I. Animation - the creation of an illusion of movement by assembling a sequence of still images.
   A. The quality of the sequence is more important than the quality of the individual images.
   B. Animation consists of imagining and representing action.
   C. Animation is drawing movement. - Norman McLaren

II. The Mechanics of Animation
   A. Persistence of Vision
      1. A physiological characteristic, resulting in a slight after image left on the retina when the human eye is stimulated.
      2. Roughly 1/12th of a second for a bright light source.
      3. This characteristic allows the eye to see 24 individual frames per second as if they were continuous motion.
   B. Frame Rate
      1. Video - NTSC
         a. 30 frames per second
         b. 2 interlaced fields per frame
         c. Interlacing of two video fields per second allow for seamless flipping between each frame.
         d. Also causes motion to be more smooth across frames.
      2. Motion Picture
         a. 24 frames per second.
         b. Projector shutter hides the change between frames.
         c. The shutter speed and the frame rate are longer then the refresh rate of the retina.

III. The Animation Production Process
   A. Pre-production
      1. The Idea - Treatment
      2. Budgeting and Scheduling
      3. The Script
      4. The Storyboards
         a. Preparation
         b. Presentation
      5. Production Designing
         a. Character Design
         b. Modeling
         c. Set Construction
   B. Production
      1. Casting
      2. Sound Production
         a. Dialog Recording
         b. Sound Effects Recording
         c. Dialog Editing
         d. Track Reading
         e. Dope Sheet Preparation
      6. Animation Production
         a. Story Reel
         b. Animatics
         c. Extreme Animations
         d. Refinement
      7. Shading and Texturing
      8. Lighting

Spring 1999
C. Post-production
   1. Rendering
   2. Picture Editing
   3. Sound Mixing

IV. Alias Interface
   A. The Time Slider - a time based control window that lets you setup and playback animation.
      1. Frame Range - Determines the range of frames for an animation.
         a. Start/End setting determines the absolute length of the animation.
         b. Min/Max playback animation that fall between the first and last keyframes.
      2. Playback Controls - let you preview animation in the modeling windows.
         a. Current Frame Indicator - shows the current frame, can also be used to go to a frame by inputting a frame number.
         b. VCR-like controls - allow for jumping to the start or end of the time slider, or stepping from frame to frame, and playing forward and backward.
         c. Frames per second indicator - informs you of how many fps you are getting during playback.
      3. Slider - Gives you a means of dragging a handle through the frame range to preview motion interactively.
   B. Parameter Control Window - is used to determine which parameters of an object, light, or shader are animated.
      1. Global - under which can be found all active objects that are animatable.
         a. Apply - applies all global parameters to local parameters on all active animatable objects.
      2. Local - under which can be found all active objects that are animatable.
   C. Action Window - a graphical description of your animation.
      1. Charts animated parameters over time.
      2. Used to apply and edit keyframes to parameters
      3. Used to change Tangent Types of action curves.