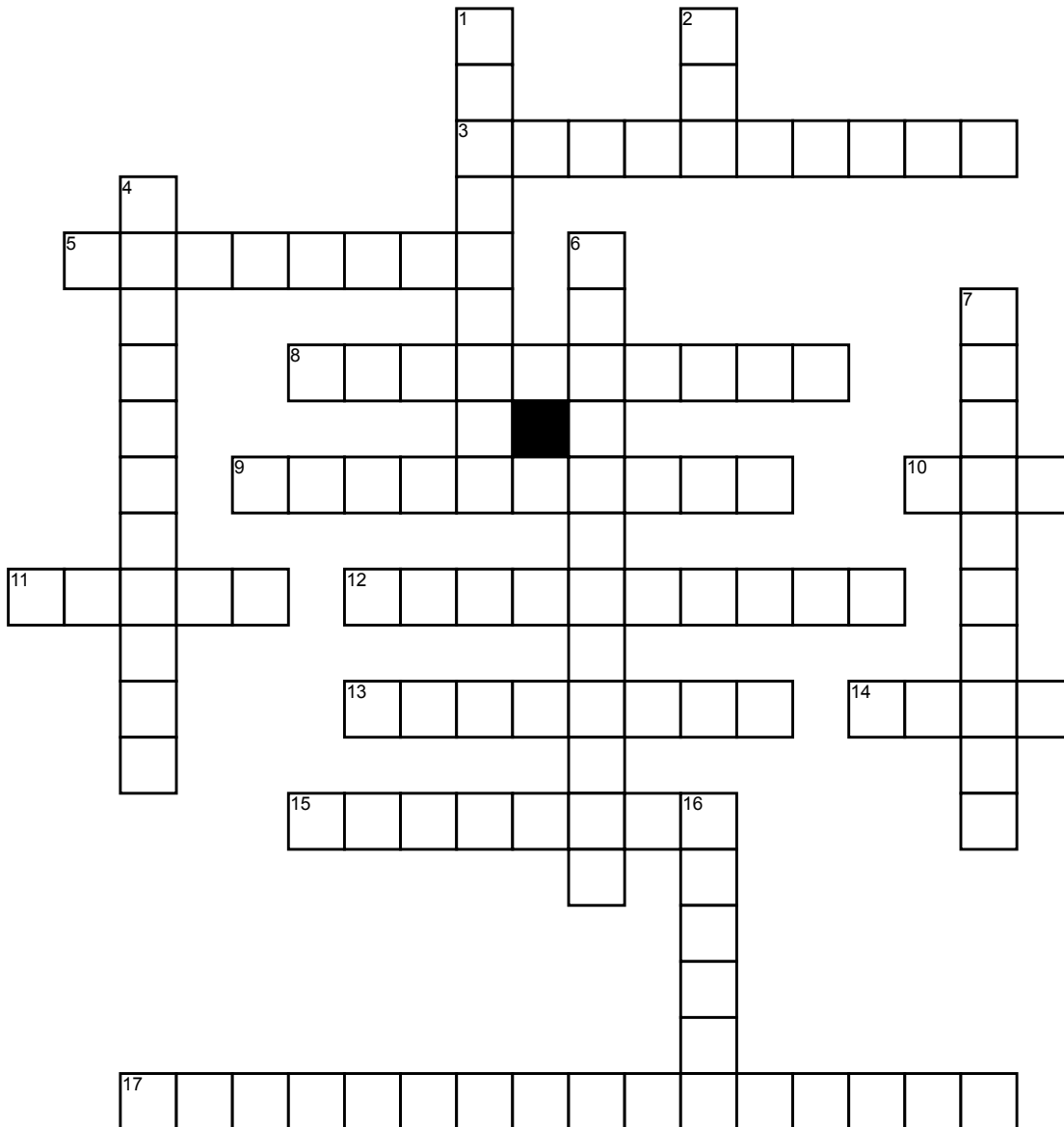


# Animation



**Across**

- 3. A stop-motion technique in which life-size props or live actors are photographed frame-by-frame. When viewed, they appear to be moving at a fast speed.
- 5. The person who draws the moving character in an animated film.
- 8. a piece of writing that has been copied from someone else and is presented as being your own work.
- 9. Drawings that are inbetween the drawings that are at the beginning and end poses.
- 10. In animation, a cel (note that in this usage, the word has only one L) is a transparent sheet containing any part of the individual frame that is intended to move. By putting the action on cel overlays, animators avoid having to re-draw the background in every frame. In Flash this function is taken over by the Layer.
- 11. An individual still picture on a strip of film. 24 frames equal one second of a motion picture.

- 12. A "storyboard" is a visual representation of a story. Pictures can be sketched on pieces of paper and pinned to a large board, or they can be drawn on a large piece of paper, comic-book style, to represent scenes in a film. A story sketch should show character, attitude, feelings, entertainment, expressions, type of action, as well as telling the story of what's happening.
- 13. An early animation device that spins drawings in a revolving drum to create the illusion of motion.
- 14. National Television Standards Committee. Created the standards for American televisions. This acronym also refers to the standard formulated by the committee. This format has approximately 30 frames (60 fields) per second.
- 15. Drawings that are at the beginning and end of a particular pose.
- 17. A drawing technique used by animators and originally developed at the Disney Studio to show exaggerated movements in characters. For example, if you wanted a character to jump, you would draw him close to the ground as if 'squashed' and then you would 'stretch' him out as he went into the air.

**Down**

- 1. The legal protection against copying and the specific rights allowing copying given to original works, which may be in printed or photographically or electronically stored words, music, visual arts, and performing arts.
- 2. A clear piece of plastic on which the animator's finished drawings are painted. The cel is clear so that when placed over the background, the animated characters appear to be in a setting.
- 4. The step in cel animation where the animator's drawings are placed on cels to be photographed. A drawing is outlined on the front of the cel with black ink, while the back of the cel is painted.
- 6. filmmaking technique in animation where each frame is exposed one at a time and the object being photographed is slightly altered for each picture.
- 7. An animation technique using a series of still photographs or artwork to create the illusion of motion.
- 16. The written story of a film that supplies dialogue, camera moves, background, staging and action.