

Unit: 4.6 – Animation Knowledge Organiser

	Key Learning
Lesson 1: Y4 - IT1 (KPI) , Y4 - IT4, Y4 - IT5	Animating an Object
Lesson 2: Y4 - IT1 (KPI) , Y4 - IT4, Y4 - IT5	2animate tools
Lesson 3: Y4 - IT1 (KPI) , Y4 - IT4, Y4 - IT5	Stop Motion Animation

Animation - The process of adding movement to still objects.

FPS (Frames Per Second) - The number of frames played per second.

Frame - A single image in an animation.

Onion Skinning - A process where the shadow image of the previous frame is present to help you line up the objects of the animation correctly

Pause - To temporarily stop the animation.

Stop motion - A technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.

Key Images

Open, close or share a file



Save your work



Open a previously saved file



Add or delete a frame from the animation



Play the animation



Switch onion skinning on or off



Add a background picture to the animation



Insert a photograph from a webcam into the animation



Insert a sound file into the animation



Number of frames in the animation



Key Questions

What is an animation?

Animation is the process of giving the illusion of movement to drawings, models, or inanimate objects. Animated motion pictures and television shows are highly popular forms of entertainment.

What is meant by onion skinning?

Onion skinning is a 2D computer graphics term for a technique used in creating animated cartoons and editing movies to see several frames at once.

What is meant by stop motion animation?

Stop motion animation is a filming technique in which objects (such as clay models) are photographed in a series of slightly different positions so that the objects seem to move.