Digital animation

For at least two delivery platforms, the creation of a digital animated sequence involves:

- Identification of key frames
- Production of line image drawings
- Software-generated output
- Hand-drawn animation
- Combining animated objects
- Producing single sequences
- 2D and 3D sequences
- Meeting technical specifications
- Review, evaluation, and feedback
- Ensuring quality outcomes
- Make changes as required

Digital animation examples of products:
- Basic games
- Buttons
- Characters
- Illustrations
- Logos
- Objects
- Slides
- Simulated sequences
- Ads
- Titles and credits

Tools
- Animation and modelling software
- Processing capabilities
- Storage devices
- Graphic capabilities

Animation techniques
- Acceleration/Deceleration
- Integration of audio elements
- Lines and points
- Morphing and/or object exaggeration
- Motion paths
- Registration points
- Rotation
- Speed/motion blur

Creative principles
- Anticipation
- Appeal
- Arcs
- Exaggeration
- Follow-through and overlapping action
- Secondary action
- Slow-in/slow-out
- Solid drawing
- Squash and stretch
- Staging
- Straight-ahead action and pose to pose
- Timing

Storyboarding
- Scene layout
- Animation storyboards
- Production of concept drawings
- Freestyle sketches
- Finalising the design concept
- Management of files and directories
- Review, evaluation, and feedback
- Ensuring quality outcomes
- Make changes as required

12 principles of animation
- Timing
- Balance
- Emphasis
- Foreshortening
- Line, mass, and tone
- Perspective
- Model
- Point of view
- Plane
- Scale
- Unity

Basic communication
- Conveying meaning
- Suits audience requirements