

Year 3: Computing – Stop-frame animation

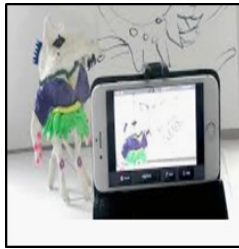
How to create a basic animation:

iMotion is one of many apps that you can use to create animation. You can create a new animation by selecting the 'new movie' option.



Setting Up:

- Select 'manual.' Type in the movie title.
- Tap 'Start'. Turn on 'onion skinning'
- Make sure that your object/ drawing is in the frame (can be seen by the camera).



Creating the Animation:

- Take a picture of your object/ drawing (press 'capture').
- Change the object/drawing very slightly. If drawing, keep a faint line of the original drawing to show you where to go next (onion skinning). Capture again.
- Repeat the process lots of times.

Playback and Saving:

When you are finished, press 'stop' and then 'stop' again. Your animation will begin playing. You can change the speed (frames per second). Press 'export' to save your animation.

What is animation?

Animation is a technique used to make objects and drawings appear to move. Animations have been around for many years – even before computers!

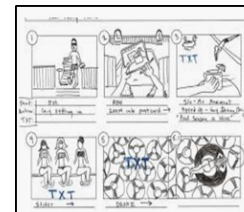
Stop-frame animations work in the following way:

- A number of pictures are drawn or taken of an object or picture.
- In each drawing or picture, the object has been moved slightly. Each picture is called a frame.
- When the frames are shown in a sequence, an illusion is created where it looks as though the object is moving!



How to improve animations

Storyboards can be used to plan animations. They help you to plan your different frames.



Consistency is important. In each frame, we need to think about which things stay the same (e.g. background), and which things change.



Key Vocabulary



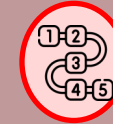
Animation: a technique used to make objects and drawings appear as if they are moving.



Stop-frame animation : a technique where many photographs are taken of objects, with small movements in between.



Frame: each picture used in an animation.



Sequence: the order the frames are taken to make an animation.



Onion skinning: a button on iMotion which shows the outline of a previous frame when a new frame is being taken.



Consistency: completing something in the same way every time. In an animation, keeping the camera angle and background consistent is important.



Storyboard: a visual tool used to plan out and structure stories, films, animations or plays.