

A MAGICAL MISSION AN ANIMATION CREATION!



The Clown Docs were sat with nowt much to do,
Feeling a little bit gloomy.
'Let's think of some quests', Dr SneeziToff suggests,
'To make us feel cheery and bloomy'.

'I know', said Dr Lulu McDoo,
'I've got an idea. Just listen.
We should call on the Fabulous BEAT SQUAD Crew
To complete a magical mission!'

'You know how brilliant they are at creations,
At making things up they're just t'riffy!

I'll bet they could FILM their own ANIMATIONS,
Bring things to LIFE in a jiffy!'

That was it! All the Clown Doctors jumped to their feet,
Dr Cherrywolf spat out his sarnie, (cheese and jam).
'But how would they do-it?
If they're going to get to-it,
Then they'll need a 'how-to' that's not barmy!' (clever man!)

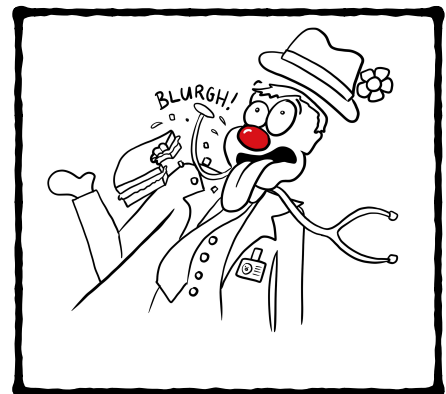
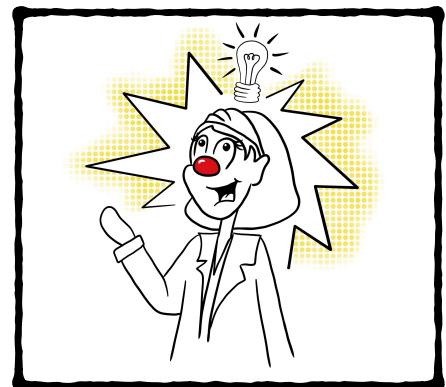
Dr Teacosy reached for her pencil and pad,

Kept under her hat for ideas.

She stuck out her tongue, sat down on her b*m,
And scribbled for what felt like years!

'Til...

'Finished!'



THE MAGICAL MISSION

IMAGINE!

Might your...

slippers go wand'ring all over the place?
Over your pillows in a 2 slipper race?

Might your teddy get sneaky, creeping up on your Granny
Or making off with the last of your pringles (STOP RIGHT THERE, MATE!)

Might your (Strictly Come..) dinner start waltzing, fishfingers go spinning.
Or on a dinner-plate, two sausages start to date !!! (wit woo!)

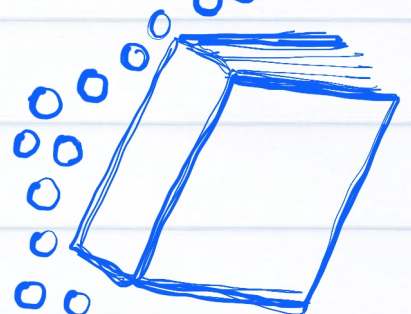


While lines of brave peas
march away as they please
under books
over knees

Off exploring to find a new pea-home please
that on the next table their telescope sees!



All the things everywhere
Can be stories to share.
Great adventures await them
If you can **CREATE THEM!**
HAVE FUNNY-FILMING-FUN!



End of MISSION

p.s. NOW CHECK OUT THE 'HOW-TO' GUIDE TO HELP YOU GET STARTED

THE MAGICAL MISSION

HOW TO ... ANIMATE

SO ... YOU'VE GOT YOUR MISSION

**NOW HERE ARE SOME HANDY TIPS AND BITS OF USEFUL
INFO TO HELP YOU GET STARTED**

Animation is a technique where pictures are given the illusion of movement. Each picture is shot one frame at a time. When they're played back, the model or drawing looks like it's moving on its own.

There are lots of different styles of animation:

- Traditional animation, which can be drawn or traced onto transparent sheets called cels
- Stop motion model animation
- Cut out animation
- Computer animation

WHAT TO USE

You're probably ready to get started so you'll need to have something to film your animation. Equipment changes depending on developments and advances in technology. At the moment, the easiest equipment to use for animation is a tablet, phone or stills camera. If you're working with a tablet or phone, check out which animation apps are available and experiment with those. You could try editing your work in an editing app and adding your own music or sounds. Some good apps to try are iStopMotion, iMotion (free), Stop Motion Studio (free), and iMovie. If you want to try a bit of drawn animation, have a look at Flip-a-Clip.

WHAT TO DO

You're going to be taking loads of pictures to make up your film. You need to move your object ... take a picture ... move your object ... take a picture ... until your piece of animation is finished. Think about how you want your animation to look, and then break it down into stages. If your object is going to climb up something, create an invisible route for your object to follow.

Animating with objects and toys is known as Pixillation. It's a simple, easy way of starting animation. You might have seen this technique used in adverts on television. Animator Norman McLaren used this technique in a lot of his films. Check out his film 'A Chairy Tale' <https://youtu.be/NSRjRctL8XA>.

TIPS

It's an obvious one, but make sure your tablet or phone is charged.

Try to make sure you're working somewhere with decent lighting.

Animation works in something called frames per second (fps). The higher the frame rate, the faster your animation. Try changing your frames rate to see what works best for your piece of animation. A lower frame rate will be slower and works best if you make bigger movements between pictures. If you want to use a higher frame rate, take more pictures and move the object less for each picture. You'll get a smooth bit of animation, but you'll need to be very patient.

Keep your camera as still as you can. Whatever you choose to work with, it's important to keep the equipment still when you're capturing images. Try using a clamp or tripod if you have one. If you don't have a stand available, think about what you could do to keep your camera as still as possible, maybe prop it up with some books or rest it against something sturdy.

It's really important to try not to get your hands in shot. You want to give the illusion of the object moving by itself. If you accidentally get your hand in shot, delete it and retake the picture.

Most animation apps have a setting called 'Onion-skin' which shows a ghost image of the previous picture. This can be helpful when working out how far to move your model or character, or to reset your scene if you accidentally bump your object. In an app like iStopMotion, the Onion-skin setting will probably already be on. You can tap and hold on the preview screen to control the blending between the picture you've taken and what the camera sees. In iMotion, you would need to turn Onion-skin on. To do this, you would press the 'Display' button and then tap the two boxes icon in the top left of the preview screen. In Stop Motion Studio, the Onion-skin setting is a slider on the left of the screen. If you're ever stuck for how to do something in an app, look for the help tool or button. Sometimes it will say 'Help', other times it might be a question mark.

Beware – Your animation will be over in an instant. Looping or repeating sequences makes it feel like you've achieved more!

Once you've filmed your animation, see if you can add some music, sound effects or narration.

Have fun and experiment with ideas.

To give you some ideas, check out this film which uses toys <https://vimeo.com/218317234> or this one by PES: https://youtu.be/dNJdJlwCF_Y