Animation: Structured Timing

Aim:
Use a variety of software to design and create content that accomplish given goals in the context of structuring the timing of animation effects to create a short story.

I can structure specific timing of animations using a time slider.

Success Criteria:
I can use the time slider to find a new place in a clip.

I can insert a new character at a given place in a clip.

I can edit or change objects at different parts of a clip.

Resources:
Lesson Pack

Computer /laptops with **MovieSoup** software installed.

Key/New Words:
Animate, animation, record, stop, play, backdrop.

Preparation:
Differentiated **Structured Timing Activity Sheet** - per child

Prior Learning: Children will have been introduced to using MovieSoup in lesson 3.

Learning Sequence

	Timing Is Key: Ask why timing is important in animation? Consider ideas such as matching movement to speech or other sound effects; co-ordinating movement of separate characters; introducing characters or objects at the appropriate time; changing colours or effects to fit events.	
	The Time Slider: In the MovieSoup software used last lesson, there is a Time Slider located below the main canvas. The time slider always represents 100% of the total playtime of a clip, no matter how long it is. This helps to give an idea of where you are in a clip at a quick glance. You can also use the time slider to jump to any position in the timeline of a clip by dragging the slider to any desired place (*Restrictions: note that the time slider is disabled when recording or playing a clip; it is instead controlled by the recorder or player. The slider is a useful tool for returning to a place at some point in your animation in order to change, edit or insert a new object.*)	
	Demo Using MovieSoup: When recording in MovieSoup, if you just make changes to the canvas without incorporating use of the time slider, everything will keep getting added on to the end of the clip and making it longer. To make things happen at the same time as each other, you need to stop and drag the time slider back before recording again. Open MovieSoup software and demonstrate.	
	Animation Challenges: Can children use the time slider to edit or structure timings of an animation? Children use the **Structured Timing Activity Sheet** to complete the differentiated activities.	

★	Children complete Challenge featuring interacting sea creatures.	★★	Children complete Challenge 1: Interacting sea creatures and Challenge 2: Movement of Sun.	★★★	Children complete Challenge 1: Interacting sea creatures, Challenge 2: Movement of Sun and Challenge 3 (Create new animation then swap and edit with a partner)

|		
	Pair and Share: Children to find a partner to review each other's final work. Then continue to move round and swap to find new partners, so that everyone gets to see several partners' work.	

Task*it*

Paint*it***: Use paint software to create a background or an object to import into your animation clip. Copy the file to a known location then locate and use it in MovieSoup as a new background scene.

Script*it***: Plan, write or act out a script to go with your underwater sea creature animation.

Structured Timing
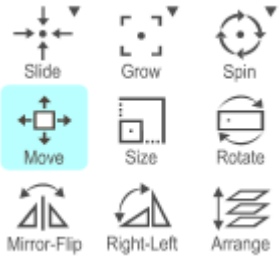
Activities using MovieSoup (or similar software)

Here are some of the toolbar buttons you will find in the MovieSoup software.

What do you think they do?

Add a new shape or character to a background and try them out!

Challenge

1. Choose a background and insert an object (character).

2. Record movement across screen then use Mirror-Flip and Rotate to face back the other way.

3. Stop recording and use the slider to go back to a point where the character is halfway across.

4. Insert new character.

5. Start recording again and move the new character to follow the first (as you move, you should notice the first character's movement automatically occurring).

6. Add a speech bubble and text from first character to say 'Hey, are you following me?'

7. Record some movement of second character then add new speech bubble to say 'No, I'm not!'

Structured Timing

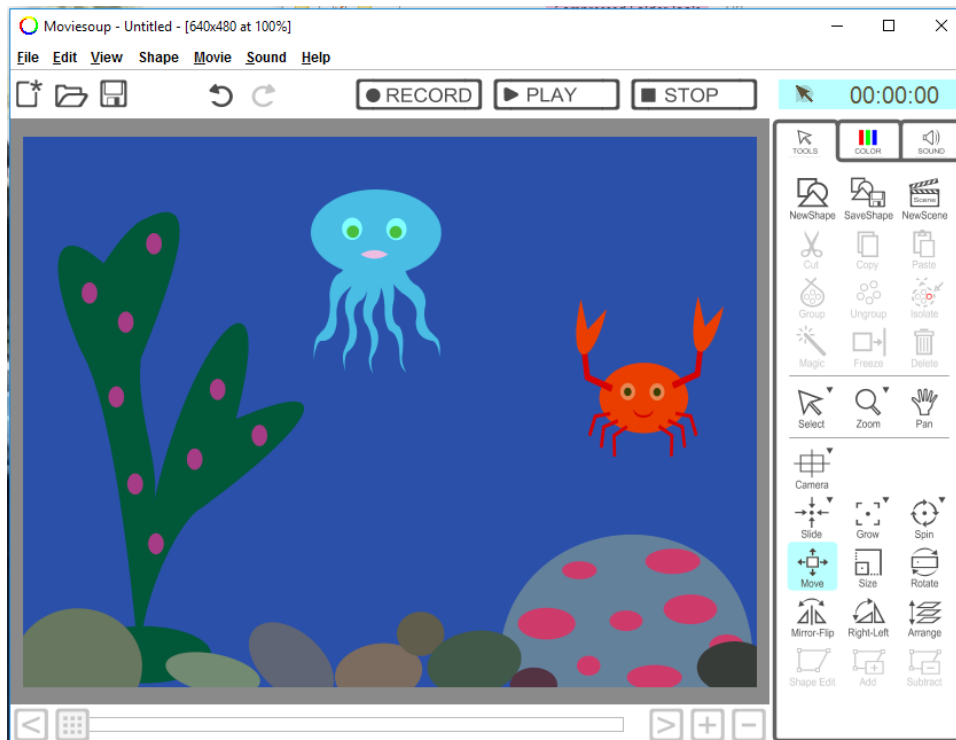## Activities using MovieSoup (or similar software)

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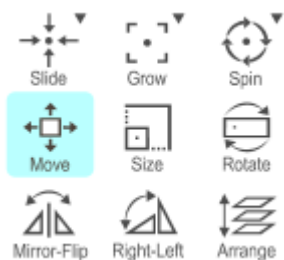
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Add a speech bubble and text from first character to say 'Hey, are you following me?'

Record some movement of second character then add new speech bubble to say 'No, I'm not!'

Challenge 2

Create a new clip with a blank background and change the colour to blue.

Add a rectangle shape at the bottom coloured green for grass.

Add a yellow circle to be the sun.

Record an animation of the sun rising on one side until it is high in the sky, then setting on the other side.

What else can you add?

Can you change the colour of the sky to be darker at the beginning and end but lighter when the sun is highest?

Structured Timing

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Slide **Grow** **Spin** **Move** **Size** **Rotate** **Mirror-Flip** **Right-Left** **Arrange**

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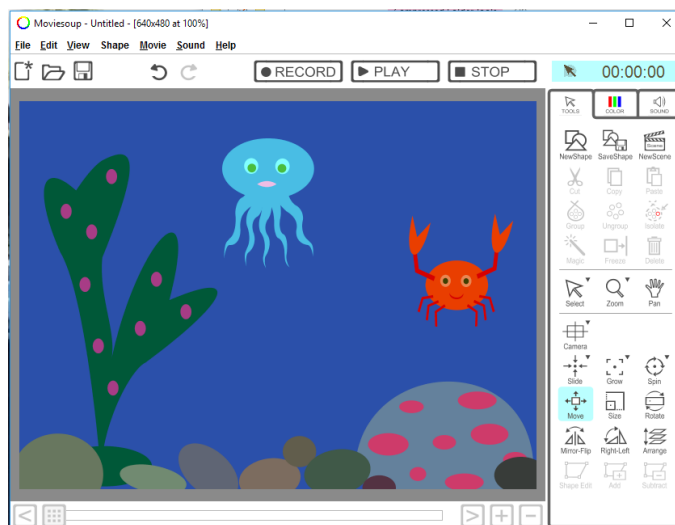
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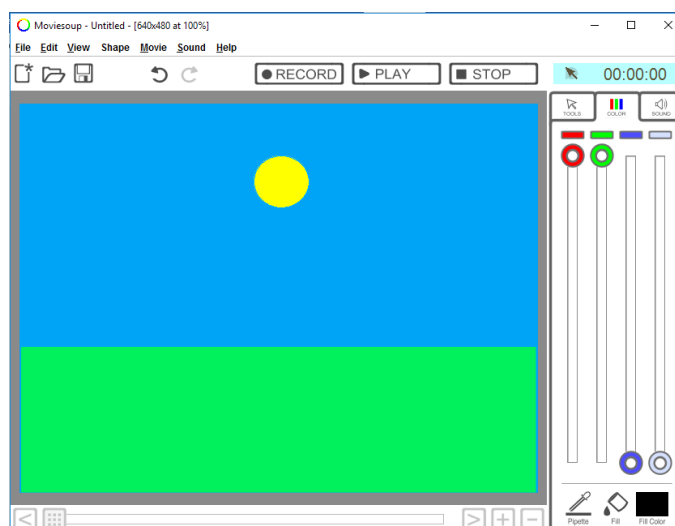Create a new clip with a blank background and change the colour to blue.

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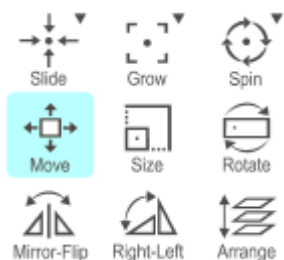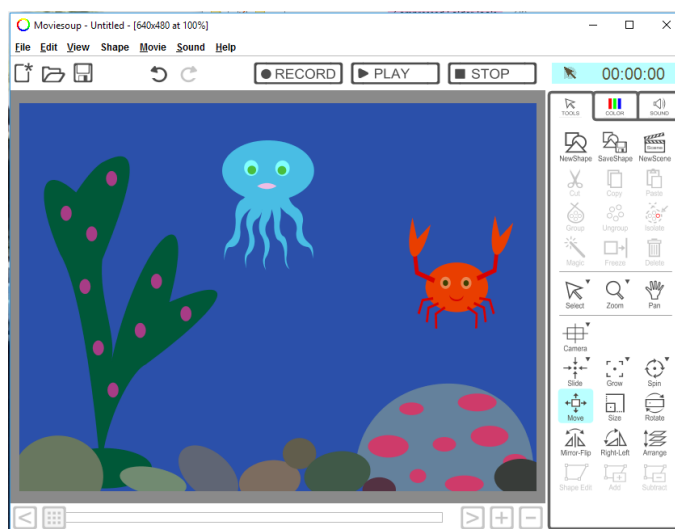
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Challenge 3

Make your own new adventure animation using the Day in the Park scenes and character libraries.

Swap with a friend or partner to edit each other's clips and add new animations.

Animation: Lesson 4

This lesson is designed as a continuation from Lesson 3, using the MovieSoup software. However, for maximum flexibility, teachers may wish to replace this lesson by devoting additional time to continue from Lesson 2 (Pivot Animator software).

There are three challenges in the differentiated   . The first is to show interaction between two moving characters; the second has the additional challenge of creating a clip from scratch on a blank canvas; and the third is to use a new scene and characters, then exchange with a partner to edit each other's existing animations.

Alternatively, children may be given time to create new clips if they have their own original ideas.

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