

# Stick Animation



Monday 1<sup>st</sup> February

LO: to create a short computer animation using stick figures.

## Success Criteria

- I can create a series of linked frames.
- I can edit and refine still images to improve my animation.
- I can add a second figure and animate them interacting with each other.

# Using a Computer

Think about the flipbook idea from last lesson. How was it made?

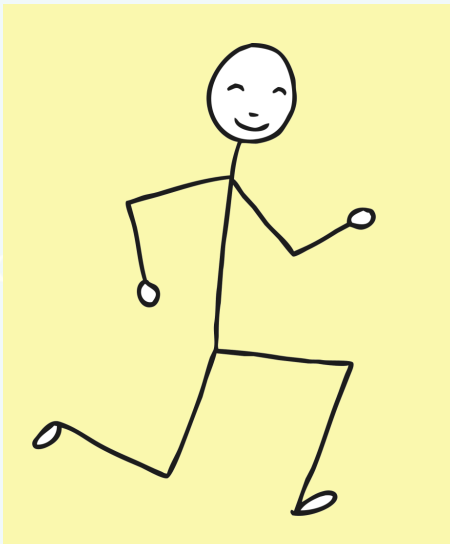


<https://www.youtube.com/watch?v=npTC6b5-yvM>

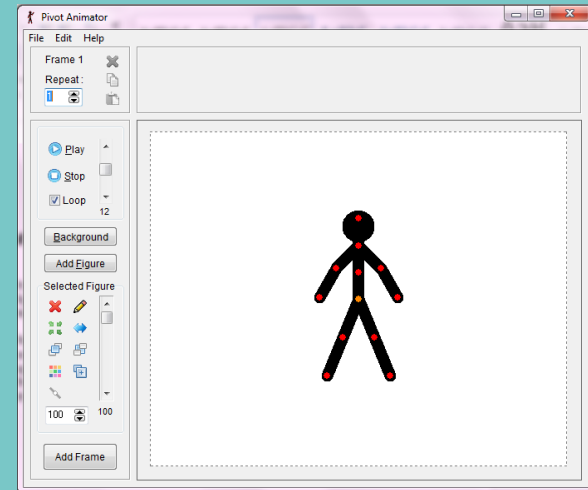
How could a computer make the process easier?

# Using Pivot Animator – it's a **free** app!

Pivot Animator is an example of computer software that allows you to create your own short animations, based on a stick figure.



You don't have to redraw the figure every time. The program allows you to see how much you are moving or changing the position.

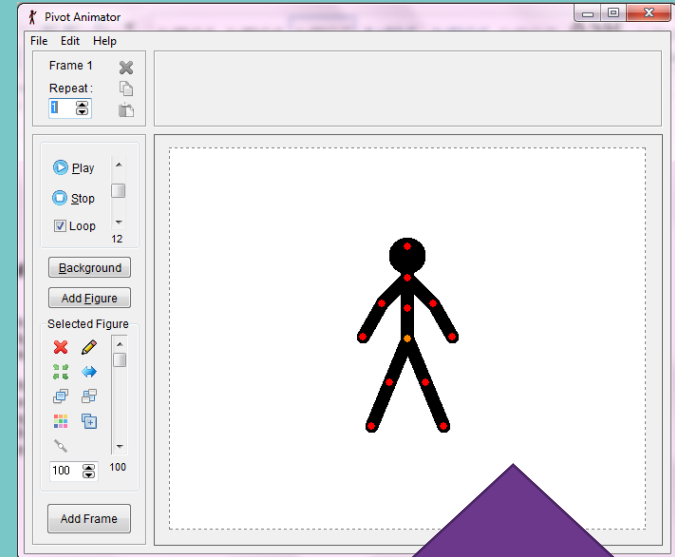


You can change and edit individual frames as much as you like before playing the final sequence.

# Your First Animation – download the **free** app



Open the Pivot Animator software and use activity sheets to create your own stick figure animation.



<https://www.youtube.com/watch?v=Vm-BLt8DZYo>

If you would rather stick with the paper flip books, you could try some of these ideas instead!

<https://www.youtube.com/watch?v=29SCiHN9zCI>

<https://www.youtube.com/watch?v=3LG4OSk1gEO>

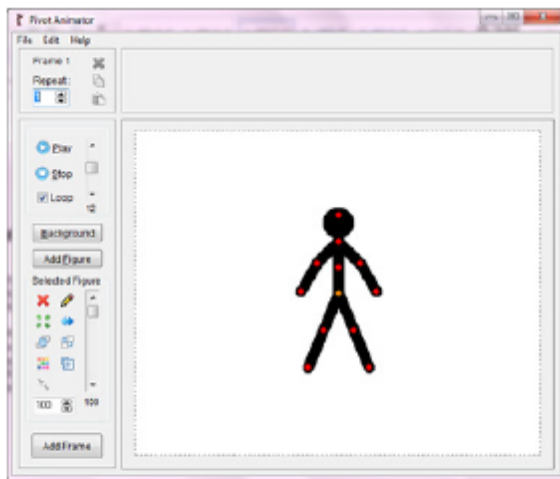
# Beginner's Guide to Using Pivot Animator

Can you make the stick figure move?

Decide whether your animated stick figure is going to run, jump or even perform some gymnastics!

**Step 1:** Use the handles on the stick figure to move it into your choice of starting position (or just leave it where it is to start) then click the Add Frame button. This is the first frame of your animation.

**Step 2:** Use the handles again to move the figure slightly. You will see a grey version of its previous position in the background, so you can see how much you've changed (onion skinning). If you can't see the onion skinning when moving the stick figure, go to Edit and select Options, then increase the setting for the number of Onion Skins.



**Step 3:** Keep making slight changes to make your stick figure appear to move and each time, adding a new frame.

**Step 4:** When all frames are complete, click on Play to test the animation. This will play all frames in sequence. Click on the File menu and save the animation with a suitable filename.

**Step 5:** Adjust the speed scroll bar to change how fast the frames are played.



# Advanced Features

Try using some of the following extra features to enhance your animation.



Click File and Load Figure Type to add another different figure.



Click on the Edit button to change the appearance of the current stick figure.

