

5 words to remember

animation: making a movie by drawing each picture separately; when you play them quickly, they create the illusion of things moving

character: person (or anthropomorphic animal) taking a role in an animation

onion-skinning: a transparent layer on your drawings; this tool helps make smooth transitions between frames by showing the previous one as you work on the next

prop: inanimate object needed in an animation

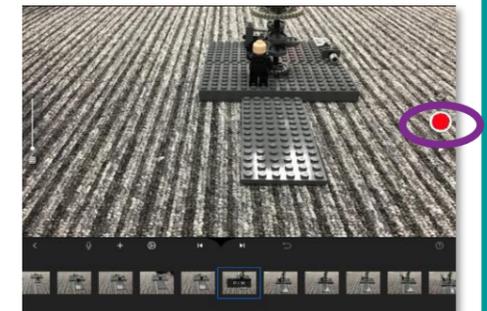
stop-motion: instead of drawing, you take pictures of real things or models frame by frame – when played fast, it creates an animation

Key takeaways

- 1 Before the magic happens, plan the **animation** using storyboards. It's like making a comic strip to show what will happen step by step.
- 2 Next, make the characters, props and backgrounds.
- 3 To make things move, take pictures one by one and play them fast.
- 4 Every good animation has sound. You can talk, make noises or add music to make the animation better.
- 5 Watch each other's animation and give nice suggestions to make the animations even better.

Knowledge check: Taking photos

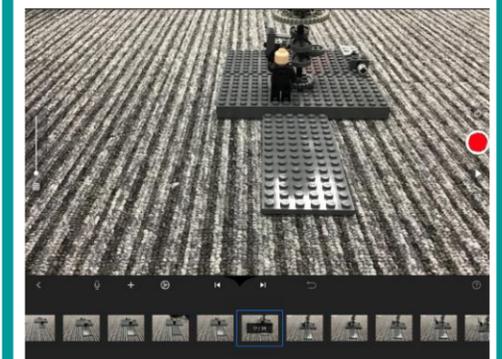
Open the **Stop Motion Studio** app and create a new animation by tapping '+'.
Tap the red circle to take a photo of your **character** or **prop**.



Good animations will need the iPad and 'stage' to be kept in the same place while each photo is taken.

Can you think of a good way to do this?

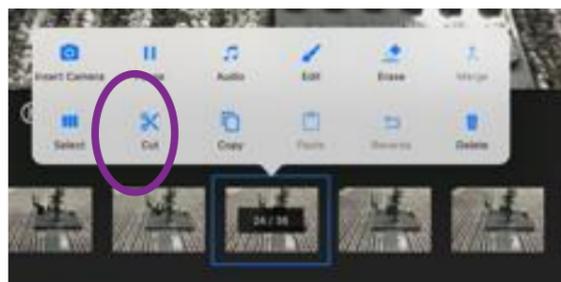
Work in your groups to solve this problem.



Knowledge check: Editing frames

You can cut individual frames or groups of frames:

- 1 Tap the frame and select 'Cut' to cut one frame.
- 2 To cut groups of frames:
 - Tap the first frame you want to cut.
 - Choose 'Select'.
 - Scroll to highlight the frames you want to cut.
 - Tap again.
 - Select 'Cut'.
- 3 Use the 'undo' / 'deselect' button if you want to reverse any cuts or changes.



Knowledge check: Using onion-skinning

Use the **onion-skin** slider to overlay your previous image onto your new one before you take the photo. This way, you can see how far you have moved your object or character, and adjust.

- 1 Overlay the current camera image on the previous photograph taken using the onion-skin slider.
- 2 Take another photograph.
- 3 Review the animation by tapping the triangle 'play' button.

