**Basic Animation Notes Organizer**

1. Animation is a collection of \_\_\_\_\_\_\_\_\_\_\_ or \_\_\_\_\_\_\_\_\_\_\_; each one being only slightly \_\_\_\_\_\_\_\_\_ than the one before it.
2. These pictures are displayed in \_\_\_\_\_\_\_\_\_ order – at a \_\_\_\_\_\_\_\_\_ rate giving an optical \_\_\_\_\_\_\_\_\_ of \_\_\_\_\_\_\_\_\_\_.
3. Persistence of Vision is a \_\_\_\_\_\_\_\_\_ that claims the human eye \_\_\_\_\_\_\_\_\_

every image even after the brain has had an opportunity to process the image. This

timing \_\_\_\_\_\_\_\_\_\_ causes the brain to \_\_\_\_\_\_\_\_\_\_ objects that are stationary.

This phenomenon often creates an optical \_\_\_\_\_\_\_\_\_\_\_ of motion.

1. A Zolotrope is a two- \_\_\_\_\_\_\_\_\_ display that when \_\_\_\_\_\_\_\_\_ quickly causes the viewer to believe the two images are \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
2. List the type of animation in the first column of the table below and record its characteristics in the second column.

