



Worksheet 2: Walt Disney The World of Animation

Walt always loved drawing...he made a 'flip-book' of walking stick figures drawings to amuse his sick sister.

Even as a young boy, Walt Disney knew the entertaining power of animation. The 'flip book' he made was a rudimentary animation device invented during the 19th century. It produced the appearance of movement by simply 'flipping' sequential hand drawn illustrations in a book. This idea was later developed into what we now know as cartoons: sequential drawings, known as 'cells', photographed and displayed rapidly. Later, animators utilised techniques such as 'claymation' (clay or plasticine figures being manipulated and photographed) and digital animations (using computer software) to create their masterpieces.

Task 1: Create an animation using one of the above techniques; flip-book, cartoon, claymation or digital animation.

Step 1: Select the technique you are going to use ensuring you have access to the materials/equipment required.

Step 2: Write a short story to be told in the animation using the common elements of a narrative: orientation, complication, series of events, resolution.

Step 3: Design a 'story board' displaying a rough idea of what will happen in each 'cell' of the animation.

Step 4: Create the animation and display it to an appropriate audience.

Extension Activities:

- Research your favourite animated cartoon. (NOTE: It must be suitable for children – not 'adult' cartoons such as *South Park* and *Family Guy*). Who created the cartoon? When was it created? Where was it created? Where has it been shown?
- Identify four different animation techniques used for feature films (for example Rotoscoping, Live Action animation). Provide examples of films that you have seen (or that you know of) for each technique. Use your friends and family members to help you if required!