Unit 31 – Computer Animation

Your talk needs to cover traditional and computer animation techniques. Prepare a presentation that can be used to support your talk and make sure that you cover all of the points (in the list below). Include appropriate images to add interest to your slides.

P1 Explain the different types of animation.

**What is meant by Animation (definition)?**

Traditional (non-Computer) methods of animation and the name of the person (e.g. Horner, Edison, Lumiere Brothers, Disney) who pioneered the technique

**How is animation used?**

Computer Animation techniques – how movement is achieved (explain frame by frame; tweening; morphing; masking) etc.

P2 Explain different uses of animation.

**Where is animation used?**

Current uses in Advertising (describe **HOW** animation is used in two adverts of your own choice)

Used in Creative Arts (find at least two examples of artists that use animation as a creative medium and describe **HOW** they have used animation)

Used in Entertainment (describe **HOW** animation is used in at least one film and one computer game of your own choice)

Used in in Education (describe **HOW** animation is used in educational resources; provide two examples)

Used in simulation (describe HOW animation is used in a simulator of your own choice; note that the simulator **should** be used for work or training purposes; not for entertainment).

Useful link

<http://mgosling.net/UNIT31.html>

<http://mgosling.net/L3%20UNIT%2031/LESSONS/WEEK%204%20BASIS%20&%20ORIGINS/WK4%20BASIS%20OF%20AND%20ORIGINS%20OF%20ANIMATION.swf>