

Exploring Digital Animation

By [Jean Edwards](#).

In this introduction to digital animation, Jean Edwards shows us how children can use some of the tools available in the FlipaClip app to make a simple creature move across the screen.

Children often see the technique of animation used to bring stories to life. This can include stop motion animation, where real materials are moved in space and captured frame by frame by a tablet or camera. Within digital animation the action takes place on screen through a series of sequenced still digital images. In this activity digital animation on screen is used to bring simple drawings to life and make them move.

Resources needed:

Sketchbooks

Felt pens

Tablets and optional stylus (it is fine to use your finger to draw with)

App: FlipaClip.

A note on the FlipaClip app:

The FlipaClip app is a digital version of a flick book so it can be a useful introduction to have a play with flick books or make your own. The app is a simple to use digital animation tool and we are going to use the free version which will give us access to more than enough options and some room to go further in the future. As with any art resource it is useful for all adults working with children to have a go themselves. Watch the 'Getting started with FlipaClip' video available [here](#) and follow the introductory activity demonstrated in it as well as just having a play.

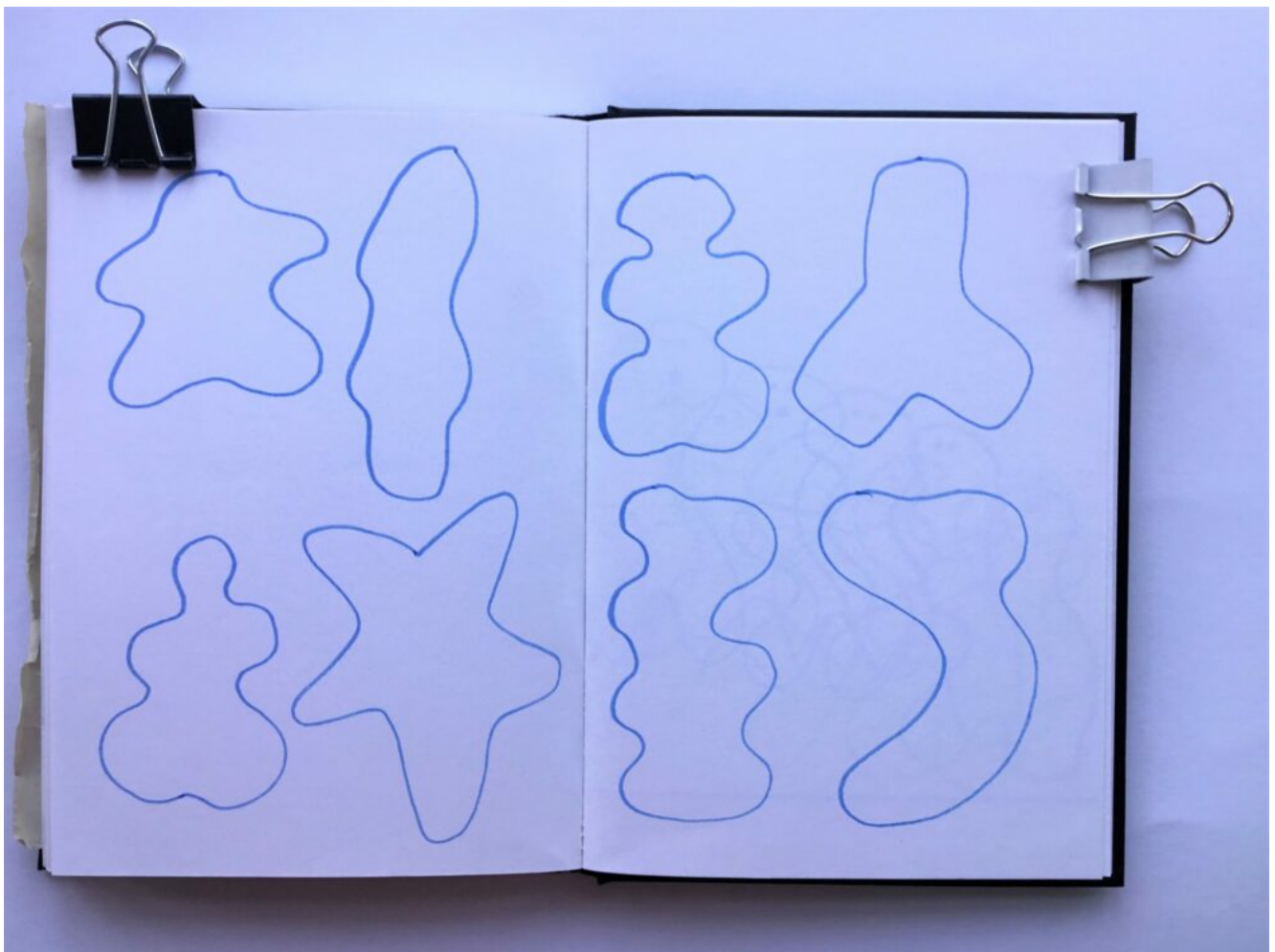
There are some screen by screen instructions [here](#):

Getting started with FlipaClip from Jean Edwards on Vimeo.

Introducing the idea and Preparing to animate:

We're going to make a simple creature based on a blob shape move so it's useful to have a go at sketching some simple blobby shapes in outline to develop ideas and establish a shape. Children could also make some decisions about the background colour and the colour of their creature before they use the app. This could be done in their sketchbooks using felt pens.

Here's an example from my sketchbook:



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