

# Year 3 Computing – Stop-Motion Animation

## What I should already know

- Recognise that we use digital devices to help us to take and edit photographs.
- Many different devices can be used to take photographs, for example digital cameras, phones, tablets and webcams.
- We can also use lots of different apps and programs to edit and improve photos, for example Photoshop, Luminar and Pixlr.
- We should understand that not all photographs that we see are real – they may have been edited.

## Disciplinary Skills

- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

## Introduction to 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!



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



- In recent years, lots of stop-frame apps and programs have been released, which can be used to make homemade animations!

## What I will learn by the end of this unit

- That an animation is made up of a sequence of images
- To be able to identify that a capturing device needs to be in a fixed position
- To recognise that smaller movements create smoother animation
- Being able to explain the impact of adding other media to an animation
- That a project must be exported to be shared

## Key Vocabulary

digital	device	input
output	process	program
information	connection	network

## Creating 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.

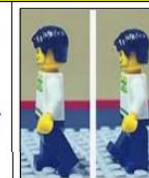


**Playback and Saving:** When you are finished, press 'stop' and then 'stop' again. Your animation will begin playing. You can change the speed (frames per second). Press 'export' to save your animation.

## More Complex 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.



-Add **music** by tapping 'audio.' You can add in **soundtracks**, your own music, or sound effects. Tap + to select the track that you want. Carefully choose when the audio starts/ stops.



-You can also add **text** into your animation. Tap on the frame that you want to enter text into. Tap T for text. You can choose different fonts, and select where you want the text to appear.