




GGA- Spring Computing Knowledge Organiser for Year Four Animation 4.6

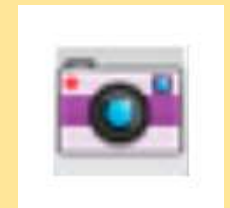
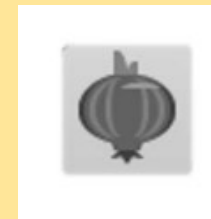
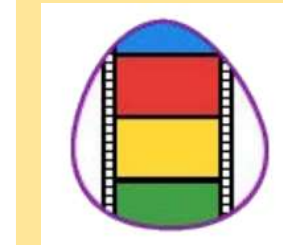
Vocabulary

Animation	The process of adding movement to still objects
FPS (Frames Per Second)	The number of frames played per second.
Frame	A single image in an animation.
Onion skinning	A process where the shadow image of the previous frame is present to help you line up the objects of the animation correctly.
Pause	To temporarily stop the animation.
Stop motion	A technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.

Skills that I am going to learn.

<p>Know how different types of animations are made?</p> <p>I can recall the different types of animation – hand drawn, computer generated</p> 	<p>Know how to onion skin in animation</p> <p>I can carry out onion skinning on my video</p> 
<p>Know how to create an animated video</p> <p>I can make my own animation</p> 	

Key Resources



Why are we learning this?

To be able to experience a different form of media and creation

Why is this important?

It is a way create a new form of media and learn the skills

Key Questions

What is an animation?

What is meant by onion skinning?

What is meant by stop motion animation?