Learning graph
Year 3 - Stop-frame animation

To explain that an animation is made up of a sequence of images
To identify that a capturing device needs to be in a fixed position
To set up the work area with an awareness of what will be captured
To plan an animation using a storyboard

To capture an image

To use the onion skinning tool to review subject position
To move a subject between captures
To review a captured sequence of frames as an animation
To remove frames to improve an animation

To explain the need for consistency in working
To explain the impact of adding other media to an animation
To review a completed project
To add media to enhance an animation

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