

Animation

Family Friday Project

Thaumatrope

Cardstock or cardboard

Scissors

String and punch or stick and glue

Pencil or pen

Printer or cup

Flip-Book

Post-it note pad or stapled paper

Pencil or pen

Colored pencils or markers (optional)

Stop-Motion Video

i-Pad, i-Phone, or Android

Stop Motion Studio app



Animation

How It Works

When you see a movie in a theater, the screen is really only lit half the time. The projector flashes a new still image, or *frame*, about 24 times each second, with no light between the flashes. This flickering light is why movies are sometimes called flicks (and how Netflix got its name). We perceive a constantly lit screen with a moving image because of a phenomenon called the persistence of vision. Our eyes and brain keep an image for about 1/30 of a second, even after it disappears. If we see a new image within that time, our brain combines them, creating the illusion of a continuous image.

Find directions for an experiment of the phenomenon at <u>exploratorium.edu/snacks/</u> persistence-of-vision

History

Thaumatrope, 1894

The thaumatrope was the first device that used the persistance of vision. This toy was a disc with a different image on each face. When twirled using attached strings, the images appeared together.

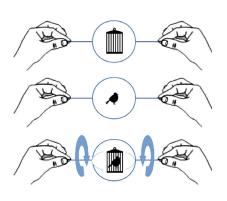
Flip-Book, 1868

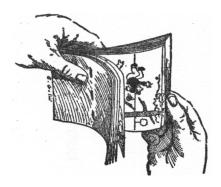
Also called kineographs, flip books inspired early animators more than any other machine of the 1800's.

Stop-Motion, 1906

The first animated film was <u>Humorous Phases of Funny</u>
<u>Faces</u>. The creators used photographs of cut-outs and chalkboard drawings to create the stop-motion animation.

Find out about other milestones in animation at history-of-animation.webflow.io/







Thaumatrope

(using strings or sticks)



Gather materials: cardstock, scissors, hole punch or nail, string, and markers.



Gather materials: cardboard, scissors, pencil or skewer, cup, and markers.



Cut out a circle and either punch or poke holes as shown.



Trace your circle on the cardboard and cut it out.



Draw one part of the picture on the first side.



Draw one part of the picture on the first side.



Flip the circle vertically and draw on the second side.

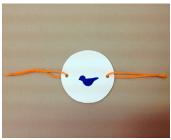




Flip the circle horizontally and draw on the second side.







Cut two 8-inch pieces of string and tie them through the holes.



Poke your skewer or pencil in between the layers of cardboard. Glue or tape it if it's loose.



Twist the strings to view your image.

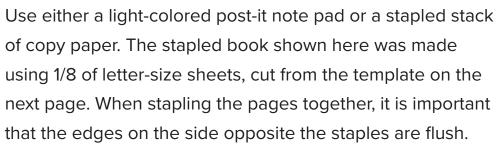


Roll the stick between your hands to view your image.

Cardstock and String Thaumatrope Template

Flip-Book







Make your first drawing on the last sheet of paper in the book or pad, your second on the second last, your third on the third last, etc. That way you can always trace the parts of the picture you want to stay still from the drawing below.



Keep your action in the right two-thirds of the paper, since you won't see the left third when flipping.



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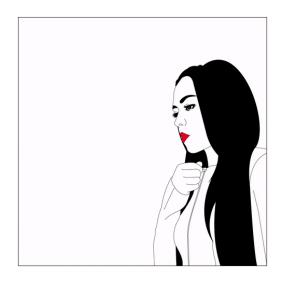
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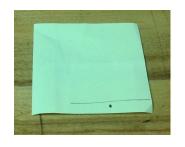
I separated my post-its so I could photograph them more easily, but I made the drawings while they were still in the pad.



Artist Spotlight: Xaviera Lopez







"To me, this is an inner journal, a real inner life moving comic inspired by people, ideas, nature, art history, and pop culture."

	Flip-Book Template

Stop-Motion Video

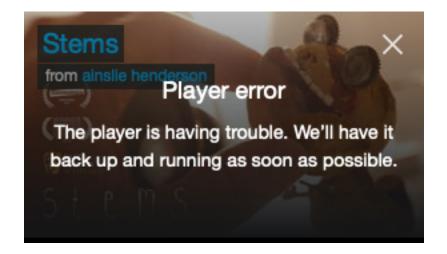


Instead of using separate drawings for each frame, stop-motion animation uses pictures of objects (or sometimes a single, erasable drawing) that are physically moved or altered between each picture. Coraline, Fantastic Mr. Fox, and Kubo and the Two Strings are all stop-motion animations.

You can make your own stop-motion animations with the free Stop Motion Studio app for iOS or android, or one of many other stop-motion apps. Most have features that allow you to see the ghost of the previous image, which makes lining up a new image easier. You can make animations using clay, toys, paper, or anything else you can find.

Artist Spotlight: Ainslie Henderson

Ainslie Henderson is a Scottish writer, director, and animator who works with many different objects to create stop-motion films. In Stems. Henderson talks about making puppets while we see them come to life.



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