Animation: Recording Movement of Characters

Aim:	**Success Criteria:**	**Resources:**
Use a variety of software to design and create content that accomplish given goals in the context of an animation recording with a number of moving characters I can create a recorded animation involving a number of moving characters on a background.	I can use animation recording to animate the movement of a character. I can animate the interaction between two characters. I can control the timing of characters' appearance in a recording.	**Lesson Pack** Computers/laptops with **MovieSoup** software installed Whiteboard & pens or large sheets of paper
	Key/New Words: Frame, onion skinning, loop, frame rate, record, stop, play, backdrop.	**Preparation:** Differentiated **Recording Movement Activity Sheet** - 1 per child

Prior Learning: Children will have experienced different animation techniques in lessons 1 and 2.

Learning Sequence

	Movies and Cartoons: In pairs, ask children to think of as many animated movies or cartoons as they can. List on individual whiteboards or on large sheets of paper. Try to categorise, for example into drawn animation (such as Scooby Doo), model animation (such as Wallace and Gromit) or 3D computer-generated animation (such as Toy Story).	
	Animated Sea Creatures: Focus on the movie example, Finding Nemo. We are going to use some different animation software to create our own underwater animation. Demonstrate opening MovieSoup and selecting a background. As an extension, look at the Disney website's animations and games.	
	Frames Vs Recorded Movement: Rather than creating single images, frame by frame, this type of animation is performed by recording all movement of objects on the backdrop. Objects (e.g. characters) can be added, then moved to any desired new location. When recorded, the movement can be played back as a short animation. Demonstrate in MovieSoup software.	
	Underwater Animations: Can children create a short animation of one or more moving characters on the backdrop? Use the **Recording Movement Activity Sheet** to create an animation with at least one character. Use the **Recording Movement Activity Sheet** to create an animation with at least two interacting characters and speech bubbles. Resize, rotate and flip characters/objects.	
	What Can I Do? With a partner, firstly children explain to each other at least one thing that they have learned how to do during this lesson, using the MovieSoup animation. Secondly, try to think of one thing they would like to do with their animation next, but haven't had time or figured out how to do it. Can anyone solve a partner's query?	

Task*it*

***Research*it:** Look at movie clips or still animation scenes from the Finding Nemo movie. What happens that you could try to recreate using your own animation?

***TroubleShoot*it:** Can anyone solve the queries of partners or classmates when learning how to use the new software? Who could act as a learning guide for a partner and share their knowledge or expertise?

Recording Movement of Characters

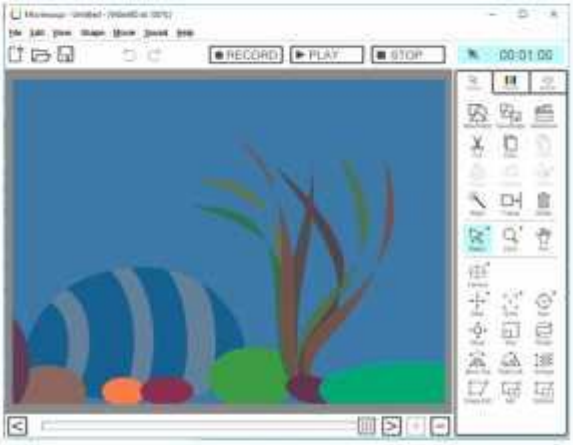
I can create a recorded animation involving a number of moving characters on a background.

Using MovieSoup Software

Choosing a New Scene

Open **MovieSoup** and choose **NewScene** from the toolbar on the right.

From the **Libraries** tab, you can select an **underwater background** from the Library then click OK.



Inserting a Character

Insert a new shape (a character such as a fish or sea creature):

First click NewShape.

Then choose the library tab again.

Select your character and click OK.

Click and drag carefully to draw out the character in your chosen size on the background.

Recording Animation

Click **RECORD.**

The software will only record when you move or change anything on the scene.

Drag your character across the screen as if it is swimming.

(Notice the timer will be recording the movement to play back as an animation)

Click **STOP** when done and **PLAY** to test the animation.

More Ideas!

- Try choosing a different scene or image as your background.
- What shape or character would be suited to your new background?
- Now try animating your new character and background!

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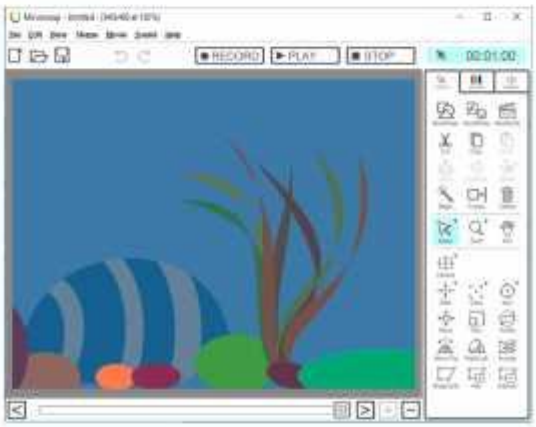

Open MovieSoup and choose NewScene from the toolbar on the right. From the Libraries tab, you can select an underwater background from the Library then click OK.

Insert a new shape (a character such as a fish or sea creature) by selecting NewShape, then choosing from the library again. After clicking OK, draw out the character in your chosen size on the background.

Click **RECORD.**

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Drag your character across the screen as if it is swimming. Notice the timer will be recording the movement to play back as an animation.

Click **STOP** when done and **PLAY** to test the animation.

What else can you animate?

- Add another character and animate it by dragging to create movement. Don't forget to press RECORD before you move it!
- Use the slider at the bottom to change to a different point in your animation and add a new character half way through.
- Notice as you record and move your new character, the first character should move automatically as you've already recorded its animation!

Recording Your Animation

Remember always to press the **RECORD** button to record the movement of animation. Press **STOP** when finished. Use the slider to select where to **PLAY** back the animation from.

More Ideas!

- Try adding a different scene or image as your background.
- What shapes or characters would be suited to your new background?
- Now animate them!

Challenge: Adding Speech Bubbles

Add speech bubbles and text to appear during the animation. Use the slider to select a starting point for your text to appear, then insert new shapes – a speech bubble and then text. Click RECORD to record their movement in the animation and move them on the backdrop. If you want them to disappear again afterwards, use the **Cut** button on the toolbar.

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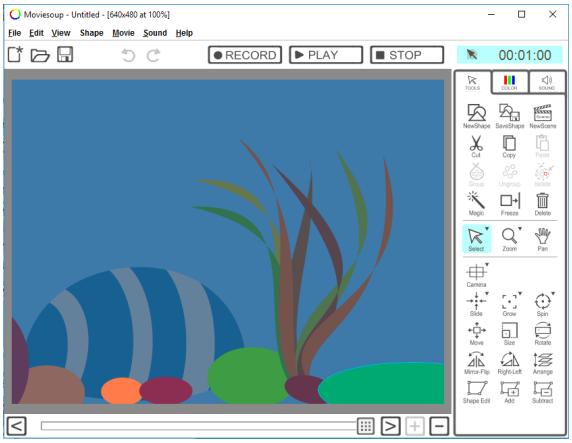

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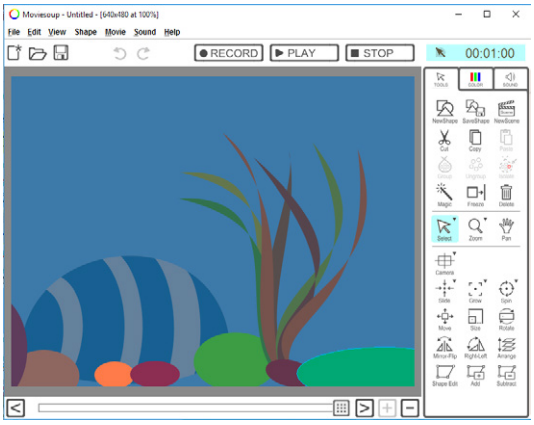

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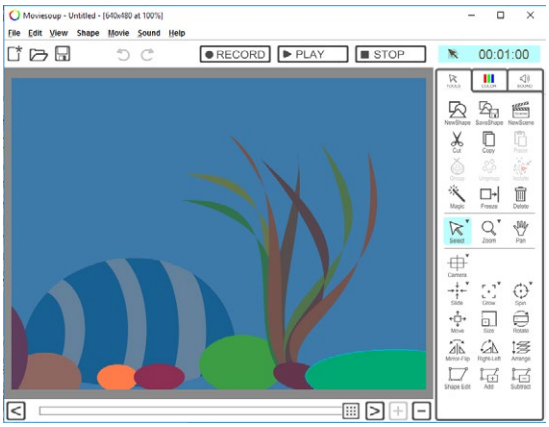
Animation: Lesson 3

Introduction to Moviesoup



A free version of Moviesoup (replacing the formerly used FluxTime Studio) can be downloaded and used by children. It is possible to upgrade and pay for a membership, which enables additional features such as being able to save and manage work.

New Scenes

The first stage is to choose a new scene by clicking on the button in the right-hand menu bar. Choose the Libraries tab and the drop-down menu offers 'Day in the Park' and 'Underwater World' categories. be selected from.

Adding shapes (characters)

The next stage is to add what is referred to as a shape (e.g. a character) using the 'New Shape' button on the right-hand toolbar. This allows choice from the library of images to match the underwater theme, as well as shapes, text and more. Once selected, the object can be clicked and dragged onto the background, to the desired size.

Changing Colours

To change the colour of an object, ensure it is selected, then click on the colour (COLOR) tab on the toolbar. Adjust the sliders to the desired positions.

Animating (Recording)

When ready to animate, click the RECORD button. Notice that the record time does not start or continue unless something is being moved on the backdrop. The animation recording remains 'paused' until detecting any movement.

With the RECORD option still selected, the shape (character) added to the background can be moved by dragging. As it is done so, the software records the changes. A timer on the top of the screen records the length of clip.

When finished recording, click the STOP button. The animation can then be played back or any point in the recording selected by using the slider that appears at the bottom.

Avery Template: Name Badge Label, 8 per sheet | **Compatible Products**:15395, 25395, 42395, 45395, 48395, 5395, 8395, 88395, 85395.

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