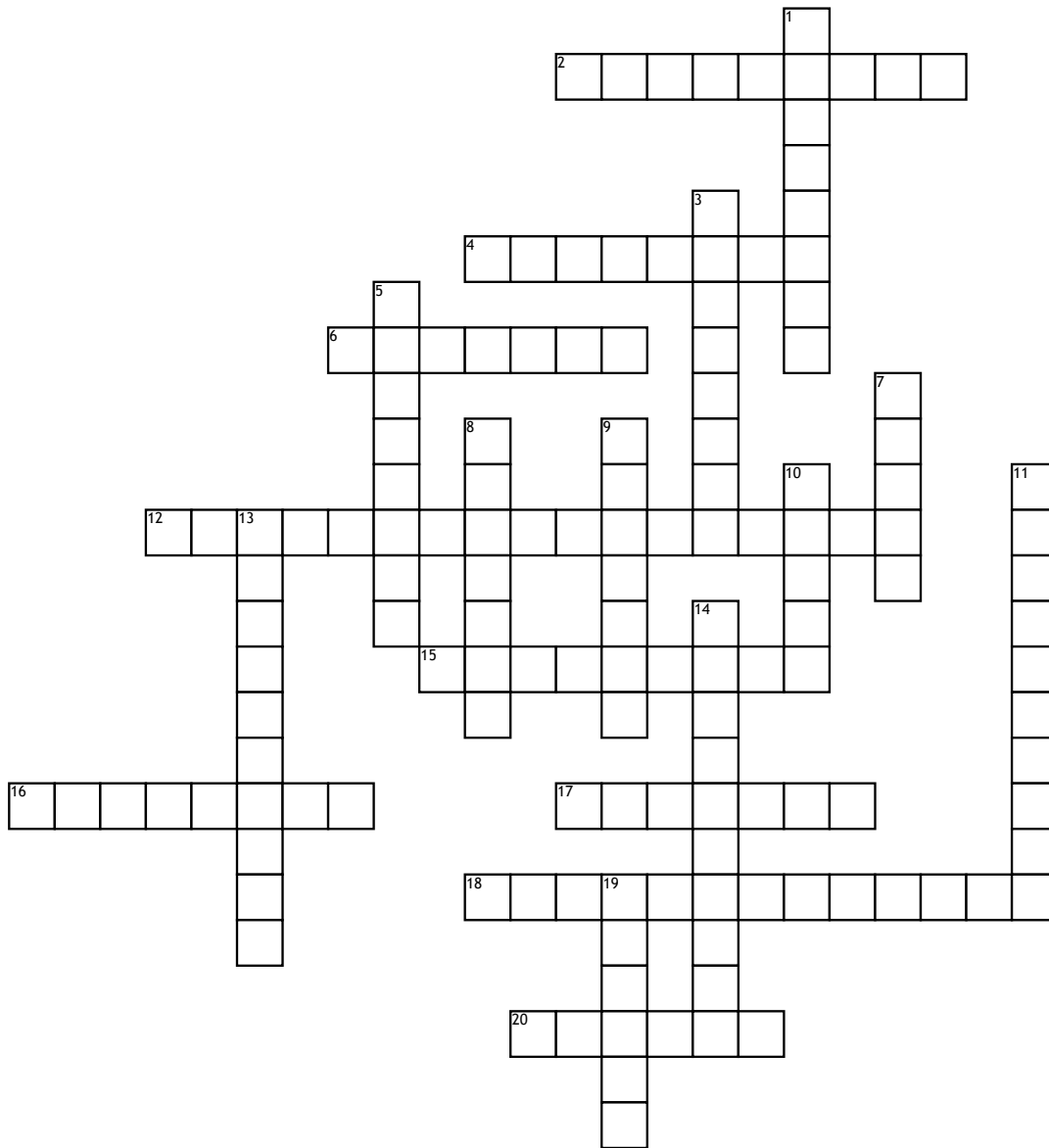


Name: _____

Date: _____

Animation Study Guide



Across

- 2. Softens and Extends light.
- 4. Building characters/Converting 2D to 3D.
- 6. Design of a model/Converting 2D to 3D.
- 12. Director that leads the team, like a supervisor, and resolves technical issues.
- 15. Brightness of a light.
- 16. A location on a timeline.
- 17. Remaking sequences.

18. A way to help move joints in a rigged model.

20. The points you use to control a model.

Down

- 1. Creates a bright line around an object,
- 3. Breakdown of frames overtime.
- 5. Various light elements in a scene.
- 7. The first step in 3D Pipeline.

8. Used to direct the audience's direction on what's happening.

9. Last step in a 3D Pipeline.

10. Vision of the film/storyboard.

11. A way something moves.

13. Limits an objects position/translation based on attributes.

14. A point in a 3D model that helps it move.

19. Using the correct stage so it looks realistic.