

**Reading Guide – Elemental Magic**  
**Elemental Magic - Water & Splash 1. p. 95-125**

1. Even the most complicated water animation is highly simplified compared to the real thing. Very, very important to \_\_\_\_\_ and \_\_\_\_\_ !
2. A \_\_\_\_\_ must be established when animating effects which occur on a surface. The ellipses of ripples caused by a splash must always conform to this perspective grid.
3. It is important to keep in mind always, that while we do learn a great deal from observing reality, it is the special effects animator's magic to be able to \_\_\_\_\_ and thus almost \_\_\_\_\_ upon nature's staggering beauty.
4. A splash's \_\_\_\_\_, or size, is a very important thing to consider when animating a splash.
5. A splash's design is a wonderful thing! There is always room for quite a bit of personal design \_\_\_\_\_.
6. The mass, sheet, or droplets of water will reach an apex in their trajectory path, where they will slow down before beginning their continued path of motion downward, back toward the water's surface. We refer to this slowing in and out at the apex as \_\_\_\_\_.
7. During this mere fraction of a second, water also rushes back into the air hole that was punched into it by the ball in the first place; this often creates what we call a \_\_\_\_\_ or jet.
8. Finally this last set of ripples runs out of energy and subsides, and the water's surface goes back to its original, flat, calm, \_\_\_\_\_.