

# *ExplorNet's Digital Media I*

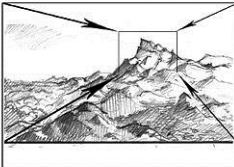

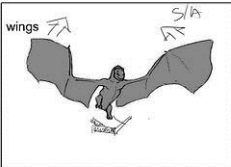


Objective 103.02 4%

Describe digital animation production methods, software, and hardware.

## Pre-Production

- Determine the overall purpose of the project.
- Define the intended target audience.
- Use a storyboard to determine sequence of events and provide client with a visual representation of ideas.
- Select hardware.
- Select software.

TITLE		George and the dragon		PAGE 1	
S-1	1/1	S-2	1/7	S-2	2/7
					
<b>ACTION</b> zooming in Still image		Dragon come out from cave		Dragons starts swing his wings	
<b>DIALOGUE</b> Far, far way in the high, high mountains		there lived a mighty dragon.		SFX: waving wings	
<b>TRANSLATION</b>					
<b>TIMING</b> last about 8 sec 00:00:00:00:		00:00:09:16		00:00:09:20	

# Animation Software

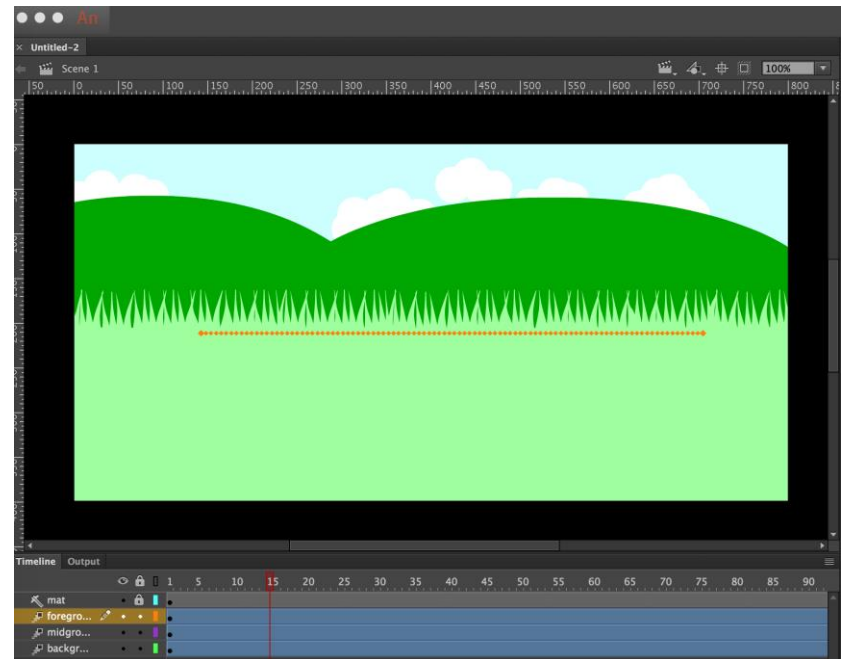
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- 2D Animation
  - Animates relatively simple drawings or graphics on a 2D canvas (Example: Adobe Flash or Animate).
- 3D Animation
  - Animates complex, life-like 3D models that interact with an artificial environment (Example: Cinema4D, 3D Studio Max, or Maya).

# Production

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- Import existing graphics, audio and/or video into library of animation project.
- Draw or create original graphics and place them on independent layers.
- Animate the objects according to the storyboard.



# Stop Motion Production

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- Background
  - Create a background(s) with which the figurines or graphics can interact.
- Figurines/Graphics
  - Make the figurines and/or graphics to be used in the animation.
- Lighting/Camera Setup
  - Light the scene and set up the camera on a tripod to capture each frame.

## Stop-Motion Suggestions

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- It is essential to use a tripod with the same camera in the same location used to shoot each picture.
- Because digital cameras have relatively large resolution compared to individual frames in video, carefully determine what size image would work best for your editing software, and your final product before beginning the project.



# Post-Production

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- Optimize the animation output file for specific client needs, including:
  - Primary use of animation
  - File size requirements
  - File format requirements

# Animate Save & Publish

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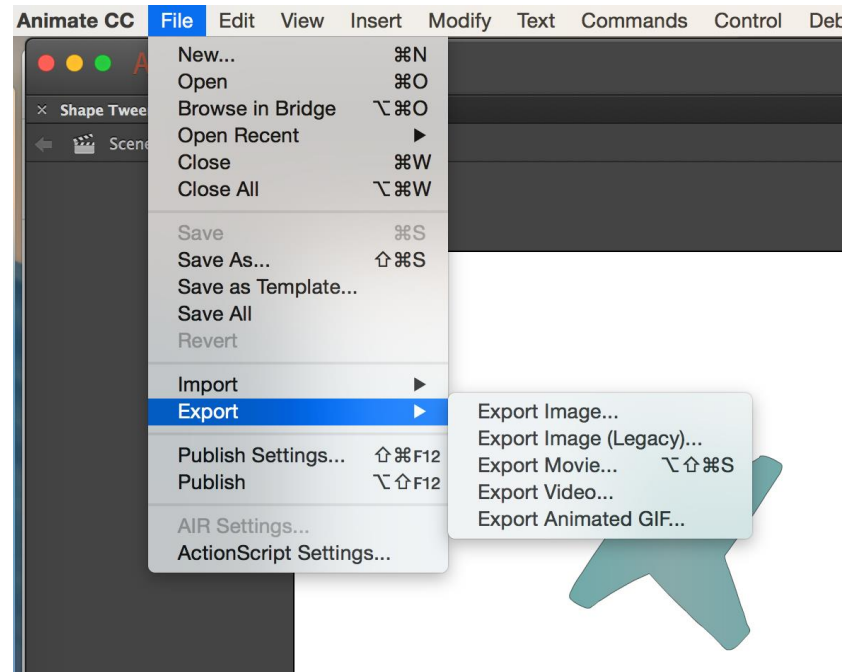
- Save/Save As Command
  - Always save an original Animate or Flash project to preserve layers and allow further editing.
- Publish Command
  - Creates an SWF file and HTML document that inserts your content in a browser window which will require the Flash Player.



# Animate Export Options

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- ❑ Export Command
  - ❑ Converts animation to image, animation or video formats for use in other programs.



# Animation Editing Terms

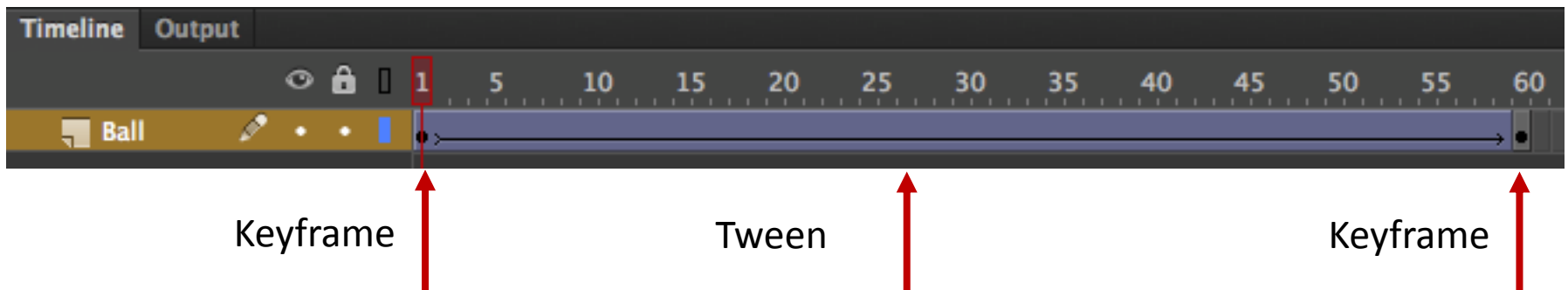
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- Frames Per Second (FPS)
  - Measurement of playback speed of an animation.
- Frame
  - Still image that creates animation when viewed in succession.
- Scene
  - A division of frames used to separate different parts of an animation to make editing and playback easier to organize.

# Animation Editing Terms

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- Keyframe
  - Specified place in the animation where change occurs.
- Tween
  - Animation process that occurs between keyframes.



# Animation Editing Terms

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- Library
  - Collection of graphics, audio, and video files utilized in a particular animation project.
- Symbol
  - An object stored in the library of a project that can be quickly accessed and used repeatedly throughout the animation.
- Shape
  - A simple object drawn on the stage of an animation.