ANIMATION 1
COMM 1145

What is it? What you will learn? You will be introduced to a variety of animation techniques and produce a simple animation; the focus is on basic skills, including planning, keyframing, stage set-up and production, used to create a moving picture.

When animating, one creates movement over time, giving the visual effect of motion.

Dictionary definition:

Animation[an-*uh*-mey-sh*uh* n] **noun**

- Animated quality; liveliness; vivacity; spirit:
- The condition of being alive
- "Action of imparting life,"

OUTCOMES: YOU WILL:

- o identify and describe the fundamental concepts of the illusion of movement through a minimum of three animation styles used in the animation industry; e.g., cel animation, Claymation, pixilation, computer animation
- o produce short animation assignments
- o identify copyright restrictions and permissions and put them into practice
- o present a selection of work completed in this course to an audience
- o apply consistent and appropriate work station routines
- o demonstrate basic competencies
- o make personal connections to the cluster content and processes to inform possible pathway choices

Assignment 1

Create a PowerPoint presentation with full animation on METHODS OF ANIMATION:

a) Identify and explain the methods of animation below. Include explanations on the fundamental concepts of the illusion of movement for each of the animation styles below. Also, link a video as way of illustrating the method.

- cel animation
- claymation
- pixilation
- computer animation   20 marks

b) Describe how the illusion of movement is created with the different methods of animation. (can be separate slide(s) or include in section a,)
                                            4 marks

c) Include how one method is different from another? (these/this slide(s) can be at the end of the presentation)   6 marks

d) Include one slide identifying copyright restrictions and permissions regarding work you do in this course (and put them into practice)
                                            4 marks

e) Once you have completed the content portion of the presentation you are required to animate each line of each slide using multiple animation styles and effects (eg: entrance, emphasis, exits, motion paths, and timing). Make sure you are using a variety of animations.   18 marks

Assignment 2

Using
- Adobe AfterEffects, (on your computer)
- wideo.com,
- PIVOT STICK FIGURE ANIMATOR:
- http://ezgif.com/ or
http://www.benettonplay.com/toys/flipbookdeluxe/guest.php,

…create a short (GIF) animation that loops smoothly. 15 to 30 seconds with 15 or more animated frames, minimum, with repeating loops (a virtual flip book is your goal.)

Idea examples could include any of the following:

- Cat switching its tail, animal running --horse, dog, elephant etc.
- Moving furniture-- rocking chair that rocks,
- Stick person doing an activity; such as skateboarding, cycling, skiing, snowboarding, snowmobiling, jogging etc.,
- Food prep; peeling an orange or banana, slicing a tomato, stirring a food item in a bowl or sauce pan,
- And so on…

Sample of the animation
http://moscalicious.wordpress.com/2011/05/02/flipbook-animation-fishing/

Save your animation in your web page or sent to teacher via google (troskotg@gmail.com)

15 marks

Assignment 3-- Project
As above, create a new short animation with typography…

You will need to take time and work with the animation software you chose to use for the assignments/projects. It is strongly encouraged that you play, experiment, and go thru the trial and error processes of the animation tool you choose before you begin this project.

1. Prepare a project plan (outline or storyboard -graphics and text) 5 marks

2. **Select an appropriate animation techniques (animation software)**
3. **Use technical equipment as necessary to obtain the intended outcome of the animation –make animation**
   - **15 marks (animation mark**
4. **Identify and/or apply music or sound effects to enhance the production 5 marks**
5. **Present the project to peers/teacher via internet**
   - **15 marks**

Suggested tools….
ADOBE After Effects is typically used for high-end motion graphics and post-production video effects. But don't let its complex features intimidate you — you can also use the program on a smaller scale for basic 2D animations

https://www.youtube.com/watch?v=HCOiqe0dQd4

Pivot Stick animator…*animated stickfigure cartoons* Pivot Stickfigure Animator is a unique software, that allows you to create stick figure animations easily and without any artistic skills. You can move the sections of the sick figure and easily create a chain of animation frames that can be previewed as you go.

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