**P1 – Types of Animation**

There different types of information for different purposes, as explained below.

**Movement**In animation, the illusion of movement is created by drawing an object in the scene in slightly different positions in each frame. The bigger the change, the further and faster the object will move. This technique is used to move objects around the screen, or replicate human movements such as walking.

**Masking**Masking is the process of putting an animation over a static background. This means the background does not have to be re-drawn every time, ensuring it stays consistent. This also saves time.

**Morphing**  
Morphing is a technique used in digital animation, when a computer generates the frames in-between two key frames. This works best with simple animations, such as an object moving in a straight line or changing size.  
This ensures that the frames are consistent and look smooth, as well as saving time for the animator.

**Examples**An example of Movement would be an animation of a cloud floating across the sky, or a person running along a street.

An example of Masking would be a character walking in a room. The room would be static background, and the character would be animated separately, then overlaid on the background.

An example of Morphing would be a ball being thrown in a simple arc – the animator specifies the start, middle and end positions of the ball, as well as the speed, and the computer will generate the frames in-between.  
Another example is an object in the scene being squashed – the animator draws the object, then squishes it (resizes the drawing along one axis) and the computer will fill in the rest.