



Creating Animations was a hard process at the beginning, but when Mr. Montante gave a lesson about Animations it got a lot easier. To create an animation you have to open the animation tool bar and create frames that are different the difference is what you want animated. If you already have two or more differenced frames you can tween them using the Tween Tool to make the animation smooth and look realistic. Creation of animations is a really cool process and a good way to express your self. And this is what I know about timing.

: Most movies run 30fps (Frames Per Second) because that is fluent. More Frames per second would be useless as the human eye can see only 30FPS so having more FPS would just take more space without having any effect on the animation. This was little explanation about my knowledge of movies and video games which is unraveling to this but I wrote this so I can memorize my knowledge a little more as this is useful to some aspect. I don't know much about adobe Photoshop animations, but from what I tried the 0.1 and No Delay and mixed it together so as my ellipse animation is falling it goes faster and when it bounces of it slows down to represent the gravity and give it a more realistic look.