

# Animation



twinkl

# Aim

- I can explore and understand different features and functions of computer technology.

# What is Animation?

Animation is a way of making a movie from many still images. The images are put together one after the other and played at a fast speed to give the impression that the pictures are moving.

Most animations are played at a speed of 24-60 images per second (known as 'frames per second' or FPS). Each image becomes one frame of the movie.

An example of an animation is shown below:





# Animated Films

'Beauty and the Beast'

'Ice Age'

Can you think of any other films that are animated?



# How Are Animations Created?

A person that creates an animation is called an animator.  
Watch this clip to find out more about animation and the role of the animator.





# How to Create an Animation

There are three ways to animate:

1

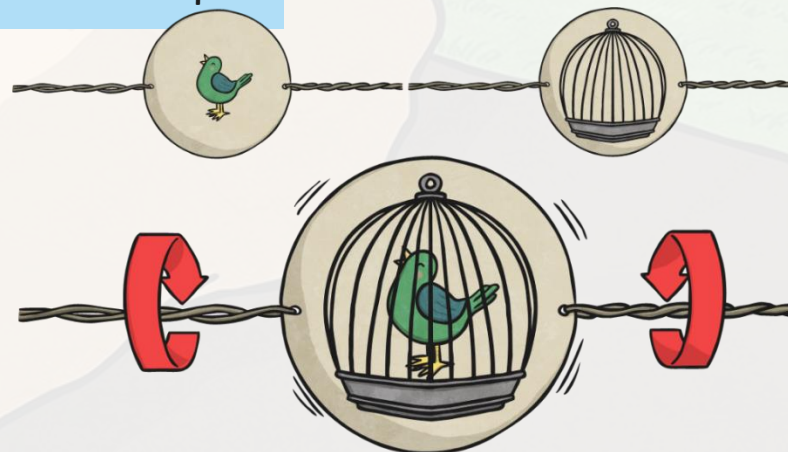
## Flipbooks and Thaumatroopes

Draw each frame and then arrange each picture one after the other. Moving the images quickly will make it appear as if the drawings are moving. Thaumatroopes or flipbooks are easy ways to show you this way of animating. This was one of the earliest ways to animate.

Flipbooks



Thaumatroopes



# How to Create an Animation

2

## Stop Motion

Stop motion is a way of creating animations that make it look like still objects are moving. Stop motion requires using a camera that can take single photos.

It works by taking one photo (frame), moving the object a little bit, and then taking another photo.

You repeat this step until your object has made all the movements you want it to.

Cartoons use a similar way; one of the main differences is that stop motion uses real objects instead of pictures that have been drawn.





# How to Create an Animation

2

'Wallace and Gromit' is an example of a stop motion animation.





# How to Create an Animation

2

Watch this clip to find out more about making a stop motion animation.



# How to Create an Animation

3

## Computer Graphics

Animations can be created using computer software. 3D models can be built and animated in a virtual environment.

Computer animation does not need the model to be put in every position of a movement. Instead, main poses are set and the computer creates the positions in between.

The animated film 'A Bug's Life' used computer graphics.

