



Unit 3.4 iCreate – iStop Motion



Year: Three (Level1)
Term: Spring



Background information for teachers

During the first half of iStop Motion, pupils will learn about stop motion animation and create a short stop motion film. Following this, pupils will learn about post-production effects such as 'Chroma key' and 'Foley'. Pupils will finish by combining their animation and post-production skills together to create a final piece with sound, video effects, chroma key and animated 2D titles

Learning Outcomes for the Unit

Throughout iStop Motion pupils will learn about five different types of animation before continuing the rest of the course solely on Stop Motion. Pupils will learn multiple techniques to complete a short animation by the end of the course. Pupils will learn about Chroma Key and Sound FX before adding these techniques to their animation to create a finished piece.

Key vocabulary

Stop Motion	a cinematographic technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.
2D	the quality of being two-dimensional.
3D	the quality of being three-dimensional.
Computer-generated	Computer-generated refers to a sound or visual that has been created in whole or in part with the aid of computer software or computer hardware.
Motion Capture	the process or technique of recording patterns of movement digitally, especially the recording of an actor's movements for the purpose of animating a digital character in a film or video game.
FPS	Number of frames Per Second (FPS)
Frame	are individual pictures in a sequence of images.
Green screen	a green background in front of which moving subjects are filmed and which allows a separately filmed background to be added to the final image. "scenes with green screen effects"
Chroma Key	A digital technique by which a block of a particular colour (often blue or green) in a film or video image can be replaced by another colour or image, enabling, for example, a weather forecaster to appear against a background of a computer-generated weather map.
Sound FX	a sound other than speech or music made artificially for use in a play, film, or other broadcast production.
Foley/Foley Artist.	A Foley artist is a person who re-creates sounds for film, video, and other media in post-production to enhance audio quality.

iCreate – iStop Motion

Learning Session 1:	During their first lesson in animation pupils will learn about four sub-categories of animation; Cell, Computer-generated (both 2D and 3D), Motion Capture and Stop Motion animation. Pupils will be asked to point out the benefits and drawbacks of each style before completing some Stop Motion tasks to get them used to animating in this style.
Learning Session 2:	Pupils will use this lesson to start their Stop Motion animation. After guidance from the instructor on how to achieve the best overall look for their animation, the pupils will begin crafting a sequence based upon one of the storylines provided by the instructor.
Learning Session 3:	The main focus of this lesson will be to introduce the pupils to another tool that can help them achieve a more professional looking animation and help bring their scenes to life, Green Screen. Pupils will be able to see examples of how this effect is used before animating using this effect. For the rest of the lesson pupils will animate the second part to the story with a green background enabling them to add a background later in post-production.
Learning Session 4:	Pupils will use the first half of the lesson to finish their animation with Green Screen, before using the app iMovie to place a background on their animation. After the pupils have successfully added their background, the animation they made in lesson 2 will have to be edited into the project to create a longer animation.
Learning Session 5:	During this lesson pupils will learn about whiteboard animation and how it can be used effectively within Stop Motion. Pupils will use their new skill to add titles to their animation during post-production.
Learning Session 6:	In Learning Session 6 pupils will learn about Foley and the importance of this art form within films. Pupils will spend the lesson adding sound and their own Foley to their project.
Learning Session 7:	This session will run either as part of a longer half term or a contingency for pupils or classes who have exceeded the lesson plans for the half term. There are lots of different roles that go into making an animation, most of which have been demonstrated during this course. Learning Session 7 looks at how making a film like this is possible when people are in different locations, maybe even different countries, through collaboration and Wider Area Networks like the internet. Pupils will also take this opportunity to finish their project and any last minute touches and showcase their work to their peers.