05 Shinty Skills app

HOMEWORK 05 · ANIMATION · DESIGN ELEMENTS & PRINCIPLES

designclass
design | engineering | technology

AH Graphic Communication
OVERPRINT · HW05

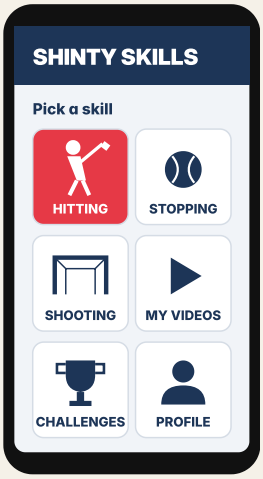
NAME | CLASS | DUE

22 marks about 45 minutes

Answer **all** questions. You may use sketches and annotations to support your answers. Write in the spaces provided.

1

A sports governing body is producing an app that teaches young players shinty skills through short **motion tweening** animations. The home screen is shown.



a Describe how motion tweening **and** post-editing techniques can be used to support the production of the animations. 8

b Describe, giving **two** reasons for each, how **silhouettes** and **pace** have been used to make the home screen easy to navigate for young players. 4

07

2 Animation techniques

A top player's swing will be recorded using motion capture. Describe **two** advantages and **two** disadvantages of using motion capture. 4

3 Stop-frame

Players can also make their own stop-frame clips in the app. Describe **two** advantages and **two** disadvantages of stop-frame animation for the user. 4

4 File types

Explain, giving **two** reasons, why the .mp4 file type is suitable for the app's animations. 2