

Phase: 3/4

Subject: Computing

Focus: 4.6 Animation

Term: Spring

## What I should already know?

What an animation is—a series of images put together which forms a moving picture.

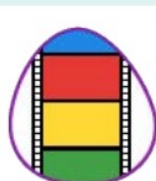
What the term 'Stop Motion' means—A moving image production made from taking multiple stills and after each one, moving the object slightly.

Experience watching animations and explaining

## Key Learning

- To discuss what makes a good animated film or cartoon.
- To learn how animations are created by hand.
- To find out how 2Animate can be created in a similar way using the computer.
- To learn about onion skinning in animation.
- To add backgrounds and sounds to animations.
- To be introduced to 'stop motion' animation.
- To share animation on the class display board and by blogging.

## Key Resources



2Animate

## Key Vocabulary

### Animation

A process by which still pictures appear to move.

### Flipbook

A book with pictures drawn in a way that makes them appear to move when the pages are flicked.

### Frame

A single image in an animation.

### Onion skinning

A process where the shadow image of the previous frame is present to help you line up the objects of the animation correctly.

### Background

A non-moving image that appears behind the animated images.

### Play

Press this button to make the animation start.

### Sound

Music or oral effects that can be added to the animation.

### Stop motion

A technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.

### Video clip

A short piece of film or animation.

## Key Images



Open, close or share animation.



Add or delete a frame from the animation.



Play the animation.



Switch onion skinning on or off.



Add a background picture to the animation.



Insert a photograph from a webcam into the animation.



Insert a sound file into the animation.



Number of frames in the animation.