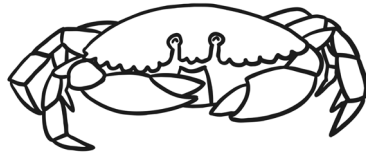


Animation Planning and Storyboard

When planning a story, animators will usually draw out a storyboard to sequence events. This may be a series of rough sketches with notes, showing the events that will happen. Try sketching your own storyboard for an animated story about some underwater sea creatures.



Model Making or Drawing

Some animations are created by manipulating models or puppets, whilst others may be a series of frames made from drawings.

Model Making



Try creating your own model like Morph that can be moved and manipulated into different positions for a stop motion animation.

You could use modelling clay or try junk modelling.

You could make more than one character or even a backdrop on card to stand behind.

Can you move your character in different positions or poses?

Drawing

Alternatively, you could draw your own simple scene on a sheet of paper.

On a separate sheet, draw a simple character that can be cut out and placed on the scene. You could even try to make moving arms and legs using split pins.

Position your character on the backdrop and then move it along. If you can photograph the character in each position, the series of still frames can be used to make an animation!

Model Making or Drawing

Some animations are created by manipulating models or puppets, whilst others may be a series of frames made from drawings.

Model Making



Try creating your own model like Morph that can be moved and manipulated into different positions for a stop motion animation.

You could use modelling clay or try junk modelling.

You could make more than one character or even a backdrop on card to stand behind.

Can you move your character in different positions or poses?

Drawing

Alternatively, you could draw your own simple scene on a sheet of paper.

On a separate sheet, draw a simple character that can be cut out and placed on the scene. You could even try to make moving arms and legs using split pins.

Position your character on the backdrop and then move it along. If you can photograph the character in each position, the series of still frames can be used to make an animation!