



Objectives

- I can talk about the work of other animators who make animations from their drawings. I can share what I like, and how it makes me feel.
- I can use my sketchbook to gather ideas from other artists and start to think about a simple moving drawing I might make.
- I can use observational skills to look at source material to inspire my character and make drawings.
- I can use my imagination to think about how my character might move.
- I can create a background for my character.
- I can share my moving drawing, either through an animation or by showing classmates how it would move.
- I can reflect and articulate my thoughts about my own artwork and that of my peers.

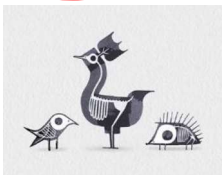
Key questions

- Why might an artist animate their work?
- What is animation?
- What the background?
- What is the foreground?
- What techniques do different artists use to animate their work?

Making Animated drawing

Andrew Fox

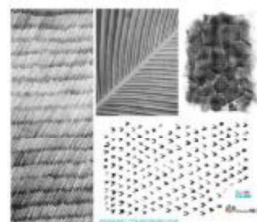
Blurring the line between art, illustration and graphic design, Andrew creates minimal, yet highly emotive, whimsical drawings, usually of animals.



Line



Patterns



Texture

In this unit you will make a paper puppet which is moveable and a background. You will make considerate choices about the colour, line, texture and pattern you use.



Steve Kirby

Steve Kirby is a freelance art director, animator and motion designer from the UK.



Materials used

Soft B pencils, coloured pencils, handwriting pens, white and/or corrugated card, paper fasteners for moving joints, kebab sticks, masking tape, ready mixed paints, scissors.

Key vocabulary

Animation	An art form that creates the illusion of movement by displaying a sequence of still images, often drawings, models, or computer-generated graphics, in rapid succession.
Background	The part of a picture or scene that is towards the back or seems to be furthest away.
Foreground	The part of a picture or view that appears to be nearest to the person looking at it.
Observational drawing	Carefully looking at the subject and noticing and recording the shapes, details and tones that you see.