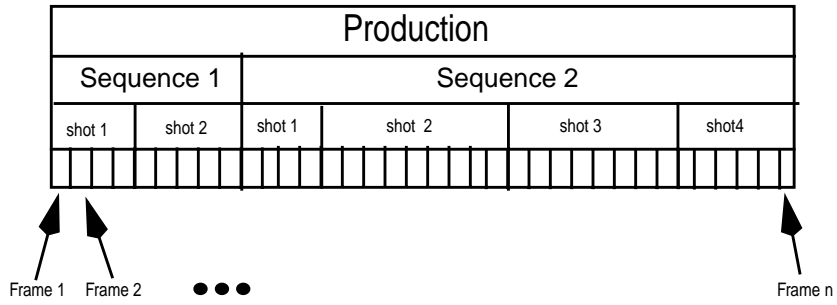
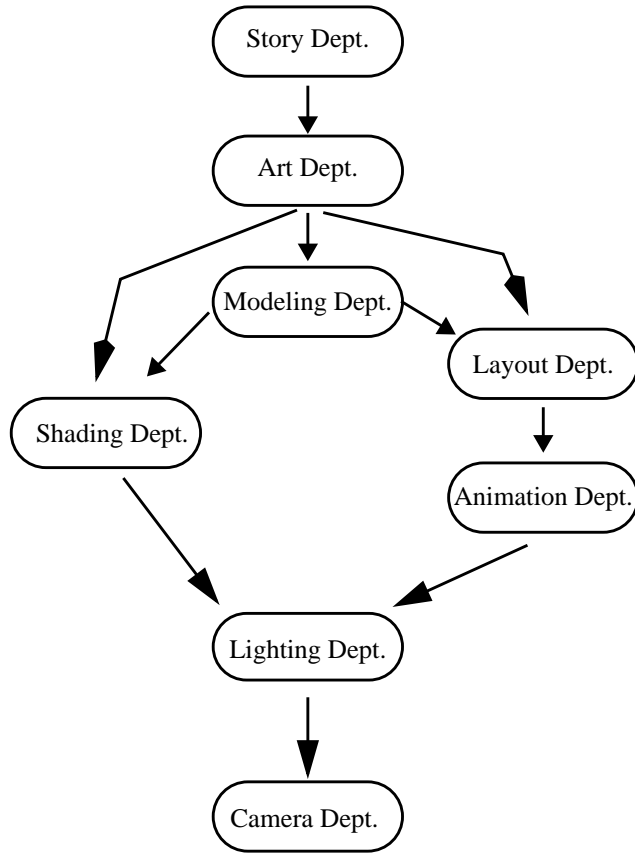


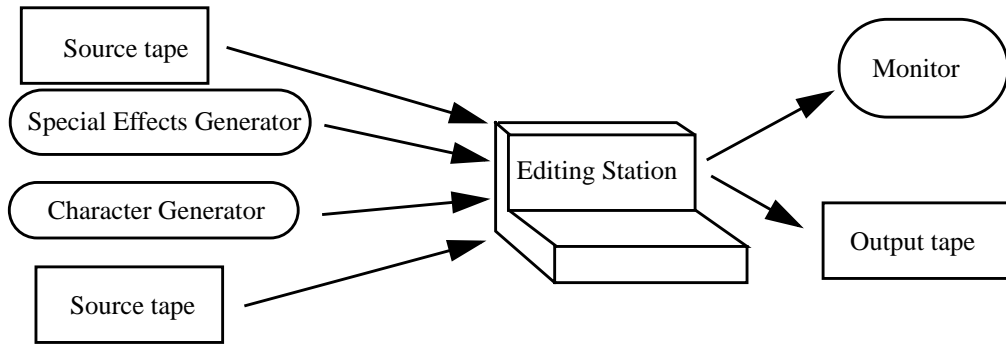
**FIGURE 1.4** Multi-plane camera and the allowable movements. The image is optically composited in the camera.



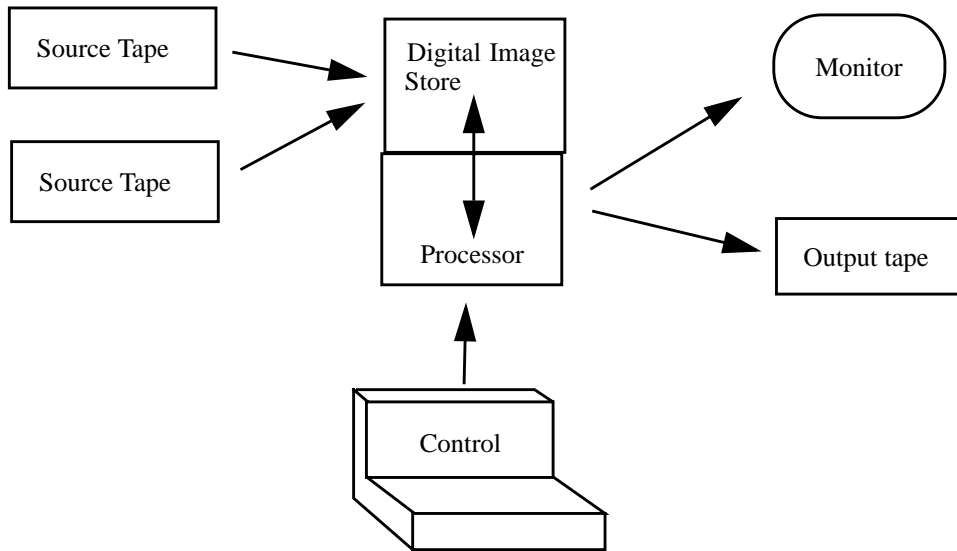
**FIGURE 1.5** Sample hierarchy of a simple animation production.



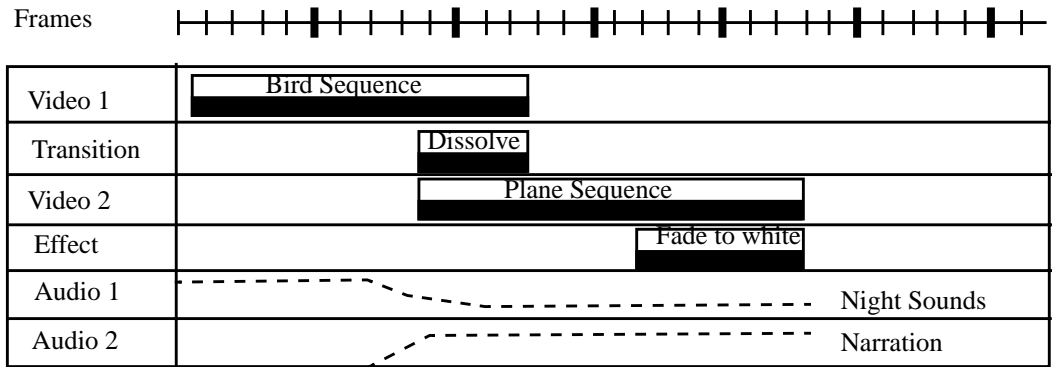
**FIGURE 1.6** Computer animation production pipeline (modified from [8]).



**FIGURE 1.7 Linear editing system.**



**FIGURE 1.8 On-line non-linear editing system.**



**FIGURE 1.9** Simplified example of a timeline used for non-linear digital editing.