

Advanced Digital Media 2013

204 Key Terms

Pre-Production : (3%)

- **storyboarding** - Storyboards are graphic organizers such as a series of illustrations or images displayed in sequence for the purpose of pre-visualizing a motion picture, animation, motion graphic or interactive media sequence, including website interactivity.
- **stop motion preparation**- a cinematographic technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.
- **moquette**- a thick pile fabric used for carpets and upholstery.
- **modeling**- the art or activity of making three-dimensional models.

Production : (4%)

- **Action Scripting** - ActionScript is an object-oriented language associated with JavaScript. It is used primarily for the development of websites and software targeting the Adobe Flash Player platform, used on Web pages in the form of embedded SWF files.
- **button instance** – The creation of a symbol that can be used repeatedly through a project and controlled with ActionScript.
- **button state instances** - editable copies of symbols that can be changed after being dragged from the library
- **Script Assist** - feature found in the action panels that can be used to generate ActionScript without writing code.
- **masking** - A Mask Layer lets the user hide part of a layer so that you can see through to the layer below. It is a bit like poking a hole in a piece of paper to reveal the desk below.
- **easing** - Easing is term that refers to the speed that an animation moves. It can move at a constant speed (no easing) or accelerate or decelerate.
- **onion skin**- An editing option that lets the user view many frames at once. In the timeline you ordinarily only see the contents of the current frame. Onion Skins enable the user to see the progression of an animation.
- **motion paths** - Motion paths are an alternative visual and spatial way of viewing and working with spatial properties. Represented by a series of dots, each dot represents the position of the layer at each frame.
- **code snippets** - small blocks of Flash ActionScript code that can be applied to an object or the application in general.

Post-Production : (3%)

- **debugging** - The step-by-step process of identifying and fixing the number of bugs, or defects, in a program or piece of hardware, to make it work as expected.
- **exporting** – The act of moving files from one program to another.

- **publishing** – The “unveiling” or posting of the user’s work to make it generally known.