
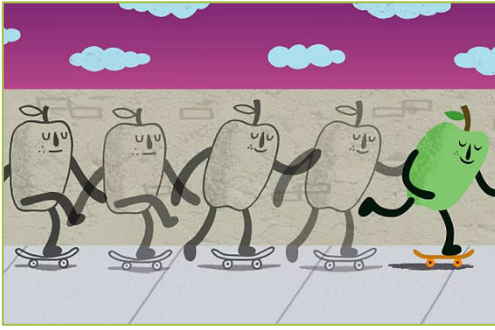




COMPUTING	PHOTO ANIMATION	LKS2
<p><b>Cross curricular links</b></p>	<p><b>Key skills</b></p>	<p><b>Key Vocabulary/definitions</b></p>
<p>Design &amp; Technology: Editing graphics</p>	<ul style="list-style-type: none"> <li>• Present information</li> <li>• Design and create content</li> <li>• Evaluate information</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Presentation:</b> Displaying information.</li> <li>• <b>Data:</b> Facts, observations, numbers, graphs or measurements.</li> <li>• <b>Animation:</b> The process of giving the illusion of movement to drawings, models or objects.</li> <li>• <b>Program:</b> A set of instructions that a computer follows in order to perform a particular task.</li> <li>• <b>Edit:</b> To correct, cut, add to or change.</li> <li>• <b>Evaluate:</b> Judging the quality, value or relevance of something you have done.</li> </ul>
<p><b>Pictures/photos relevant to topic</b></p>		
		
	<p><b>Key facts</b></p> <ul style="list-style-type: none"> <li>• The three major types of animation are: traditional animation, 2D and 3D computer animation, and stop motion animation.</li> <li>• Traditional animation is when characters and scenes are hand-drawn one frame at a time. A frame is a single picture in an animation. These frames are drawn one at a time with small changes so that, when the frames are played back-to-back, the drawings move and come to life.</li> <li>• 2D and 3D computer animation is done with computers. Animators create detailed character models and move them around like puppets. Computer animators will lay out specific key frames of an animation with their character model and then the computer creates all the frames in the middle.</li> <li>• Stop motion animation involves moving around physical objects and taking pictures of them to create movement. Instead of drawing each frame like traditional animation, each photo you take is one frame. In stop motion, animators take thousands of photos and make small changes between each photo.</li> <li>• The very first full-length computer animated television series was <i>ReBoot</i>, which debuted in September 1994; the series followed the adventures of characters who lived inside a computer. The first feature-length computer animated film was <i>Toy Story</i> (1995), which was made by Pixar. This ground-breaking film was also the first of many fully computer-animated movies.</li> </ul>	