

WORLD MISSION HIGH SCHOOL

L3 MULTIMEDIA PRODUCTION

HOMEWORK OF FUNDAMENTALS OF ANIMATION /40Marks

1. Why do we need enough RAM and a fast processor for animation?
2. How does screen size and resolution help animators work better?
3. What does a graphics card do for 3D animation or motion graphics?
4. Why is a graphics tablet better than a mouse for drawing?
5. What is the difference between 2D and 3D animation software? Give examples.
6. What is the difference between raster and vector graphics? When would you use each?
7. What is a file extension and why is it important?
8. Why does changing a file's extension not change the file itself?
9. What is the difference between MP3 and WAV audio files? When would you use each?
10. Why is MP4 used more than AVI or MOV for videos?