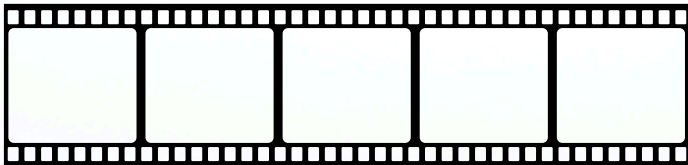


Key Vocabulary Technical Terms

- **Animation:** A series of still images shown in sequence to create the illusion of movement.
- **Frame:** A single still image in an animation.
- **Stop-Frame Animation:** A technique where objects are photographed frame by frame to create motion.
- **Onion Skinning:** A tool that shows the previous frame as a transparent overlay for accuracy.

General Terms

- **Sequence:** The order in which events of frames are arranged.
- **Media:** Additional elements like music or text added to a project.
- **Storyboard:** A visual plan that outlines the key events and scenes in an animation.
- **Plan:** A step-by-step outline to achieve a goal, such as creating an animation.



Stop-Frame Animation Bringing stories to life

Core Concepts

What is stop-frame animation?

- Stop-frame animation involves taking photos of objects in small movements and combining them to create a film.
- It is commonly used in films and adverts to bring objects or characters to life.

How does it work?

- A series of still images are taken with slight changes in position between each photo.
- When the frames are played quickly, they create the illusion of movement.

Technology Used

- This unit uses tablets and software like iMotion to create animations.



a - 360 frames

b - 720 frames ✓

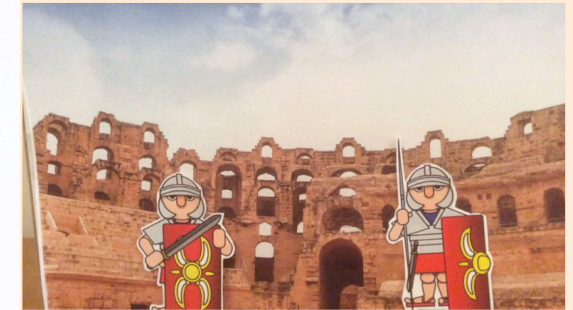
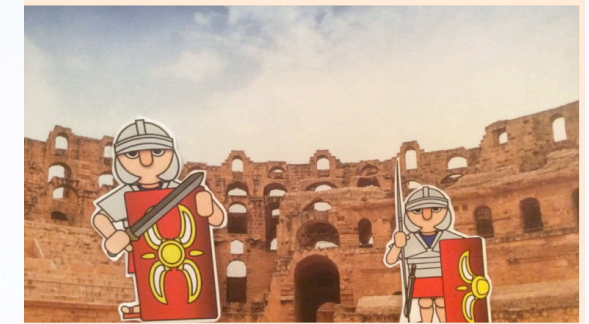
c - 1440 frames

"How many frames do you think it takes to make a 1-minute animation?"

Simple Animation Workflow

Storyboard example

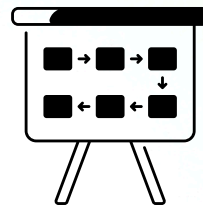
| Soldiers walk into the middle | Soldiers fight | Runs away |
|-------------------------------|----------------|-----------|
| | | |
| Beginning | Middle | End |



"Each frame shows small changes in the character's position to create smooth motion when played together."

Key Questions

- What is the purpose of onion skinning in stop-frame animation?
- How can you make your animation movements smooth and consistent?
- What additional media could you add to your animation to make it more engaging?
- How does planning a storyboard help in creating an animation?
- Why is it important to evaluate and improve your animation?



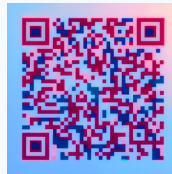
Learning Objectives

I will understand how animation works.

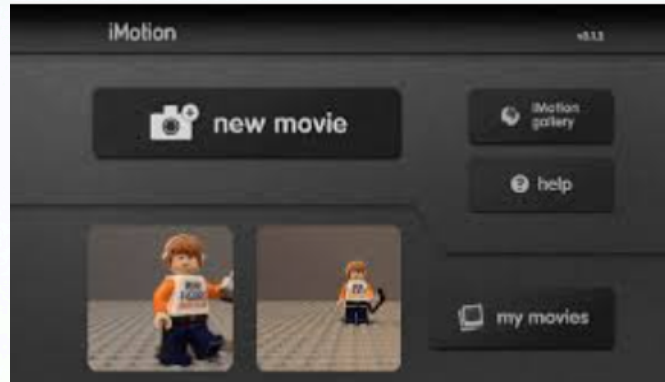
I can plan and create a stop-frame animation with a clear story.

I may be able to use software tools to enhance animations with additional media.

I can evaluate my animations and suggest improvements.

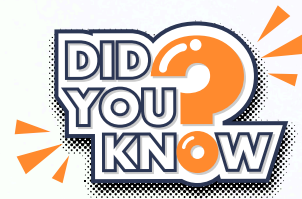


Stop-Frame Animation Bringing stories to life



Process in Steps

1. Plan your storyboard
2. Set up your scene
3. Take photos frame by frame
4. Edit and add media like music and text



It can take thousands of frames to create just a few minutes of stop-motion film!

Wallace & Gromit: The Curse of the Were-Rabbit took five years to make!



Walt Disney

Walt Disney is known as a pioneer in animation and the creator of iconic characters like Mickey Mouse.

He helped develop techniques like storyboarding, essential for stop-frame animation.



Nick Park

Nick Park is known for his work on Wallace & Gromit and Shaun the Sheep.

He uses stop-frame animation to bring clay models to life.



Self-Assessment

I can create a smooth and clear stop-frame animation with a clear story.



I can use stop-frame animation software to enhance my animations with additional media.



I can evaluate my animations and explain how stop-frame animation works.



My Reflections



What would you like to include in your next animation project? What could go even better?