

Chapter 7 After You Read Answers

Section 7.1 After You Read Answers

Review Key Concepts

1. A bitmapped graphic, also known as a raster graphic or simply a bitmap, is an image made up of tiny dots, or pixels. A vector graphic is an image drawn in lines, curves, and shapes defined by mathematical formulas. Bitmaps are used for photos and other complex images while vector graphics are useful for images that must be resized.
2. Answers may include five of the following: crop; resize; rotate; adjust contrast, brightness, and color; create layers and masks; use filters. Specific tools within the programs allow the user to navigate, select, transform, view/choose/adjust color, paint, draw, focus, erase, and type.

Practice Academic Skills

3. Students' paragraphs should indicate whether they agree or disagree with the statement and explain their answer. Paragraphs should follow good writing conventions and contain a topic sentence, details that support the main idea, and opinions supported by details.
4. The width is 1.5 times the height. This can be calculated by dividing the width (3) by the height (2).

Students can use the Online Student Manual and their multimedia software to apply the skills learned in this section.

Section 7.2 After You Read Answers

Review Key Concepts

1. Banner ads, e-cards, and Web sites often use 2D animation. Video games, animated movies, and special effects in live-action films use 3D animation.
2. Frame-by-frame animation creates what appears to be continuous motion by a series of many frames. Frames show the same graphic with a tiny change in position to simulate motion. Tweening generates transitional frames between two keyframes. The in-between frames are generated mathematically to give the appearance that the first keyframe transforms smoothly into the second.

Practice Academic Skills

3. Students' paragraphs will vary but should mention that cel animation uses similar techniques to those used in frame-by-frame animation and, to a lesser extent, tweening.
4. Thirty-two frames per second is equal to 1,920 frames per minute.

Students can use the Online Student Manual and their multimedia software to apply the skills learned in this section.