

Leybourne Ss. Peter and Paul CEP Academy - Knowledge Organiser



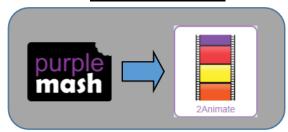
Computing Unit 4.6 - Animation Year 4

Key Learning
To discuss what makes a good animated film
or cartoon.
To learn how animations are created by
hand.
To find out how 2Animate can be created in a
similar way using the computer.
To learn about onion skinning in animation.
To add backgrounds and sounds to
animations.
To be introduced to 'stop motion' animation.
To share animation on the class display
board and by blogging.

Key Images	
Open, save and share work	
Add or delete a frame from the animation.	+ -
Play the animation.	
Switch onion skinning on or off.	
Add a background picture to the animation.	
Insert a photograph from a webcam into the animation.	
Insert a sound file into the animation.	
Number of frames in the animation.	

	Key Vocabulary
Animation	A process by which still pictures
	appear to move.
Flipbook	A book with pictures drawn in a way
	that makes them appear to move
	when the pages are flicked.
Frame	A single image in an animation.
Onion	A process where the shadow image
Skinning	of the previous frame is present to
_	help you line up the objects of the
	animation correctly.
Background	A non-moving image that appears
	behind the animated images.
Play	Press this button to make the
-	animation start.
Sound	Music or oral effects that can be
	added to the animation.
Stop motion	A technique whereby the camera is
_	repeatedly stopped and started, for
	example to give animated figures the
	impression of movement.
Video clip	A short piece of film or animation

Key Resources



	Key Questions
What is an animation?	Animation is the process of giving the illusion of movement to drawings, models, or inanimate objects. Animated motion pictures and television shows are highly popular forms of entertainment.
What is meant by onion skinning?	Onion skinning is a 2D computer graphics term for a technique used in creating animated cartoons and editing movies to see several frames at once.
What is meant by stop frame animation?	Stop motion animation is a filming technique in which objects (such as clay models) are photographed in a series of slightly different positions so that the objects seem to move.



