

Once Upon a Time in Animation

Celebrating 30 years of the NCCA

Animation is a method in which characters or shapes are made to appear as moving images. Traditionally, animations were made with hand-drawn or painted images. These images were slightly different from each other and when put together and moved quickly, they look like a moving image. Nowadays, most animation is created using computer graphics referred to as Computer Generated Imagery (CGI). Instead of hand-drawing the images, they are drawn on a computer.

A zoetrope was one of the first devices used to create the illusion of moving images. A flip book is another method used by animators to create the illusion of moving images. It contains a series of pictures that gradually change from one page to the next, so that when the pages are turned quickly, the pictures appear to move, like in a film.



Create your own animation

To create your own mini animation sequence, think about how you could change an object. Animators Bianca Cirdei and Eike Anderson created a series of apples which look like they are decomposing over time in their project *Withering Fruits: Vegetable Decay and Fungus Growth*.



Choose an object and draw the changes to it in the boxes below (e.g. an ice cream melting).

	→		→	
	→		→	

Other types of animation include stop motion animation which uses clay figures, paper shapes or puppets. A photo is taken of the figures and then the figures are moved a little bit. This process is repeated many times. Afterwards, when the photographs are put together and moved quickly, it looks like the figures are moving in real time. Claymation is the technique used by Aardman animators to create the much loved characters, *Wallace and Gromit* and *Shaun the Sheep*.



Storytelling

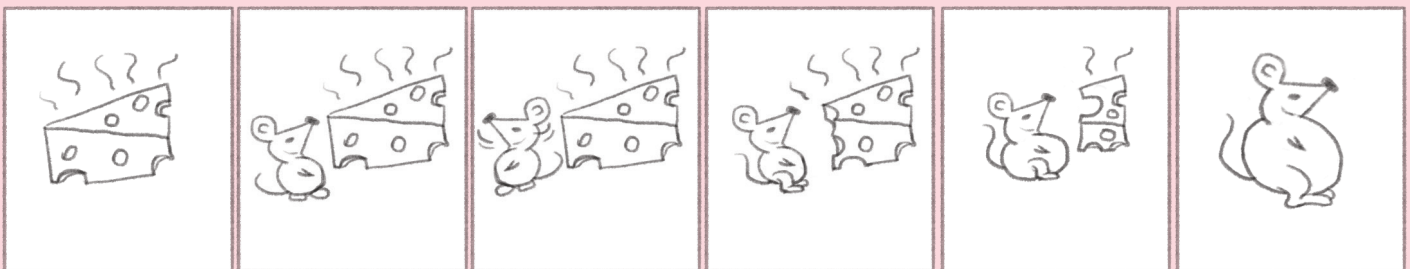
One of the first things an animator does, is create a story and develop a script. Once these are complete, the characters are designed, who will become the heroes of the story.

When animators design a character, they first think about body poses, facial expressions and what the character would look like from different angles. How would they move? How would they look when they are happy? How would they look when they are dancing?

After the characters are designed, they are drawn into a storyboard, which shows key scenes. Once this has been confirmed, more detailed versions of the storyboard are drawn up, showing more gradual changes. Only after these stages have been completed, can the animation process begin!

Create your own story thumbnail

Have a go at designing your own story thumbnail in the frames below with your own character. Write what is happening in each frame on the lines underneath.



A smelly cheese

**Mollie finds
the cheese**

**Mollie looks
around**

**Mollie takes
a bite...**

**...and another
bite**

**Mollie eats
all the cheese**

1	2	3	4	5	6

Character Design Competition

Enter our Character Design Competition for the chance to have your own character featured in the Once Upon a Time in Animation exhibition at Poole Museum next Spring. Winners will also receive a private tour including insider knowledge from an animation expert.

To enter the competition:

- Scan or photograph your character as a PNG or JPG file (minimum resolution 400px x 400px)
- Send your entry to: museums@bpcouncil.gov.uk use the subject line, 'Character Design Competition Entry' and remember to include your telephone number and email address
- Alternatively, drop off your entry at the museum's front desk

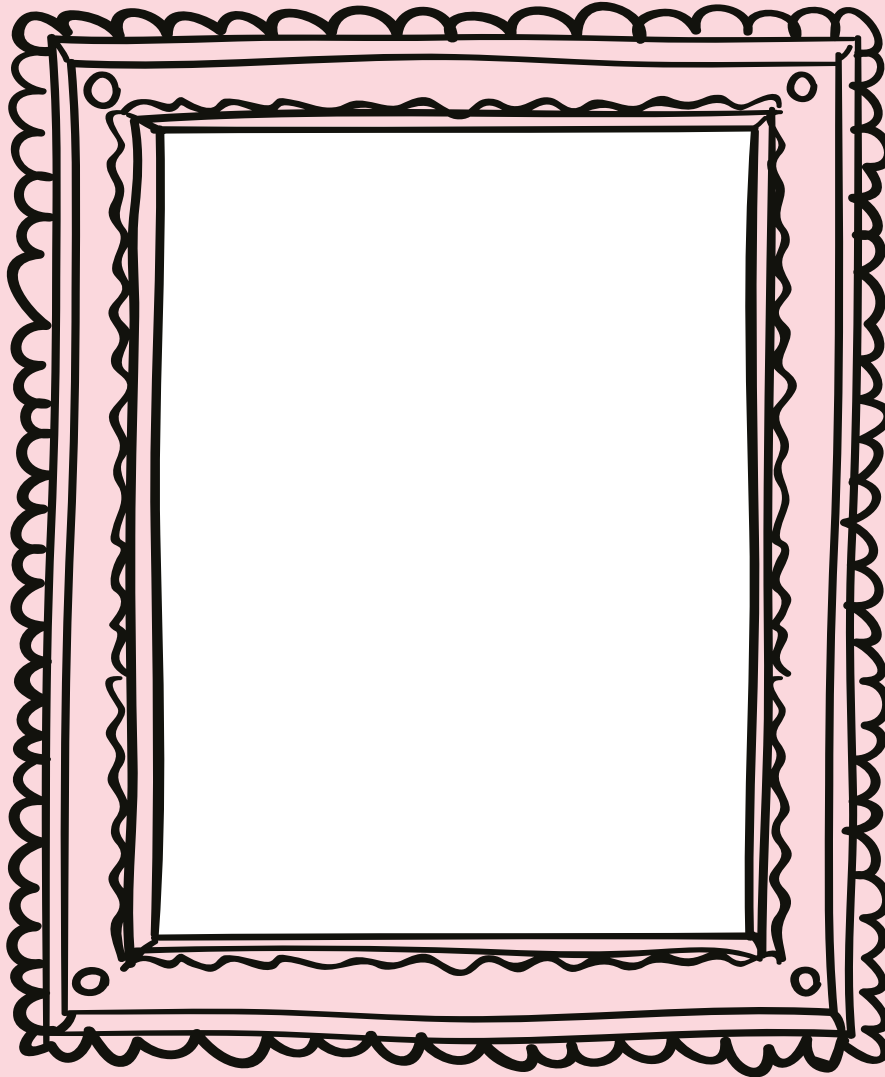
- Tell us your age to be entered into one of three age categories. Please note that the minimum age for entry is 4 years old
- Submit your entries by midnight on the **31 October 2020**

Terms and conditions can be found on our website: www.poolemuseum.org.uk/museum-from-home/online-exhibitions

Remember to use your imagination

- Can your character fly?
- Is it an animal?
- Is it from this planet?

You can draw or paint your character in the frame below.



Did you know?

There are on average 1500 frames for just one minute of film? That's 25 frames per second! Imagine how many people it would take to animate an entire film.

We hope you enjoyed finding out how to be an animator. Keep an eye on our website for more details about the Once Upon a Time in Animation exhibition at Poole Museum in Spring 2021.