

## Tamar Computing

Autumn 2023

How are computer animations made?

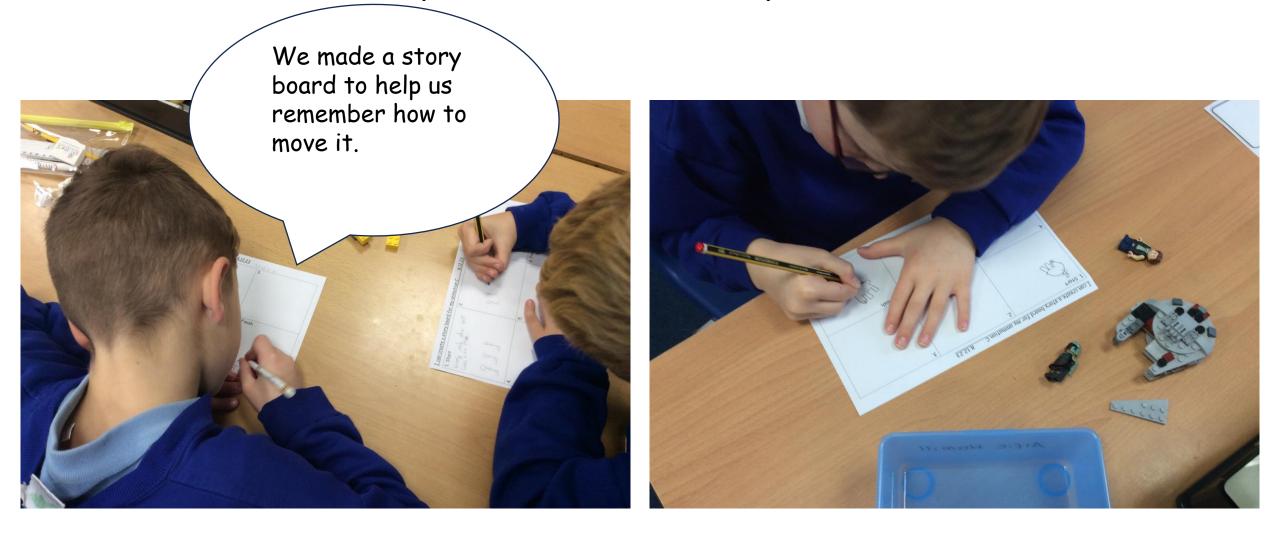


We first thought about what an animation is. We found out about Walt Disney being a famous animator who created Mickey Mouse. Then we made flip book animations.

We created short animations on the iPads with things from our pencil pots. We had to keep the iPad still and move the objects.

> You had to move the objects a tiny amount otherwise they looked like they were bouncing from one place to another.

We created a story board for our animation. We did picture one first and then the ending, after that we completed the other pictures.



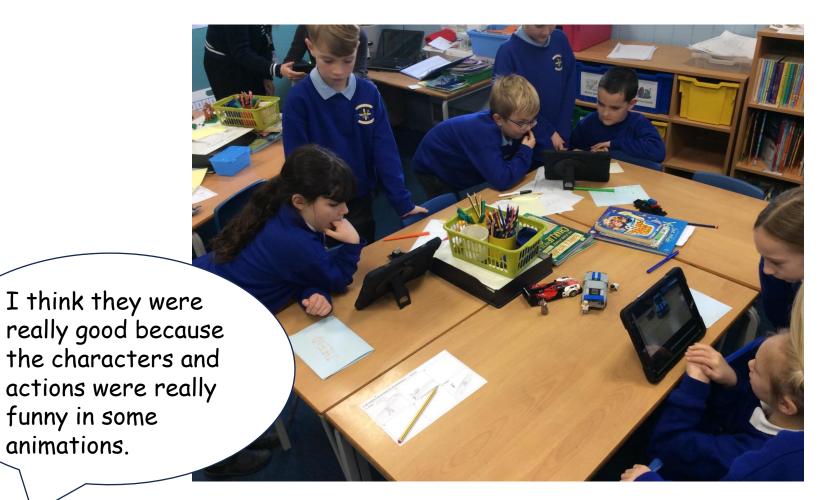
Using our story boards and toys from home we created our stop go animations.

> You had to slightly move it so it looked better. It took a lot of frames to make!





Once we had finished, we evaluated each other's animations and said what we liked and suggested small changes.



We invited our parents in to watch our animations. We had renamed them so they knew what they were called and where to find them on the iPads.



Computing FLE 3/4 How are computer animations made?			
Personal development Children are aware that animations are used in a variety of contexts, film, adverts, cartoons and online. Exposed to possible jobs in IT, animation and creative industries.			Skills I can make an animation I can create a story board I can use effects in animations I can evaluate my own and peers animation.
Forever Facts	Exciting Books	Subject	Specific Vocabulary
I know that many frames are needed to create a short animation. That Walt Disney was a famous animator who used pictures to create animations.	A CONTRACTOR OF A CONTRACTOR O	Walt Disney	A famous American animator and cartoon creator famous for Mickey Mouse.
That to create an animation you need to keep the iPad in the same place and move the characters a tiny bit. What I have learnt before:		Animator Animation	A person who creates still images and then uses a device (iPad) to create the idea of movement. The process of creating still images and then speeding them u to create the idea of movement.
How the internet works, Scratch, Settings and Characters.		Story Board	A grid of ideas that shows how a story will develop.
		Flip book	A 'book' of images that change ever so slightly and when flipped show movement.
		Onion Skinning	Using a device to look for frames to edit.
		Frame	One picture.