**VFX and animation**

**Production Flow**

**Storyboard / Motion Design**

Storyboards are previsualized keyframes of the final illustration. They set the key players and concepts and organize the storyline.

**Script**

Key information gathered from the topic and test question are written to accompany the video. Voice over or onscreen text may accompany the final animation.

**Model Creation**

**Lights, Camera, Action !**

Each model needs to be built in the virtual world, its surface need to be described with color and texture. Lighting illuminates the scene to define the form and mood. A virtual camera captures the 3D environment, in some cases the camera is kept still so as not to confuse any story telling or compete with animation of objects on screen. Fundamental animation includes rotating, translating and scaling objects in space. Rigging is the term for the drivers of bone animation where underlaying forms deform the shapes viewed on screen.

**Rendering**

**Post Production**

In the production of an animation often many layers are created from various rendering sequences and overlaid information. Each one of these elements must be timed with keyframes to match the sequence. Text, leader lines and other descriptive overlays are also layered on at this time.

Note how the composition flows from layers right the final composition on the left.

**Wireframe vs. Rendered Animations**