**Features of digital animation**:

Here are the features of animation that will help you when looking at current animation and when you are creating your own animation.

2D and 3D models:

Characters and backgrounds are created using simple graphic images. 2D animation is easy to create but looks simple. With 3D animation textures and lighting can be added to give the impression of depth.

Image Type:

Bitmaps and vector images are file types used in animation software to provide characters and backgrounds. Bitmaps are used for images such as photos where realism is important, while vector images are used for more non-realistic images such as diagrams or cartoon characters.

Frames per second:

Live and still animation is made up of consecutive still images that produce the illusion of movement. The number of images per second is known as the frame rate. Traditional hand-drawn animation is designed to be 24 frames per second.

Resolution:

This is the measure of the number of pixels in a bitmap image. The more pixels in a given image the better quality. However more pixels make for a larger file size. Computer animations can be made up of thousands of different images, creating very large files, so it is important to have in mind the size (resolution) that the animation is likely to be viewed at.

Timing and length:

Timing is important in animation as they are created so they appear realistic when they are played back.

Special effects:

Rendering – using colour fill or shading.

Morphing – using a shape tween to change one shape into another.

Camera angles – using different shots to create an effect or mood.

Motion blue/fade – used to make movement look more realistic.

Audio:

Most animations include a soundtrack.

This can include just music or at an advanced level special effects, music and speech.