

Computing

Digital media

Year 5 – Important Information

Animation

Animation is the process of giving the illusion of movement to drawings, models, or objects. There are even examples of cave paintings from around 2000BC which show sequences of images. Animation has developed and advanced greatly over the years

Different types of animation

- 2D and hand drawn
- 3D animation computer and CGI
- Stop animation

Stop motion animation

In stop motion animation objects are physically manipulated in small steps. This is done between individually photographed frames so that they appear to move independently when the series of frames is played back in fast sequence.

One second of stop motion animation is made up of 12 frames. Creating stop motion animation can take a considerable amount of time. Wallace and Gromit is a type of stop motion animation called Claymation. The feature length film 'Curse of the Were-Rabbit' took 15 months to film!

Crucial knowledge

animation – making still images appear as if they are moving

stop motion - objects are moved in small steps and images taken

frame – a single image in an animation

claymation – using clay models to animate (eg Wallace and Gromit)

vector animation – computer generated 2D images

CGI – computer generated imagery

Activities

Mechanical animation – flip books or thaumatropes

eg <https://www.youtube.com/watch?v=yeV89RafMKU>

What is stop motion animation

<https://www.youtube.com/watch?v=wVjMFU11hVA>

Stop motion lego animation using Stop Motion Studio

or Lego Movie Maker <https://fun-science.org.uk/make-your-own-stop-motion-animation/>

Animation App

Outcome

Create mechanical animations

Design and plan an animation

Create drawn animations using iPad apps

Create stop motion animation