# Year 9 autumn 2 Computing: Media animations

| A) Key knowledge | | B) Key knowledge | | C) Key knowledge | | D) Key knowledge | |
|---|---|---|---|---|---|---|---|
| **Object** | The basic 3D information block. It contains a position, rotation, size and transformation matrices | **Scale** | Changing proportions of objects | **Location** | The point of an object in 3D space | **Knife tool** | Interactively sub-divides geometry by drawing lines or closed loops |
| **Open source software** | Software that is free to use | **Keyframe animation** | Requires you to pick the important locations, the keyframes and the computer works out the rest (called tweening) | **Timeline** | Gives the user a broad overview of a scene's animation | **Subdividing** | Technique for adding more geometry to a mesh |
| **Blender** | Software to make animations and 3D designs | **Tweening** | You set the key frame, and then move the object | **Parent** | An object that is linked to another object, the parent is linked to a child in a parent-child relationship | **Face** | A surface made up of three or more sides – often referred to as polygons |
| **Move** | Changes the position of an object in space | **Stop motion** | A technique where you manually animate every frame of an animation | **Proportional editing** | Transforms selected elements as well as nearby elements | **Vertex** | A point where one or more edges meet |
| **Rotate** | Rotation in 3D space occurs around an axis | **Animation** | The simulation of motion | **Knife tool** | Interactively sub-divides geometry by drawing lines or closed loops | **Edge** | A line connecting two vertices |
| **Homework:** Why might a modern film use keyframe animation rather than stop motion? | | **Homework:** Describe the purpose of tweening? | | **Homework:** Describe a benefit of naming objects. | | **Homework:** Describe a benefit of parenting objects. | |