Unit 5.4 - iCreate – Advanced i2D Animation

Year: Five (Level 3)
Term: Spring

Background information for teachers

This module looks into early 2D animation and its development over time. Pupils will start with basic flip books before developing different skills to produce a 2D piece of vector art. Students will focus on character design, plot development and how characters will interact.

Learning Outcomes for the Unit

Pupils will learn to refine the skills learnt in i2D. This course includes more detailed hand-drawn animation and teaches the pupils to create more rounded pieces including backgrounds and movement pathways.

Key vocabulary	
Flip book	A series of illustrations of an animated scene bound together in sequence so that an illusion of movement can be imparted by flipping them rapidly.
Hand Drawn	Is an animation technique where each frame of the film is drawn by hand
Squash and Stretch	Squash and Stretch is the principle of applying a contrasting change of shape—from a squash pose to a stretch pose or vice versa—to give a feeling of fleshiness, flexibility, and life in animation.
Motion Pathways	Motion paths let you animate objects moving along curves and complex shapes.
Composite	The definition of compositing originates from photography; meaning combining two or more images to make a single one
Two Dimensional	2D stands for two-dimensional
Vector art	Vector artwork is a term that describes any art made with vector illustration software like Adobe Illustrator. Vector artwork is built from vector graphics, which are images created with mathematical formulas. In comparison, raster art (also referred to as bitmaps or raster images) is created with colorised pixels.

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Learning Session 1	2D animation is something the pupils have already touched upon in Lite level 2 and Level 1 of iCreate. During their first lesson pupils will use the whiteboard animation techniques they learnt in these previous levels to create a short stop motion animation. This will reintroduce them into building something using a drawing tool rather than an object like they have done in all other levels. The task for this lesson will be to complete a short flip book.
Learning Session 2	In 2D animation there are 12 Basic Principles; during this lesson the pupils will pay special focus to perfecting the Squash and Stretch technique. This is a hard technique that makes 2D drawn animation look truer to life. Pupils will be tasked with applying this technique to their animation to create an expressive face.
Learning Session 3	During this learning session pupils will look at movement, and how it can be achieved when drawing 2D animation. The class will be tasked with recreating a dancing frog that spins on the spot. The challenge will be to gain movement in something stood in one place. They will be expected to use the Squash and Stretch technique they learnt last lesson to achieve this to its full effect.
Learning Session 4	To start the lesson pupils will have to create a walking 3D man using Squash and Stretch. This new animation will aid them in learning about a new digital editing technique of a motion path. Motion Pathways are part of a larger technique called Vector Art. This is the first instance the pupils will have of seeing the advantages of animating on a digital device. Once the concept has been introduced the pupils will give their 3D man a motion path.
Learning Session 5	In Learning Session 5, pupils will be asked, for the first time, to create a 2D digital animation using Squash and Stretch. They will be asked to give this character a motion pathway, so they must think about the plot beforehand to make sure they animate their character in the right way; this is a key factor that they must do, as when they add their motion path to their animation it must look natural.
Learning Session 6	Pupils will be introduced to composites within animation. This is the term for bringing all the techniques they have learnt about animating and moving a character together with a background to make a finished piece. Pupils will add more to their animation from last week and add a 2D hand-drawn background to their animation to give it a finishing touch.
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. During this lesson pupils will showcase their work to their peers and receive feedback on their work.