



Computing

Animation

The History of Animation



What Is Animation?

Can you explain what is meant by animation?

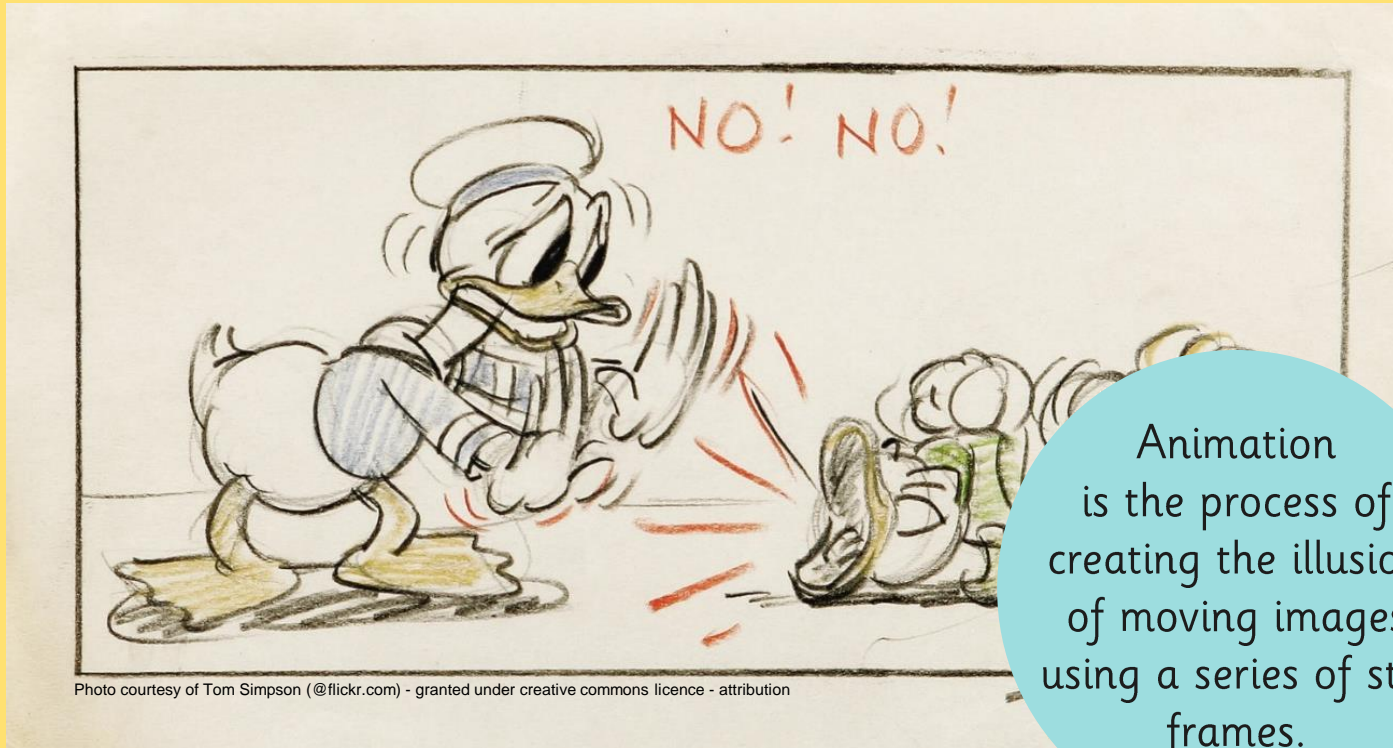


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Animation is the process of creating the illusion of moving images using a series of still frames.

The History of Animation



We are going to look at how animation first began in today's lesson, before understanding how computers have begun to make the process easier.

We will also be trying out our own early animation techniques!

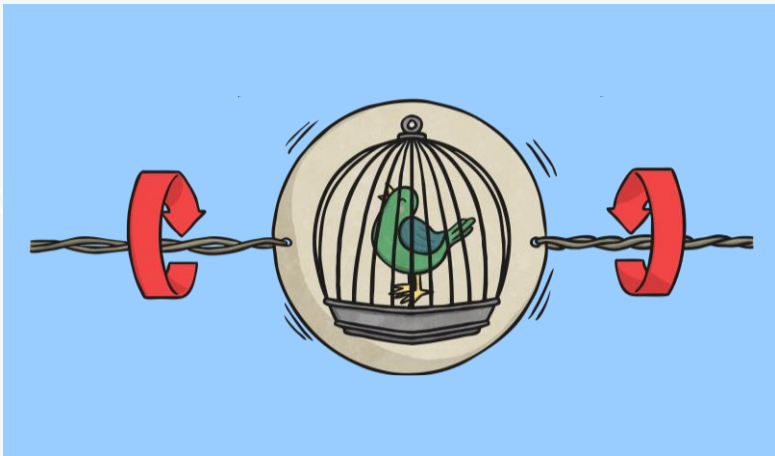
Carefully watch the MIT History of Animation video



After viewing the video, can anyone explain how simple animation techniques work using the phrase 'persistence of vision'?

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!



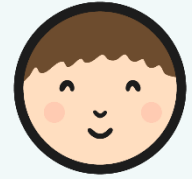
Thaumatrope.



Flip Book

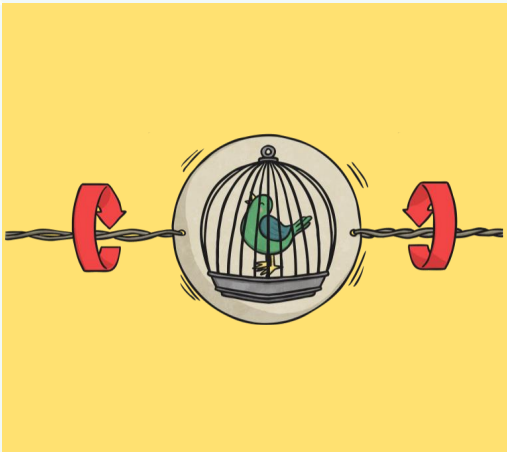
Can you tell how each of these would work?

Finding Our More



First we are going to find out more about at least one of these devices, then everyone will get the chance to make a flip book of their own.

Follow the instructions on your activity sheet to explore part of the history of animation and see what you can report back to the rest of the class.



Thaumatrope.

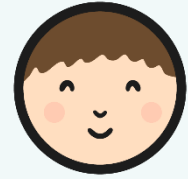


Flip Book



Zoetrope

Flip Books

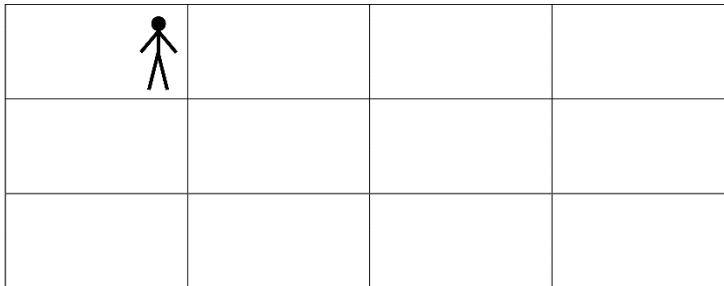


Firstly can anyone feedback from each group on your task?
Secondly, everyone is going to have the chance to make a flip book.

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!

Everyone will design a stick figure flip book that we'll use next lesson!