Stop-frame animation

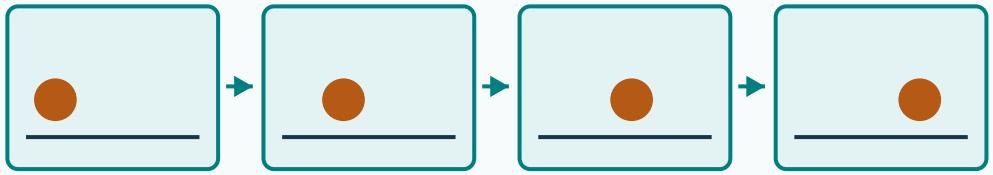
Year 3 Computing | Knowledge organiser

Make a story come to life by taking still pictures and playing them in order.

Words to know

Animation: a sequence of images that appears to move.
Frame: one image in an animation.
Stop-frame: move objects a little between photos.
Storyboard: pictures that plan a story in order.
Onion skinning: a faint view of the previous frame.
Media: content such as images, text and sound.

Still pictures → moving story



Take a photo → move a little → take another photo.
Play the frames in order: the ball appears to move.
A flipbook uses a sequence of drawings instead.
Even a short animation needs many frames.

Use onion skinning



Compare the faint previous frame with the next view.
Keep each movement small.

Plan an achievable story

Choose characters, a setting and events.
Use a storyboard to show what happens.

Beginning	Middle	End
Introduce the character.	Something happens.	Show how the story ends.

Capture carefully

- Keep the camera still and the scene steady.
- Keep the lighting consistent.
- Move objects in small steps between photos.
- Take your hands out of the shot.
- Preview the frames and save your work.

Review, improve and add media

Watch your animation. Is the movement clear?
Ask for feedback and explain what could improve.
Delete unwanted frames or make a better version.
Add text or music to support your story.
Explain your choices and evaluate the finished film.

Remember: plan the story, capture small changes, review your frames and improve your animation.

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