

Animation Projects

flip book, cell, & layer styles

Why animation?

- students love video games
- understand the process
- learn the techniques
- know what a complex process it is
- get a flavor of a potential career path
- using simple tools, they get to try it
- learn PowerPoint or another program

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Frameworks

- assign topics
- pick-your-own topic
- pick out of a “hat”
- spin a topic

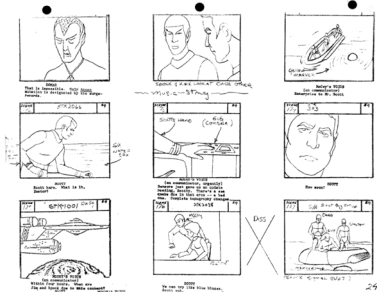
Develop the Project

- guidelines
- proposal
- rubric
- self-evaluation

Storyboard

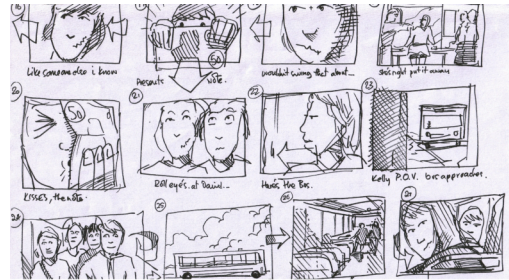
- many styles of storyboard = graphic organizer
- chose one you feel will work for your type of project
 - lots of cells or just a few
 - lots of changes or just a few
 - lots of special effects and sounds
 - etc

Storyboards



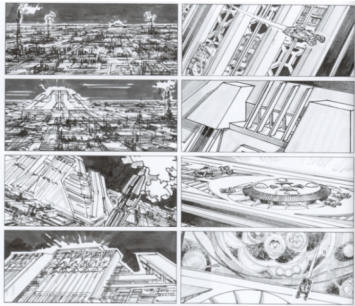
<http://www.danhausertrek.com/AnimatedSeries/Storyboard.gif>

Storyboards



<http://www.firstlightmovies.com/assets/WhatGoesAroundfullstoryboard2.jpg>

Storyboards

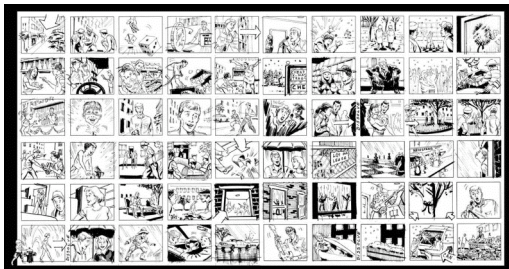


<http://media.bladezone.com/contents/film/production/Linda-DeScenna/storyboard.jpg>

Storyboards with camera angles



<http://www.thestoryboardartist.com/bikes.html>



<http://www.thestoryboardartist.com/musicvid1.html>

Bud Lizards



<http://www.thestoryboardartist.com/budlizards.html>

Flip Book Style

- make an image and save it
- copy that image and make a change
- copy that and change it again
- repeat this process over and over
- reuse slides as necessary
- jump to new scene- optional

