

DIGITAL VISUAL MEDIA

Animation

MOTION CAPTURE (CREATION OF ANIMATED GRAPHICS MAKING USE OF)

- Motion capture involves the process of recording live motion events and translating it into actionable data that allows the recreation of the motion in a digital environment.
- Optical motion capture requires the use of special markers, these markers are attached to a special suit and are easily identified by image processing software.
- The benefits are that it is accurate, reliable but is expensive to set up and is time consuming.
- The latest developments are in markerless motion capture using advanced computer vision technology that will identify and track subjects without the use of specialist suits.
- The benefits of this latest technology are that there is an increase in accuracy and a reduction of set up time, reducing the overall costs.

STOP-FRAME ANIMATION

(CREATION OF ANIMATED GRAPHICS MAKING USE OF)

- Stop frame animation is a cinematic process or technique used to make static objects appear as if they are moving.
- The process involves recording the position of an object (normally a photograph) then a small incremental change is made and a new position is recorded.
- This process is repeated a number of times to create a sequence which when played back gives the illusion of movement.
- Stop frame animation has a relatively low set up cost but is labour intensive and time consuming.

MOTION TWEENING (CREATION OF ANIMATED GRAPHICS MAKING USE OF)

- Motion tweening is a process where the user defines the start and finish key frames and the system automatically calculates and creates the in-between frames.
- This will then appear to move the shape over a specified distance within a specific period of time.
- The benefits of this process is that it gives a smoother animation without the need to draw every frame, giving a quicker more cost effective animation.

BLEND/FADE (POST EDITING OF VIDEO FILES AND USE OF VIDEO GRAPHIC TECHNOLOGIES)

- “Blending” and “fading” refers to the transition effect when a film/animation dissolves from one scene to another.
- “Fade to black” is a common technique where a scene dissolves to total blackness. This helps soften the transition between scenes rather than simply cut from one scene to the next.
- A blend can be used to dissolve two scenes together without first fading to black. This is useful as it can be used to convey a passage of time or separate parts of film/animation.

ZOOM (POST EDITING OF VIDEO FILES AND USE OF VIDEO GRAPHIC TECHNOLOGIES)

- “Zoom” is similar to the term used in CAD software. It refers to enlarging or reducing the view of an object or scene.
- Zoom can be used to focus in on a particular part of a scene to draw the viewers attention to it.
- Inversely, “zooming out” will reduce the size of view for a scene, allowing the viewer to see more of a scene.
- The speed of a zoom can be critical in creating an effect or mood. For example a very quick zoom-in can be used to really emphasise an object within a scene and create a dramatic or exciting mood.
- A slower zoom-in will instead create a more relaxed mood.

TRANSITION (POST EDITING OF VIDEO FILES AND USE OF VIDEO GRAPHIC TECHNOLOGIES)

- Transitions are techniques used to combine scenes and shots. Fading and blending are examples of transitions.
- Other transition techniques include: Wipe, Dissolve, Cut, Flip, Pan.

OVERLAYS (POST EDITING OF VIDEO FILES AND USE OF VIDEO GRAPHIC TECHNOLOGIES)

- PIP (Picture in Picture) is when two or more video clips share the same display at the same time.
- Text overlays – where static or moving written information is displayed on top of the video itself.
- Image overlay – where an image is displayed on top of the video.
- A combination of the above can also be used.