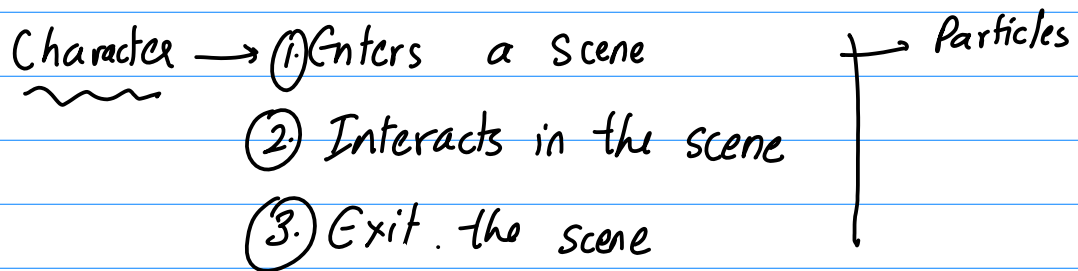
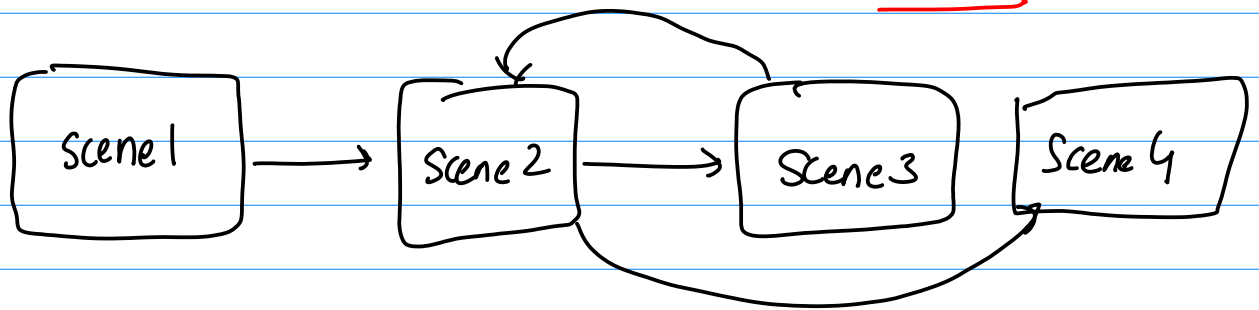
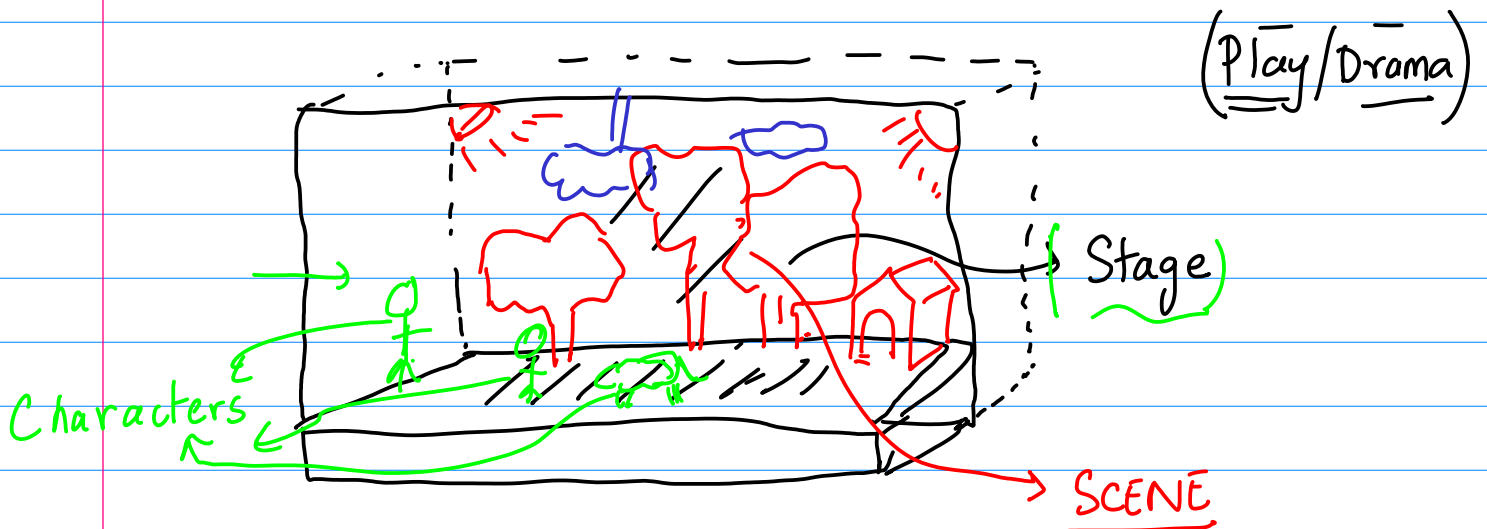
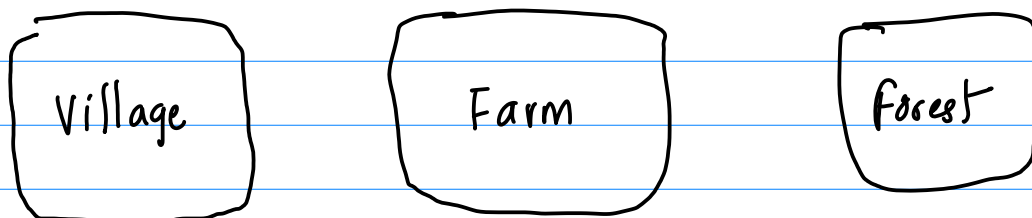


Structure of Animation

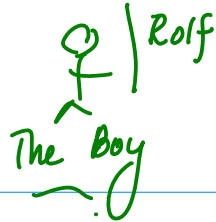


(Story) → Screen Play
- Narrate - (Telling each thing on the stage what to do)



Boy who
cried Wolf

Characters



Scene 1: Location Village

Enter Rolf
What is the boy doing in this scene...
Enter villagers
Dialog b/w villager & Rolf

Exit Boy

Exit Villager

Scene 2: Location Farm

...

...

Location Village

Transition:

Screenplay

Scenes, Transitions

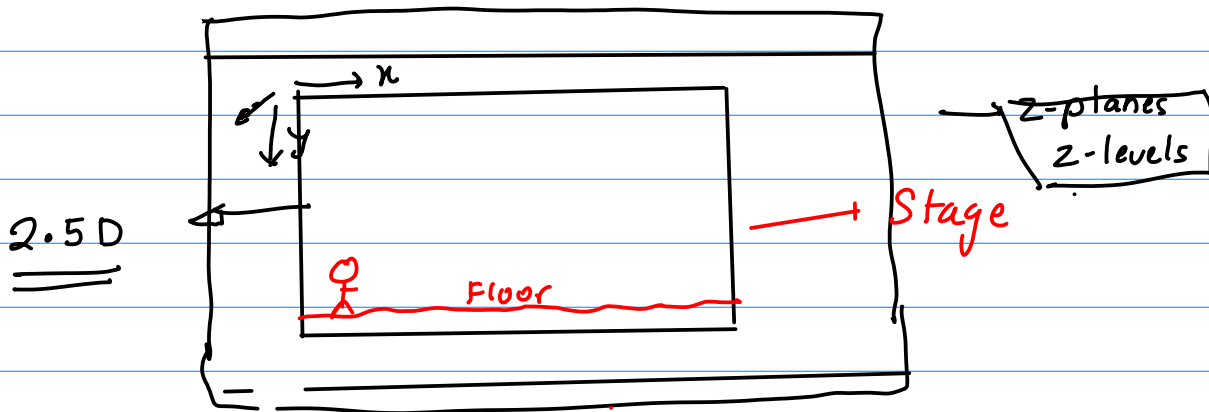
Characters

↳ Their actions

Stage

(What you can see
through a camera?)

Item #1 Stage → some big rectangle

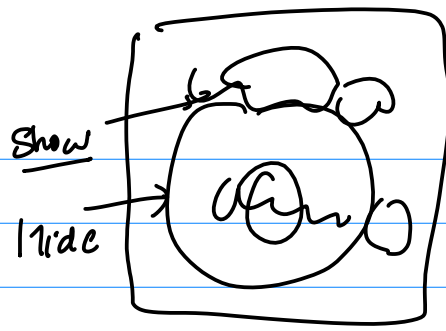


Item #2 Depict Scenes → Make a few things go together as a scene.

Scene1 → (has clouds)

Scene2 → has trees

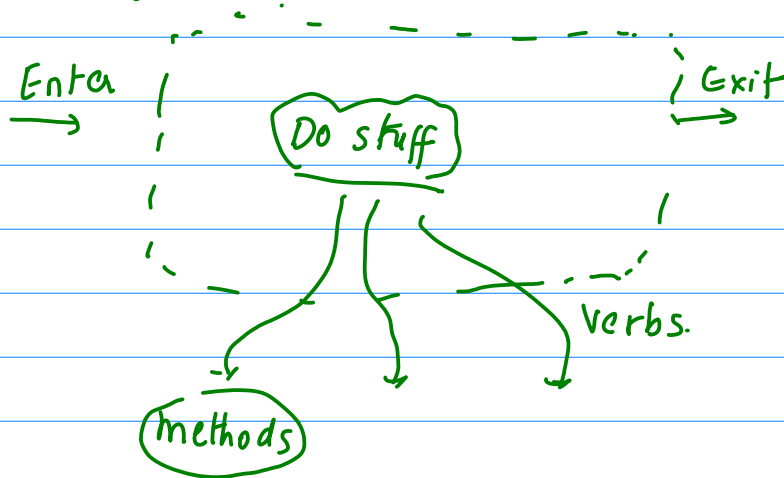
Scene3 → has both.



Scene1 list of ids of objects to show
(list of ids of objects to hide)

Item #3:

Depicting Characters. → in code



class
├ properties
└ methods