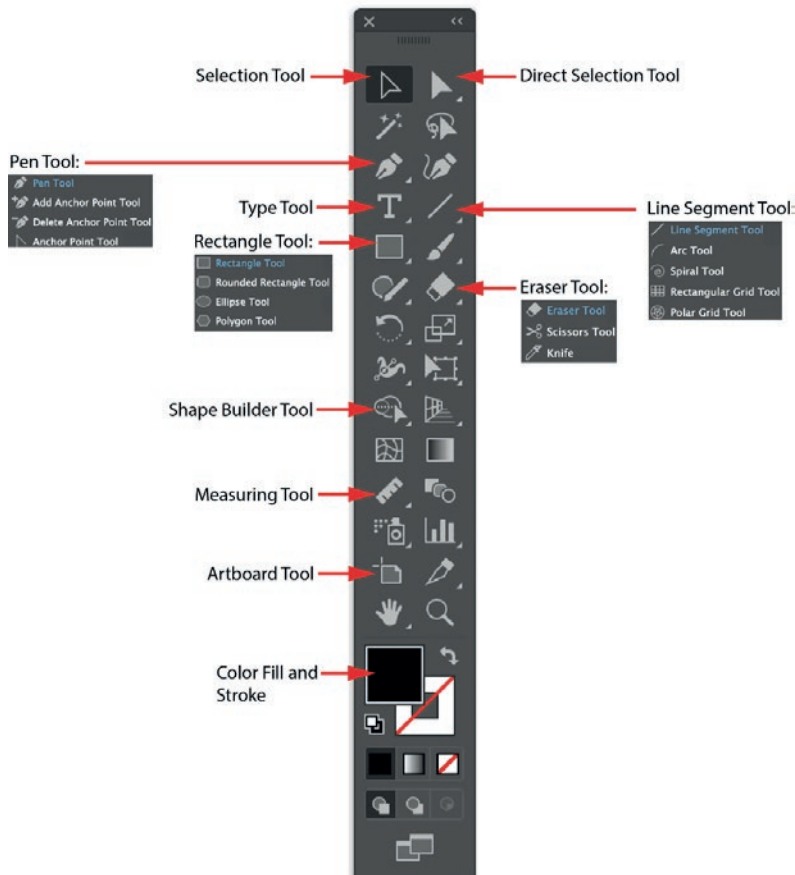
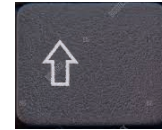


During the project you will be introduced to new terminology you may not understand straightaway. The purpose of the Essential Knowledge Sheet is to allow you to clarify any terminology throughout the project.

	Key term	Definition
27A	Animation	The technique of successive drawings or positions of an image to create an illusion of movement when the sequence is played
28B	Frames	Frames are individual pictures in a sequence of images. Each frame is played one by one to create an animation.
28B	Schematics	Very similar to visualisation diagrams but these are used to plan the layout of web pages using graphical symbols.
30B	Timeline	The timeline allows you to control the speed and when it enters and exits the scene
30B	FPS	FPS stands for Frame per Second. The higher the frames per second rate, the smoother an animation will appear. An animation on a computer should be 10 FPS.



## Illustrator Artboard Mode:



+O

Then press and hold



to drag the artboard.

## Open Photoshop Timeline:

Window > Workspace > Motion

