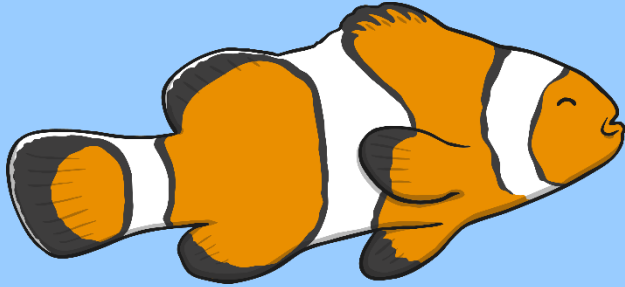# Recording Movement

Movies and Cartoons

Think of as many animated movies or cartoons as you can.

Make a list on a piece of paper.

Try to categorise, for example into drawn animation (such as Scooby Doo), model animation (such as Wallace and Gromit) or 3D computer-generated animation (such as Toy Story).

Animated Sea Creatures

Think of the movie example Finding Nemo, if you have seen it or heard of it.

The new software we are using for this lesson is called MovieSoup.
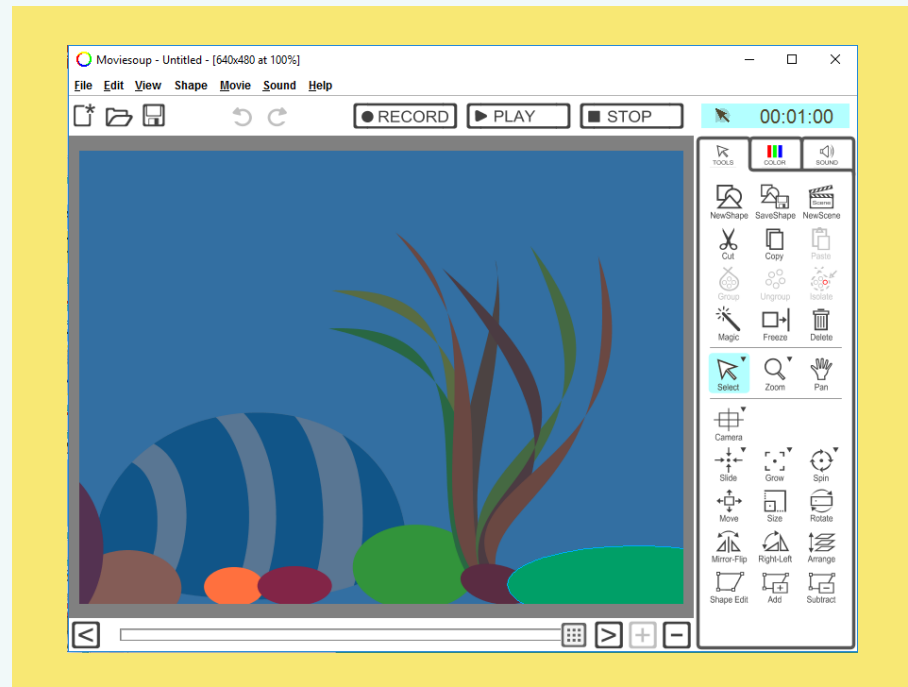
The first task is to open the software. On the right-hand menu, choose New Scene. In the Libraries tab, choose Underwater World from the drop-down menu.
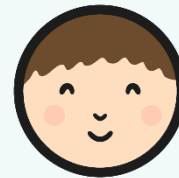
Frames Vs Recorded Movement

Rather than creating single images, frame by frame, this type of animation is performed by recording all movement of objects on the backdrop.

Objects (e.g. characters) can be added, then moved to any desired new location.

When recorded, the movement can be played back as a short animation.

Underwater Animations

Using MovieSoup, can you create a short animation of one or more moving characters on the backdrop?