

# Animation Basic

The word animation comes from a latin word Anima meaning to breath if any thing breath means it has life & thus animation means to bring life that i.e. to make or give movements to many object or thing. This can be any object created on computer an animation is just a combination series of still images that are displayed in sequence. There are mainly two type of animation use in multimedia namely 2D & 3D animation. 2D animation also known as Seel animation (pixel based), is the most kind of animation were flat that are images draw one frame at a time. This process is very time consuming but result obtained is a motion. Computer Animation has increased the efficiency & increased the quality of Seel animation with introduction of wild ranges of color & speed. In 3D animation mathematical model of 3D Object is created to

realistically portray depth now it has become common media element in film, video & multimedia package.

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### Types of Animation :-

#### (i) Frame-Based Animation :-

frame based animation is the simpler of the animation technique it involves simulating movement by a sequence of static frames. A movie is a perfect example of frame based animation each frame of the film is a frame of animation frame based animation there is no concept of an object distinct from the background, every thing is reproduced on each frame.

#### (ii) Cast based Animation :-

Cast based animation which also called sprite on path animation is a very popular form of animation it has been a lot of uses in games, Rant

base animation involves Object that moves independently of the Background. for example. In the animation of forest the trees might be a part of the background but the deer but a deer would be a separate object moving independently of the background each object in a cart based animation is referred to as a Sprite & can have the changing position. almost every video games uses Sprites to degree Sprites are generally assigned a position & a velocity, which determines how they move.

# Technique of Animation

## (ii) Computer Base Animation :-

A Computer Base animation is an animation performed by a computer using graphical tools to provide visual effect. Traditional animation is a discipline in itself and expert Conciideration influence. Over Computer Based animation Computer animation program typically employs the logical & procedural concept. An animation simply creates an object and described a path from the object to follow.

\* A Computer Software actually the creating the animation on the light of the program as being view by the user; the term computer animation categorized to 2D & 3D animation. 2D animation is also called Vector animation & 2D animation each frame of an animation is provided by the animator in the frame.

one Composite into a Single file  
of image to be place in Sequence

- \* for 3D animation from one built on the Computer monitor for 3D animation most of our effect may be sent one application & too another application & creating the models of individual object and the designing the characters of there's & scene it is the Software that them computer the movement of the object within the 3D Space at movement of each frame in the attach together in a Digital Output file as on AVI & Quick time moving.

## (ii) Cel Based Animation

Traditional Animation also referred to as classical animation, Cel Animation or handdraw animation is the oldest & Historical the most popular form of animation. Cel Animation is a traditional form of animation used in the production of Cartoons or animated movies were each frame of the scene is draw by hand. In a Cel or frame animation the entire animation sequence is split into different frames. The animators drawings are traced or photo copied all to transparent sit called Cels, which are filled in with paints and assigned colors or tones on the right opposite the line drawings. The completed characters cel are photographed one by one all to motion picture film against a painted background by a motion Camera.

Then all

this images are displayed in sequence they seem to move in object animation till a general picture which does not change with type, is maintained as a backdrop and an object or too are moved over this background here the motion sequence of the object alone is calculated & generated. The Cel animation process became by the begining of the 21<sup>st</sup> century.