

## Fluid Frames Reading Guide #5: Foundation for Excellence

### Foundation for Excellence pp. 47-70

1. Any animated work is a conversation between the \_\_\_\_\_, the \_\_\_\_\_, and the \_\_\_\_\_. Clear \_\_\_\_\_ is essential for a good conversation.
  
2. In an \_\_\_\_\_, the shape of the image does not change but the texture retains subtle movement.
  
3. Good staging is a combination of three different decisions:
  1. \_\_\_\_\_.
  2. \_\_\_\_\_,
  3. \_\_\_\_\_
  
4. You will notice in particular with materials like sand, paint and clay that \_\_\_\_\_ lines are difficult to control and move, but \_\_\_\_\_ designs bring out the \_\_\_\_\_ of the material.
  
5. Working \_\_\_\_\_ may save time during the shoot, but inevitably that time is put back into \_\_\_\_\_
  
6. A \_\_\_\_\_ manipulates the structural environment through redrawing the \_\_\_\_\_ in every frame.
  
7. In animation, we have the added tool of making an \_\_\_\_\_ between scenes, which broadens the range of \_\_\_\_\_ and \_\_\_\_\_ effects we can have on our audience.
  
8. The computer \_\_\_\_\_ movement very smoothly. When combined with \_\_\_\_\_ animation, this smooth motion can sometimes seem \_\_\_\_\_.
  
9. The \_\_\_\_\_ is a camera technique which creates a sequence of \_\_\_\_\_ between drawings to \_\_\_\_\_ the movement.
  
10. \_\_\_\_\_ is where you match \_\_\_\_\_ or \_\_\_\_\_ to guide your work under the camera.