



Computing

Animation

The History of Animation



Aim

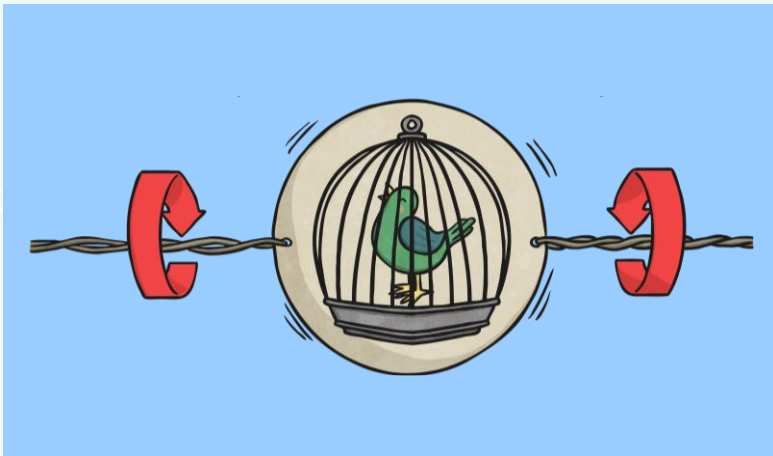
- I can describe early forms of animation before computers were used and how they have made a difference.

Success Criteria

- I can explain what is meant by animation.
- I can describe early devices used to develop animation techniques.
- I can explain how simple animation techniques work.
- I can explain how computer software has improved animation techniques.

Early Animation Inventions

Before animation was widely understood, there were many inventions and devices that fascinated people by seeming to merge images or make them appear to move. Some of these have complicated sounding names!



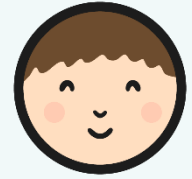
Thaumatrope.



Flip Book

Can you tell how each of these would work?

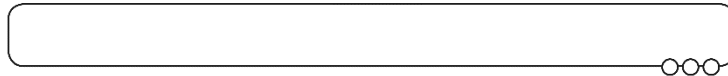
Flip Books



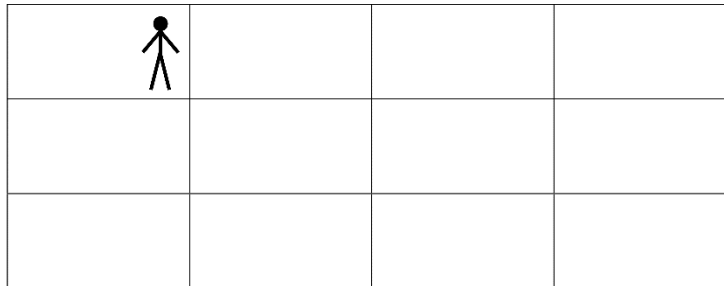
Everyone is going to have the chance to make a flip book.

Read the instructions on the activity sheet.
You will need some scissors to cut out the rectangles.

Making a Flip Book



Use these rectangles to make your own stick figure flip book. Cut out all the rectangles carefully to make pages. The first one is drawn for you. Take the next blank page and trace over the first image but change it slightly however you want to. Then take another page and trace over your last image but make another slight change. Keep going until you have drawn on each page, then put them in a pile together (You may want to number each in the top right hand corner). Attach together at the left hand side and flip through your pictures on the right!



Decide what your stick figure is going to do in 12 steps.

It could run, jump, clap, somersault, handstand - whatever you choose!

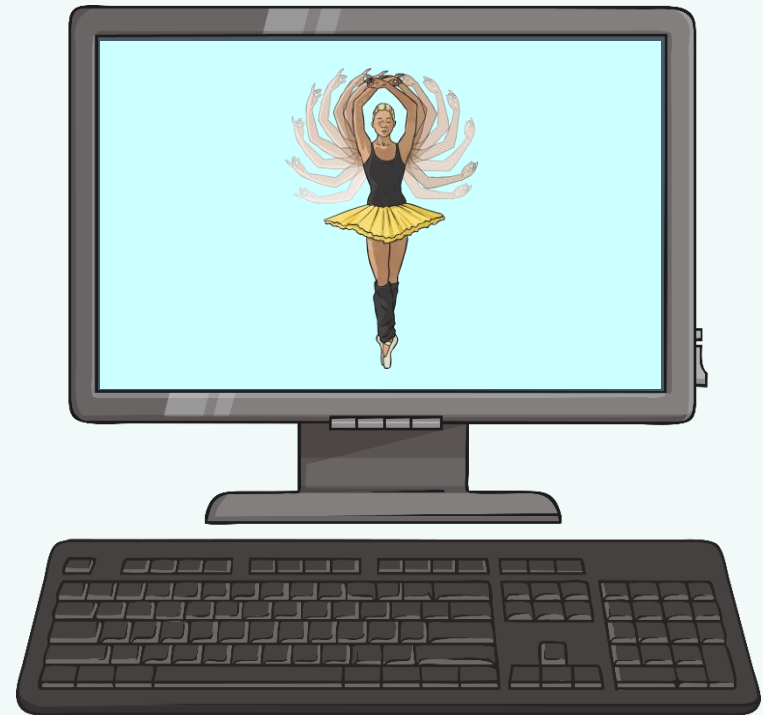
Computer Vs Pencil and Paper



How do you think computers have changed the animation process?

What advantages are there in using a computer to produce multiple similar images, compared to pencil and paper?

Discuss with your partner and then feedback your ideas to the class.



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