Animation Knowledge Organiser

Topic Summary: Animation using Frame-by-Frame techniques

Animation using Motion or Shape Tweening

Creating a Draft

Creating a project based on a given scenario

Fancy reading more?
Try these great links that explore this topic more widely!
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Want to know more?

Scan the QR code to visit the curriculum overview for Year 8 Computing, including topic summaries, key words, and other ways to learn more about this particular topic.

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Frame by frame animation

Frame-by-frame animations are created in the Timeline through the use of keyframes.

Each keyframe defines a change on the stage and when the movie is played, the content seems to move.

Shape tweening

You can “morph” from one shape to another.

Shape tweening can be used to gradually alter the form of any editable shape.

You can change the shape, colour and position of the shape.

It works best on simple vector shapes such as lines, rectangles and circles.

Symbols and media assets

You can create artwork and then save the artwork as a symbol that is stored in the Library of your document.

A symbol is a media asset that can be reused anywhere in your document.

A symbol can be used, for example, in a Motion tween.

Key Words:

Frame-by-Frame

Animation

Key Frame

Tweening

Draft

Buttons

Paths

layers