

How are animations made?

Animations have entertained children and adults alike for years. These were first produced using drawings and mechanical movement, but as technology has developed, computer generated animations have become most common.

The first animations

Devices like the *phenakistoscope* and the *zoetrope* use the basic principles of animation. A sequence of images printed on a spinning drum provides the illusion of movement when viewed through a slot in the drum. The picture appears to move because the brain tries to make sense of the quickly changing pictures. A traditional cinema projector works on the same illusion by showing frames very quickly in order to create the illusion.



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Animation through drawing



To create animations using drawings, multiple **drawings are required. For example, to animate a jumping kangaroo using a flip book, first a picture of a kangaroo is drawn. Then several more drawings are created on successive pages, each showing the kangaroo with a slight difference, so that when the pictures are**

flicked through, the kangaroo appears to be jumping!

One quick and easy way to create a drawing-based animation is to make a flipbook.

Animation through coding and technology

Most modern animation uses computers because this produces much clearer images and is also less time consuming and is easier to adapt. By using **coding** to make an animation you don't have to draw lots of pictures to make something move. Instead you can use commands like 'move', 'turn', 'speed' and 'scroll'.

Questions

1. What is the purpose of this explanation text? (4)



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2. How does the introduction help the reader?(3)

3. Name an early animation device?(2)

4. Identify three features of this text that tell you it is an explanation.(3)

5. What tense is most of this text written in and why?(4)

6. What technology is used to create most modern animation?(4)
