

ACCELERATED VECTOR ANIMATION SOFTWARE

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This article describes a newly created desktop application - AVAS, designed to work with animated vector graphics.

AVAS (*Accelerated Vector Animation Software*) is a system for creation of the 2d digital animation. The system is primarily oriented towards creating traditional frame-by-frame animation, where animators usually draw separate frames that make up the entire movement, changing one by one with a delay of 1/24 seconds or more, if the animator decides so.

The main purpose of this software is to achieve the most efficient way to create images using a variety of tools for manipulation with the vector graphic elements.

The software was developed in Visual Studio environment, programming language being C#.

AVAS requires a computer or laptop working with a connected digital graphics tablet, although certain functions such as color fill in separate areas can be performed with mouse.

The unique features of this application compared to other existing software include cost-effective enhancements to animation production, such as curvature blending, auto shading, multi-frame color filling and more, in addition to standard animation software features such as the toolbar, canvas and timeline.

Keywords: *2d-animation, software, vector, graphics, editor.*

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