Adventurers - "That's All Folks!"
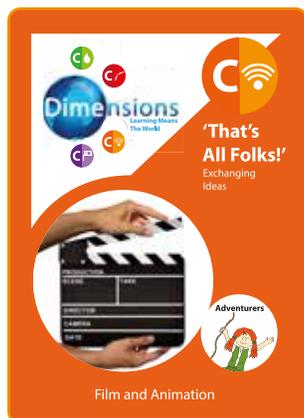
'That's All Folks!'
Exchanging Ideas

Adventurers

Film and Animation

Overview

"That's All Folks!" is a thematic unit based around the history and development of animation and cartoons. We start by learning about the beginnings of animation, looking at zoetropes and flip books, before moving on to the dawn of the Disney age. Then, the process of animation is explored further, with an opportunity to exchange design ideas and create our own animated films.

The History of Animation

Zoetropes were invented in China around 180 AD. A zoetrope is a round drum with slits in the side around the top, and a sequence of pictures, each one slightly different to last, around the bottom. If you spin it and look through the slits, the pictures look as if they are moving.

Flip-book animation goes back hundreds of years and is still used today. It is done by drawing a sequence of pictures, each one having moved slightly compared to the last one, over several pages of a book. When the pages are flicked very fast, the pictures all show so quickly, one after the other, it makes it look like there is one moving image going through the book.

Stop-motion animation is when you take pictures of an object, moving it slightly between each shot. When the pictures are put together in sequence, the object appears to be moving! The first ever stop-motion animation dates back to the 1800s. They are usually made with models of people or animals that have been designed especially for the animation, but you can use any object, even cut-out pictures of people or animals.

Film cartoons were made famous worldwide by Walt Disney studios. Mickey Mouse is the main Disney character and one of the most famous cartoon characters in the world. He has appeared in hundreds of cartoons, films, magazines, books and video games. Mickey Mouse was created by Walt Disney and his friend, Ub Iwerks, at Walt Disney Studios in 1928.
His first appearance was in a short film called "Steamboat Willie". Since then, Mickey Mouse has changed a lot!

Famous Animators

Walt Disney and **Ub Iwerks** - Mickey Mouse
Nick Park (Aardman studios) – Wallace and Gromit
Pixar and **Dreamworks** are probably the most famous 3D animation companies worldwide.

Ways of Creating Animations

2D - Using a computer or a pencil and paper
3D - Using special advanced computer software
Stop-motion - using a camera to create a sequence of pictures with models and props.

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Vocabulary

2D Animation	lots of pictures of a character, which form a moving figure in a flattened space when they are all put together
3D animation	on a computer, where a character is created and made to move in a dimensional world that feels more real
Aardman	a British animation studio based in Bristol, famous for making films using stop-motion clay animation techniques, like Wallace and Gromit
Animation	an illusion of movement through a sequence of successive photos or images
Animator	a person who makes animated films
Cartoon	a film using animation techniques to photograph a sequence of drawings rather than real people or objects
Disney	United States film maker, who made animated cartoons famous, and created characters such as Mickey Mouse and Donald Duck
Flip Book	a book with a series of pictures that vary slightly from one page to the next, so that, when the pages are turned quickly, it looks like the picture is moving
Pixar	an American computer animation film studio based in California, famous for films like 'Finding Nemo' and 'Monsters Inc.'
Stop-motion	animation that is captured one frame at time, with physical objects that are moved between frames
Studio	a room / building where an artist, sculptor, photographer or musician etc. works
Zoetrope	a vintage (from 1830s) toy cylinder with slits cut vertically in the sides. You look through the slits to see a picture behind, which appears to move as the cylinder turns.

Concept Flow

- To know the meaning of the word 'animation'
- To know about how animation began
- To know about how animation developed
- To know about different animation techniques
- To know how to create a simple animation

My Notes / Questions