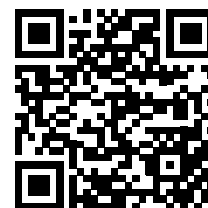


name: _____

class: _____

date: _____

Animation



Animation is a _____ that makes static images appear as if they are moving. It's a key part of _____ art, where artists create visuals that seem to come alive on the screen. This process involves creating multiple _____, each slightly different from the last. When these images are played in a sequence, they create the illusion of _____.

The history of animation dates back to the late 19th _____. Early animations were simple and hand-drawn. With the advent of _____, animation has evolved dramatically. Today, digital artists use sophisticated software to design detailed and _____ animations.

One popular form of digital animation is _____ animation. This involves creating flat images that move in a two-dimensional space. Another form is _____ animation, where artists create figures in a three-dimensional environment, making them appear more _____.

In addition to entertainment, animation is used in various _____. It's crucial in education for creating engaging learning materials. In _____, it helps visualize complex biological processes. And in architecture, it's used for visualizing proposed buildings and _____.

Creating an animation requires skill and _____. Artists must design each frame carefully to ensure smooth motion. The process can be time-consuming, but the result is often a captivating piece of _____.

Animation in digital art is not just about technical skills. It involves storytelling, creativity, and an understanding of _____ aesthetics. The combination of these elements makes animation a powerful medium in the digital _____.

3D structures patience 2D images motion technique medicine visual
computers century fields digital age complex realistic art