Sec-3

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Ans A key frame in animation and filmma king is a drawing the defines the starting & ending points of any smooth transition The drawing are called frames because their position in time is measured in frames on a strip of film A sequence of keyfram defines which movement the viewer will see, whereas the position of the keyframes on the film video or animation defines the timing of the movement. Because only two are three keyframe over the span of a second do not creat the illusion of movement, the remaining frames are filled with in between

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Gouraud Shading

This Intensity-Interpolation Scheme, developed by Gouraud and usually referred to as Gouraud Shading, renders a polygon surface by linear interpolating intensity values across the surface. Intensity values for each polygon are coordinated with the values of adjacent polygons along the common edges, thus eliminating the intensity discontinuities that can occur in flat shading.

Each polygon surface is rendered with Gouraud shading by performing the following calculations:

1. Determining the average unit normal vector at each polygon vertex.
2. Apply an illumination model to each vertex to determine the vertex intensity.
3. Linear interpolate the vertex intensities over the surface of the polygon.

At each polygon vertex we obtain a normal vector by averaging the surface normal of all polygons sharing the vertex as shown in fig.