*ANIMATION*

Animation is based on optical illusions ~ the pictures are separate, but our brains connect them into a moving picture.

* Animation is everywhere; even some live-action movies contain animation. Can you think of any? (Space Jam)
* First Zoetrope 1834
* First Flip Book 1868
* Muybridge 1800s ~ some of his techniques are still used today to create special effects for movies.
* Early movies ~ each frame drawn separately; flat images; had to be exactly alike except for very small changes to show motion
* Cel Animation ~ 1914 ~ background remained the same and only the moving portion was changed.
* Moving parts were drawn on celluloid (transparent sheets made from plant material) and laid on top of each other to see progress.
* Clay Animation (also stop motion) ~ (Wallace & Gromit, Chicken Run) Each movement is created by changing the clay and the position ~ use wire bases to make that easier. (24-26 frames per second) Nick Park created W&G and Shaun the Sheep
* “Stop Motion” ~ real objects are filmed one frame at a time; and moved a tiny bit between each shot. 30 frames shot per day equals one second of finished film.
* “Computer-Assisted” Animation ~ original drawings still done by hand, but computer helps; can still look traditional.
* Computer Animation ~ Animators use computer programs to create objects and characters, and make them move on screen.
* Video Games use more than one kind of computer animation (i.e. one for the characters and another for the environment) and creators have to anticipate every possible move a player might make.
* “CGI” (Computer Generated Imagery) is used to create more realistic figures ~ 3-D with height, weight and depth.
* Programmers create wire frames as a “skeleton” for the characters; it’s a lot like stop-motion, but instead of photographing actual objects, they create computer models and then make them move. 3-D models can be viewed from any angle.
* CGI can also create special effects in live-action films.
* “Cel-Shaded Animation” ~ makes computer-generated images look hand-drawn.
* “Motion Capture” ~ “Polar Express”, “Happy Feet” ~ Human actors wear small sensors on their faces and bodies and computers record their movements which are then used to create more realistic movements.
* “Anime” ~ Japanese style of animation; large features, emotional expressions, big eyes ~ uses some traditional and some computer; “Spirited Away” was the most successful movie of any type ever released in Japan.
* Animated Voices ~ lots of famous actors have done and want to do animated films.

Flip Books:

Simple is good

Try starting with the back page, but they should be able to be flipped in either direction.