



Unit 4.6: Animation

- **Animation:** The process of adding movement to still objects.
- **FPS (Frame Per Second):** The number of frames played per second.
- **Frame:** A single image in an animation.
- **Onion skinning:** A process where the shadow image of the previous frame is present to help you line up the objects of the animation correctly.
- **Pause:** To temporarily stop the animation.
- **Stop motion:** A technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: support@2simple.com | Twitter: [@2simplesoftware](https://twitter.com/2simplesoftware)