**P4 – Software Tools for Animation**

**Frames**A frame is a single still image that is part of an animation. Multiple frames in sequence make up an animation. The speed of the frames (the number per second, or framerate) determines how much each frame changes and how smooth the animation looks.

**Layers**Layers are when one animation is layered on top of another, such as foreground on a background. This makes it easy to make complex animations with many parts.

**Buttons**In interactive animation, a button is an element the users can click on to interact with the animation.

**Libraries**Libraries are sets of resources for animators, such as pre-drawn characters or backgrounds, and even short re-usable animations. This reduces how long it takes to make an animation.