

Computer



World Of Animation

B2-C1

Module 3

Here's What We
Will Be Learning
in this
Presentation:



SUMMARY

- ❑ What is Animation?
- ❑ Difference Between Animation And Video.
- ❑ History of Animation and Types Of Animation.
- ❑ Significance of Animation.
- ❑ Exercises.

VOCABULARY

Illusion: something that is not really what it seems to be.

Thrive: grow or develop; flourish.

Sequence: a set of related events or items that follow each other in a particular order.

Graphics: the use of diagrams in calculation and design.

Static: steady; fixed.

Dynamic: constantly changing.

Brochure: a booklet or magazine containing pictures and information about a product or a company.

Animator: a person who creates animation.