**P4 – Describe the software tools available for animation**

**Introduction**

In this report, I will describe the animation tools shown in the table below with why the tool is useful.

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| **Tool** | **Description of the tool** | **Why the tool is useful** |
| Frames/Key frames | A key frame is a drawing layout that is used for the user to draw on from the start to the finish. | * Each step is shown. The user can use this tool to edit the step that he/she feels it is not right. |
| Pose | Pose to pose is making the animated character move from one pose to another. | * Makes it easy for the character to move |
| Layers | A layer is a separation from one image to another. | * Help define which layer is where. Easy for the user |
| Control - shape tool | The shape tool lets the user use shapes for the animation. For example, triangle is used within a person walking. | * Shape tool helps morphing within animation |
| Control - pencil tool | A pencil tool is a pencil that can allow user to draw on the animation | * Another option to add more features to the animation. If the user wants to draw, it can use the pencil tool. |
| Control - fill tool | A fill tool can use colour to fill in a particular area | * More realistic and professional to use fill tool |
| Control - text tool | A text tool allows the user to write in what they want within an area they want to choose | * Show the user what they want. If they want to make an animation that makes a text move about, they can use the text tool. |
| Tweening | Tweening, short for in-betweening, creates two frames similar to each other with movement. The picture shows an example of Tweening. | * Allows the user to choose where an object should move around. Tweening moves an object to the left and right as a rush. |
| Libraries | Libraries is a tool that allows the user to organise the animated file | * Sorts everything out |
| Symbols | Symbols is a tool that you can use symbols within the animation. | * You can use it repeatedly |
| Preloaders | Preloaders is you can use the content and control how it loads | * Viewing it can add or remove any ideas |
| Scripts | Scripting language helps the user with animation | * The user would make it easy to understand |