)
23. MORPHING — the transformation of one thing into another. (8)
20. RENDERING — process of applying colors, textures, shadows, transparency, etc. to create the final image or animation. (9)

Down

1. VECTOR ANIMATION — an object follows a path which is a line, or vector, inserted by the animator. A motion path can include curves, loops, and angles. The computer calculates the correct position of the object as it moves along the path and generates the frames to create the animation. (16)
3. PERSISTENCE OF VISION — the way our eyes retain images for a split second longer than they actually appear, making a series of quick flashes appear as one continuous picture. (21)
5. SHOCKWAVE FLASH SWF — file format for animation created with Adobe (19)
7. TWEENING — performed by the computer to create images between keyframes. (8)
8. STANDALONE PLAYER — a separate program that can play video and audio files without the browser software being open. (17)
10. PLAYBACK RATE — the rate in frames per second at which the video plays. (13)
11. FLASH — Files can contain text as well as both vector and raster graphics; also may include interactive actions written in ActionScript. Must be viewed in the Adobe Flash Player which is a free download. Popular format for the Web because file size is small & support streaming. (5)
15. WAV WAVEFORM — the standard format for sound on computers running the Windows operating system. WAV files produce high-quality sound. Generate large file sizes. (12)
17. STREAMING — a technique for transferring audio and video files over the Internet as a continuous stream of data. (9)
18. TIMELINE — the part of the animation program window that organizes and controls an animation's content over time using layers and frames. In video-editing software, where source clips, transitions, and audio files are arranged to create the video. (8)