

Intellectual property	A single complete graphic image that is displayed chronologically with other complete graphic images; a single frame makes up a static image, while a series of frames make up an animation.
Motion graphics	A level or plane where a graphic or graphics can reside, creating a sense of space and overlapping; objects or graphics can reside in the same layer, or they can reside on different layers, or they can move between layers.
Tweening	Creations of the mind for which property rights are recognised.
Layer	Refers to the creation of successive frames of animation between key frames; short for "in-between".
Loop	Any moving/animated pictures created by use of digital sequencing, sequential frames; used to simulate motion and morphing.
Frame	The cycle of animation from start to finish.