

Animations

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Basics

- 2D – raster – set of images, frames, frame rate
- 2D vector, 3D vector
- Sprite – mini animace

Formats fo storing

- Specific for animations – GIF, FLI
- Video formats - ...
- Fraktal komprese – www.marast.org

Software

- 3D Studio
- Macromedia Flash
- VRML
- (GIMP)
- Blender
- Maya
- MS GIF Animator
- WinmorphProj

Software

- Bryce
- ArcScene
- ArcGlobe
- GRASS – NVIZ

Warping, Morphing

- Morphing – from one image to other
- Warping – geometrical deformation (transformation)