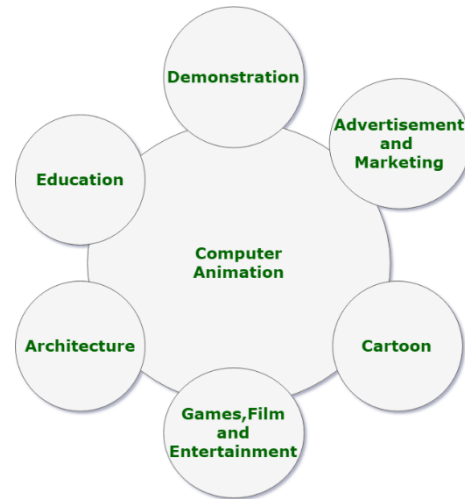
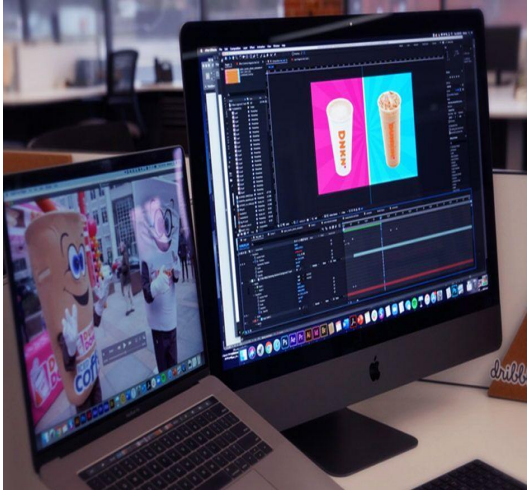




Year 8 Computing & ICT

Topic: Animation



Term 5 Homework Booklet

Name: _____

Class: _____

Name of Teacher: _____



Week 1: Drawing and Animation

1. Animate works primarily with which **one** of the following types of graphic? [1]

- ♦ Monochrome
- ♦ Bitmap
- ♦ Raster
- ♦ Vector

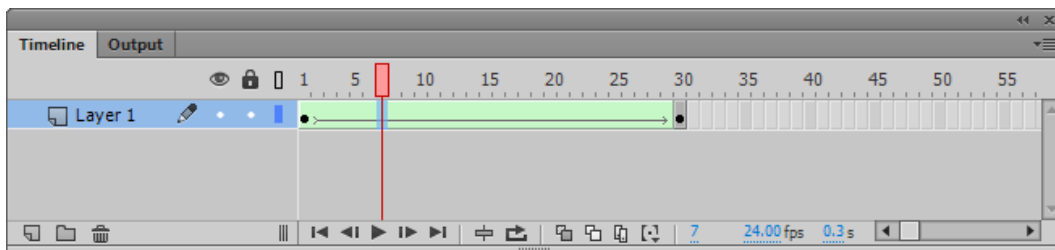
2. Explain **one** advantage of tweening over simple frame-by-frame animation. [2]

3. Fps stands for frames per second.

(a) Give **one** effect of changing an animation from 30fps to 60fps. [1]

(b) Work out how long an animation of 120 frames at 24fps would take to would to run. [1]

4. Look at the following timeline:





(a) Identify and label a standard frame.

(b) Identify and label a key frame. [1]

(c) What is meant by a solid arrow within the shaded frames? [1]

5. Explain the use of **Onion skinning**. [2]

[Total 10 marks]



Week 2: Animation investigation

Investigation:

1. Find out how these three movies are animated – each uses completely different techniques. Explain how they differ.

Snow White and the Seven Dwarfs

Toy Story

Wallace and Gromit

2. What do these terms mean in relation to animation?

Key framer



Inbetweening

Shooting on twos



Week 3: Audience and purpose

Comparing and reviewing animations

1. Choose two different animations

Animation 1:	Animation 2:
What techniques are used?	
What is the purpose of the animation?	
How does it meet that purpose?	
Who is the target audience?	
How do they target the animation at the audience?	
Are there any techniques that you may or may not use in your own animation?	

2. What have you learned about your audience and purpose from this exercise?



Week 4: Researching ideas

Use the Web to find examples of animated advertising banners and select one you like. Here is one website with examples:

<https://www.topbanners.com/html5-animation/>

1. Give the name of the banner or product being advertised:

(a) Who is the animation aimed at?

(b) What makes it suitable for this audience?

2. Evaluating effects:

(a) Identify each layer in the animation.

(b) Identify where a motion tween has been used.



(c) Identify where a motion path has been used with a tween and what shape it is.

(d) List any other effects that have been used and state how they might be used in your own animation.



Week 5: Sound and animation

1. Justify a suitable length of an animated loop for an advertising banner. [1]

2. Sound effects may be used within advertising banners.

- (a) Give **one** advantage of using a sound effect to the company. [1]

- (b) Give **one** disadvantage of using a sound effect to the viewer. [1]

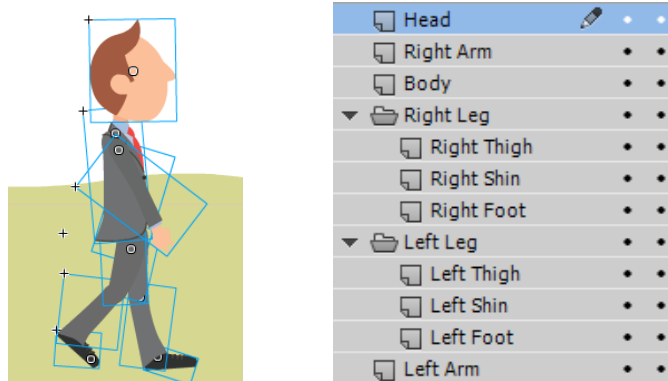
3. Recording and testing a sound effect may require additional hardware.

- (a) Suggest **one** suitable input device for recording a sound. [1]

- (b) Suggest **one** suitable output device to play back the sound. [1]



4. A single sprite graphic can contain multiple parts, each of which can be animated independently within the parent sprite.



(a) How many animated layers are contained within the main 'person' sprite? [1]

(b) How many animated layers are grouped within the Right Leg folder? [1]

(c) Explain why Right Arm is positioned higher up the list than Left Arm. [3]



Week 6: Revision and Testing

Revise and take the test.

- Revision: <https://www.bbc.co.uk/bitesize/guides/zv2v4wx/revision/5>
- Assessment <https://www.bbc.co.uk/bitesize/guides/zv2v4wx/test>
- Only 10 questions

Print & Paste evidence of your test here: