

Name: \_\_\_\_\_ Date: \_\_\_\_\_

# VIDEO or ANIMATION

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|---|---------------|
| 1. Hand-drawn or computer-generated images that, when viewed as a sequence, give the impression of movement | A. Insert     |
| 2. A recording of moving images   | B. FPS        |
| 3. A planning tool using a series of images   | C. SOUNDTRACK |
| 4. One whole image in an animation or video   | D. IMPORT     |
| 5. Writing on a drawing to explain what it shows or what will happen  | E. ANNOTATE   |
| 6. To move data into a computer   | F. TIMELINE   |
| 7. How different parts relate to each other in number or size   | G. FRAME      |
| 8. To change something  | H. FOOTAGE    |
| 9. A recording of images in a video   | I. EDIT       |
| 10. An area in a video which is clear and precise   | J. VIDEO      |
| 11. Takes you closer or further away from an image  | K. Zoom       |
| 12. Sequence of frames in an animation that run in order  | L. FOCUS      |
| 13. The area where you draw your animation  | M. STORYBOARD |
| 14. To put into   | N. STAGE      |
| 15. Create a second, identical copy of something  | O. DUPLICATE  |
| 16. Frames per second   | P. PIXEL      |
| 17. A single square of one colour in a bitmap image   | Q. VECTOR     |
| 18. An image stored as coordinates and calculations   | R. ANIMATION  |
| 19. Commentary heard while images are shown   | S. PROPORTION |
| 20. Music that is heard while images are shown  | T. NARRATION  |