

Unit: 4.6 – Animation

Key Learning

To discuss what makes a good animated film or cartoon.

To learn how animations are created by hand.

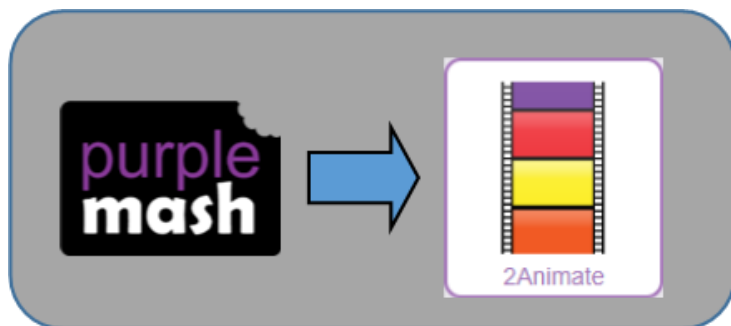
To find out how 2Animate can be created in a similar way using the computer.

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 ResourcesKey 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.

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Key Images

Open, save and 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.



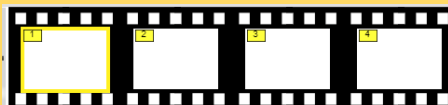
Insert a photograph from a webcam into the animation.



Insert a sound file into the animation.



Number of frames in the animation.

Key Questions

What is an animation?

Animation is the process of giving the illusion of movement to drawings, models, or inanimate objects. Animated motion pictures and television shows are highly popular forms of entertainment.

What is meant by onion skinning?

Onion skinning is a 2D computer graphics term for a technique used in creating animated cartoons and editing movies to see several frames at once.

What is meant by stop frame animation?

Stop motion animation is a filming technique in which objects (such as clay models) are photographed in a series of slightly different positions so that the objects seem to move.