

Chapter - 3 Creating Animation using Synfig

1. **Animation** is the sequence of images displayed one after other in a given time frame.
2. Using **keyframes** you need to specify the first position and last position of the object.
3. Using **keyframes** we need not to specify the in-between position of the object.
4. The series of frames in between are drawn automatically is known as **tweening**.
5. **Tweening** is an action which calculates the number of frames between keyframes and path of the action.
6. Tweening animation is also known as **cel** animation.
7. The computers generally employ **tweening or cel** animation.
8. Kinematics is a type of **animation**.
9. The **timebar** display the position of time.
10. The **orange** indicator showing the position in time.
11. **Auto** is the default file format in the file rendering.
12. **Web browser or image viewer** uses to view animation after rendering the file.
13. **Time, length, Description - jump** options are available in the keyframe panel.
14. The **Time** option of keyframe panel indicates the start time of animation.
15. The **length** option of keyframe panel indicates the duration of animation.
16. **Loop** means circulating, repeating and continuing.
17. **Rendering** means the computer uses various algorithms to apply the final effects which specified on object.
18. **Time loop** is used when animation is repeated again and again.