

Animation Keywords & Ideas

Animation Theory



**There's more to telling a story besides – Lights, Camera, Action!
Speak like an animator with this list of keywords.**

1. **Frame** – One frame of animation is one picture. When many frames are played, motion is created.
2. **Frame Rate** – The number of frames in a second, usually 12 or 24 frames per second.
3. **Keyframe** – This type of frame makes sure the most important action is easy to see and follow.
4. **In-between** – This frame is a drawing placed between main poses to make the motion smooth.
5. **Timeline** – The timeline shows when and where frames are played in an animation.
6. **Storyboard** – A set of quick drawings used to plan out a story or scene beforehand.
7. **Onion Skinning** – A tool used to see frames before and after the current frame, making it easier to follow the motion of a subject.
8. **2D Animation** – Animation made with flat drawings or 2 dimensional shapes.
9. **3D Animation** – Animation made with 3D models, including spheres, volume, and depth.
10. **Motion Path** – The line or path a subject travels when it moves.
11. **Lip Sync** – Matching the animated character's mouth to the words a voice actor is saying.
12. **Render** – Time to turn the animation into the final version ready for viewing!

