### [Week 6 Reading Response, Chapters 10&11](https://mssu.blackboard.com/webapps/assignment/uploadAssignment?content_id=_4654824_1&course_id=_71901_1&group_id=&mode=view)

*1. What are the major stages in the evolution of film?*

The initial stage was *zoopraxiscope*. This was an ancient version of a motion-picture projector that functioned by displaying a series of still photos in quick succession. The second stage was *montage*. Montage is an editing method that involved collecting and putting together image parts of artistically related films into a sequence. Last was the *storyboard*. This was a tool that aided in the planning and organizing of a story’s event.

*2. What kind of interactive technologies are artists using today.*

**i) Animation**

This refers to the manipulation of objects to create an illusion of moving images.

**ii) Digital art**

This refers to any artwork that has been created with the use of modern technology.

**iii) Special effect**

Refers to visual tricks that are employed in theater and movies to replicate imaginary occurrences in a narrative or virtual world.

**iv) Video art**

Refers to an artwork that depends on the use of video technology for the auditorium and visual medium.

*3. What are the major branches of design?*

**i) Textile Design**

This is the process of designing and constructing the look and architecture of a fabric.

**ii) Motion Graphic**

This refers to the manipulation of objects to create an illusion of moving images and are paired with audio in multimedia presentations.

iii) This refers to the development of is interactive applications focusing on how consumers interact with the object rather than the item itself.

**iv) Product Design**

This refers to the process of designing, developing, deploying, and maintaining a product so as to solve consumer needs and requirements.