COMPUTING: CREATING MEDIA- Stop-Frame Animation

What should I already know?

I can explain what is meant by the word media.

I can explain how people use digital devices to create media.

I can discuss the similarities and differences between the different types of technology that make media.
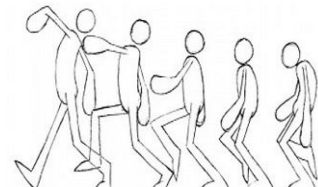
Introduction to Animation

Animation is a technique used to make objects and drawings appear to move.

-Animation is a technique used to make objects and drawings/images appear as if they are moving.

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

Animations have been around for many years – even before computers!

Lots of movies and TV programmes are animated. These include cartoons, and films like *Wallace and Grommit* and *Chicken Run*.

Creating a Basic Animation

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
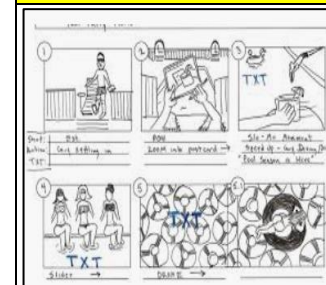
Creating the Animation

-Take a picture of your object/ drawing (press 'capture').

-Change the object/drawing very slightly. If drawing, keep a feint line of the original drawing to show you where to go next (onion skinning). Capture again.

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.

More Complex Animations

Storyboards help you to plan your different frames.

- We need to think about which things stay the same (e.g. background), and which things change.

-Add music by tapping 'audio.' You can add in soundtracks, your own music, or sound effects.

-You can also add text into your animation. Tap on the frame that you want to enter text into. Tap T for text.

Important Vocabulary

Animation Flip book Stop-frame Sequence Media Import Onion-skinning

Concepts

COMPUTER SCIENCE	CREATORS