

## Introduction to Animation Knowledge Organiser



## ? What are we learning about animation?

Animation is used in lots of ways, including in television and film to make cartoons. Stop motion animation is a process of taking a photo of objects, moving them slightly then taking another photo. This process is repeated until there are lots of photos (frames) and when they are played one after the other, it looks like the objects in the photos move. This is how films such as Wallace and Grommet were made and computer software makes it quicker to create animation digitally because we can use the same frame over and over again, changing small parts.

## Key knowledge

- 1. Add a background and objects to a frame, including text.
- 2. Copy/clone a frame and move objects to create an animation. Plus flip an object.
- 3. Create screen-recording animation.
- 4. Create stop-motion animation with photos.



## Important Vocabulary

Frame	Each picture or image created within the animation is called a frame.
Clone	We can copy or duplicate a frame to make an identical one, which speeds up the process of making the animation.
Onion skin	This shows where the objects were in the previous frame (a lighter version is shown like a see through onion skin), making it easier to move the objects in the new frame. You can see this with the green character above.
Frame rate	How quickly the frames will play, this is measured in frames per second. The higher the frames per second, the quicker the animation will be.