

Key Vocabulary	
<b>animation</b>	The process of creating the illusion of moving images using a series of still <b>frames</b> .
<b>animators</b>	An artist who creates <b>animations</b> through multiple images known as <b>frames</b> .
<b>frame</b>	A single image that makes up one specific moment or unit of time in the <b>animation</b> .
<b>frame rate</b>	The number of individual <b>frames</b> displayed per second.
<b>still image</b>	In <b>animation</b> , a <b>still image</b> refers to a static <b>frame</b> or picture that does not have any motion.
<b>stop motion</b>	<b>Still images</b> linked together as part of a timed sequence to create a moving picture.
<b>structured timing</b>	The deliberate and planned arrangement of <b>frames</b> .

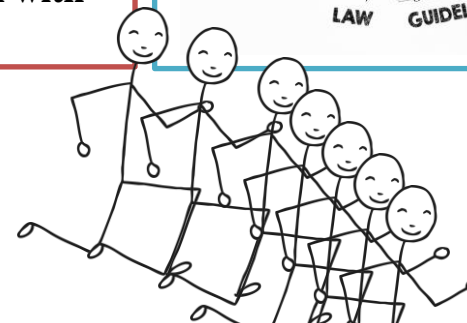
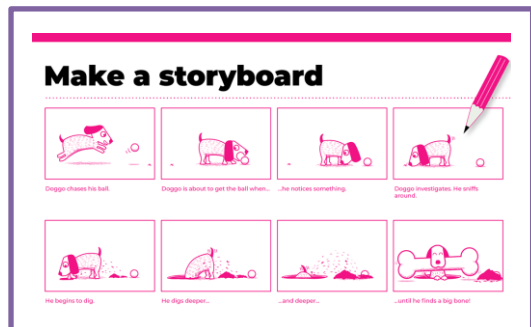
**What Is Onion Skinning?**

In **animation**, the phrase onion skinning describes seeing the top frame you are working on, with one or more previous **frames** shown underneath.

This allows the **animator** to decide how much of a change to make based on the previous image in the sequence.

**Frames Vs Recorded Movement**

Rather than creating single images, **frame-by-frame**, recorded movement is a type of **animation** that is performed by recording all movement of objects on the backdrop. When recorded, the movement can be played back as a short **animation**.



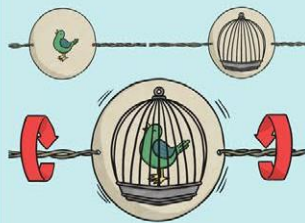
**Animation Software**

**Animation** software refers to specialised computer programs designed to assist **animators** in creating, editing, and producing animated content. These software applications provide a range of tools and features that simplify the **animation** process.

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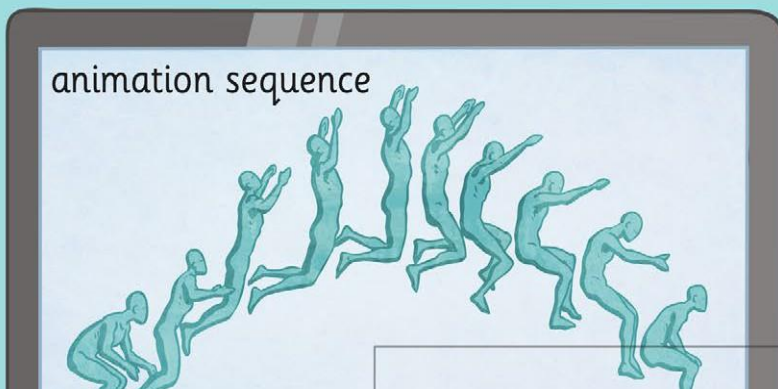
flip book



thaumatrope



loop



*Year 8 SPRING TERM*

**History of Animation**

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.



- Create layers using the animation software
- Design a storyboard to plan my animation
- Create a tween
- Review my animation



**Create a Bouncing Ball Animation**

