

# Year 8 Art and Design

This project is intended to take 12-14 hrs (about 2 hours per task-more if you have it). Please take your time to create your best work. Don't try to complete it all at once, come back to your ideas and think how they can be improved.

# Animation



One of the very first successful animated cartoons was Gertie the Dinosaur (1914) by Winsor McCay. It is considered character animation. At first, animated cartoons were black-and-white and silent. Felix the Cat and Oswald the Lucky Rabbit are notable examples.

However, the first cartoon ever made was **Fantasmagorie**. It is an 1908 French **animated** film by Émile Cohl.

It is one of the earliest examples of traditional (hand-drawn) animation, and considered by film historians to be the first **animated** cartoon.

This project aims to look at animation, key skills, caricatures and story boarding. We will hopefully return to school to complete our Pop Art project and create an animated movie of our own.

[Fantasmagorie](#)

**Task 1:** Watch **Fantasmagorie** using the link below.

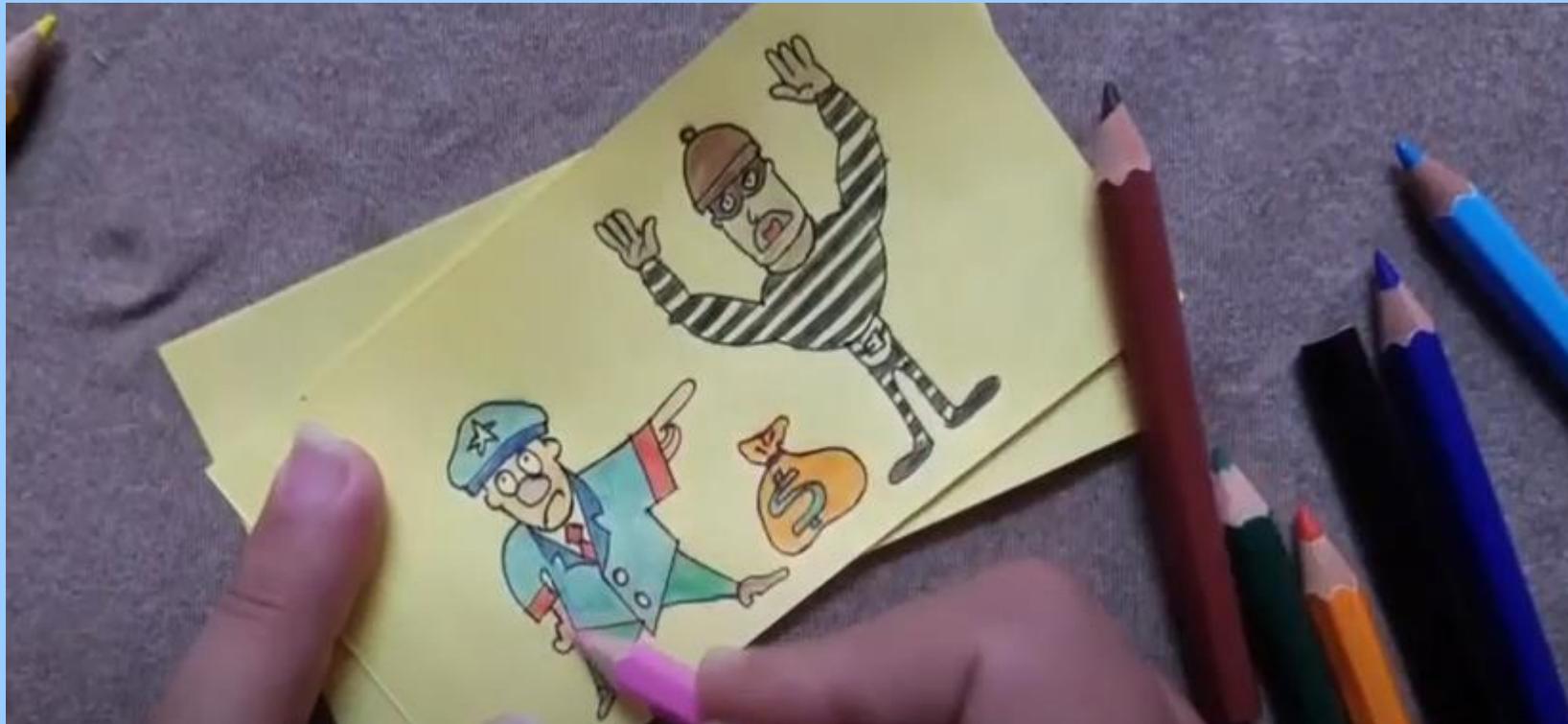
## [Fantasmagorie](#)

Use the vocabulary help sheet to help you write a short paragraph about the clip by Émile Cohl.

How has animation changed from then to now?

Shape Form and Space	Tone	Pattern and Texture	Line	Colour
Closed	Bright	Repeated	Fluent	Bright
Open	Dark	Uniform	Free	Bold
Distorted	Faded	Geometric	Rough	Primary
Flat	Smooth	Random	Controlled	Secondary
Organic	Harsh	Symmetrical	Powerful	Tertiary
Deep	Contrasting	Soft	Strong	Radiant
Positive	Intense	Irregular	Geometric	Dull
Negative	Sombre	Corse	Angular	Vivid
Foreground	Grey	Bold	Light	Contrasting
Background	Strong	Uneven	Delicate	Deep
Elongated	Powerful	Bumpy	Flowing	Monochrome
Curvaceous	Light	Rough	Simple	Complimentary
Composition	Medium	Smooth	Thick	Earthy
Large	Dramatic	Broken	Thin	Subtle
Small	Large	Fine	Horizontal	Pale
3D	Small	Flat	Broken	
2D		Spiky	Interrupted	
			Overlapping	
			Rounded	

**Task 2:** You are going to have a go at a simple 2 page flip book animation. Watch the youtube clip below. You don't require special paper (two pages of an old exercise book would work) and a pencil will do to role the front sheet up towards the end. Have a go doing simple stick men if you would prefer. It is more important that you understand you move images a small part at a time in order to create movement.



[Two page flip chart demonstration](#)

How did you get on? Don't worry if it was not perfect to start. Keep trying until you are happy with the movement.

**Task 3:** Watch the next clip. Have a go at creating your own Flip book, use the example from youtube or have a go at something easier or more complex if you have previous experience.



[Advanced Flip Books](#)

## Nick Park



One of the most famous animators of our time is Nicholas Wulstan "Nick" Park, CBE, RDI (born 6 December 1958), is an English animator, director and writer best known as the creator of Wallace and Gromit, Creature Comforts, and Shaun the Sheep. Park has been nominated for an Academy Award a total of six times and won four with Creature Comforts (1989), The Wrong Trousers (1993), A Close Shave (1995) and Wallace & Gromit: The Curse of the Were-Rabbit (2005).

The next slide shows some of the characters designed by Park.

Have a look at what features are exaggerated, look at colours, expressions and settings.



**Task 4:** You are now going to brain storm/ doodle some ideas for your own animated character. They do not need to be an animal, consider humans, transport, plants or food.

Watch Nick Park demonstrate how he draws Gromit. Think about different poses and expressions.

[How to draw Gromit](#)



**Task 5:** Give your character a name and draw in a suitable setting

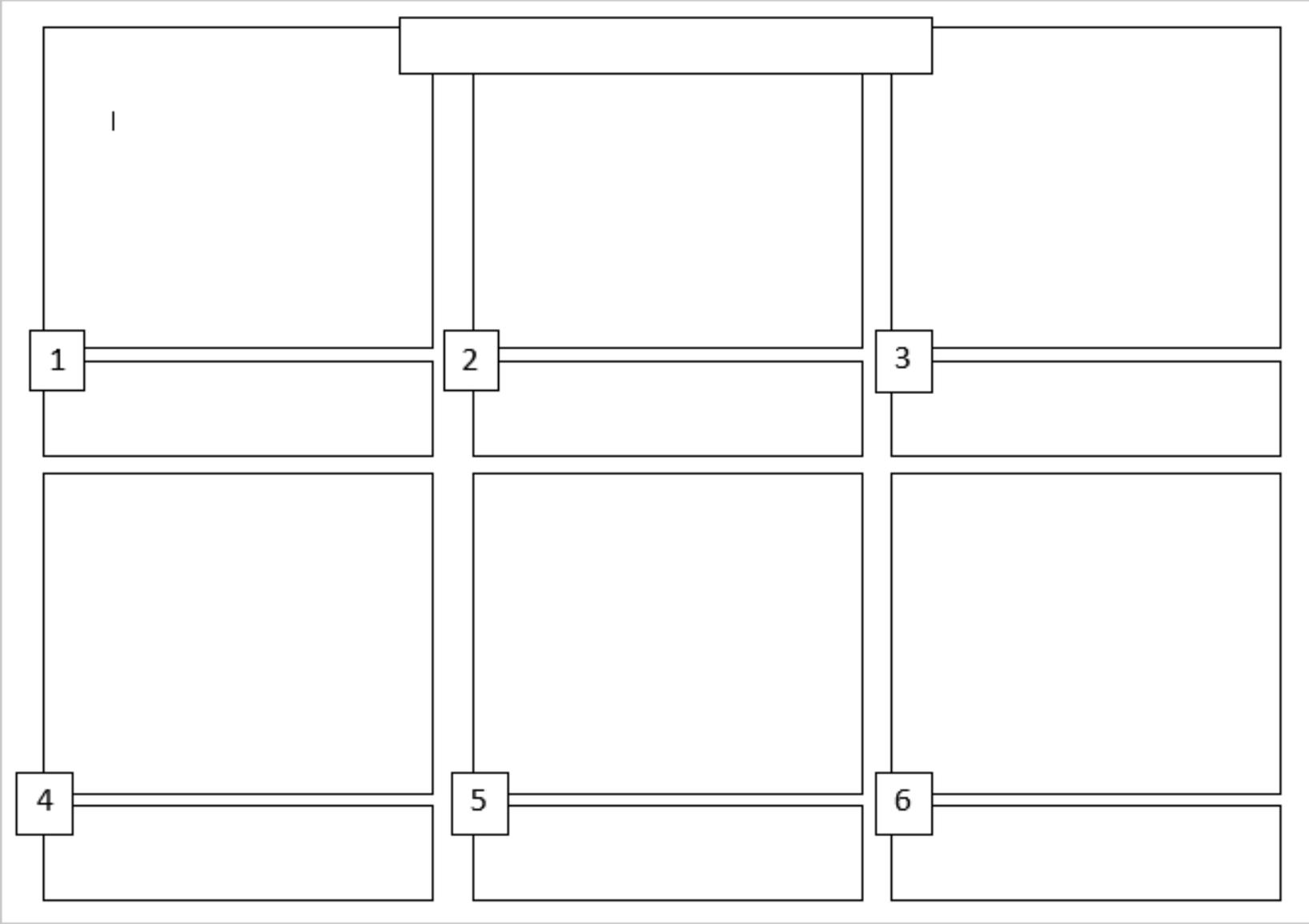


Think about the scale of your character. E.g. The fly above would be too tiny for detail if you did not scale right in.



[Click here to watch Creature Comforts Film](#)

**Task 6:** Storyboard what you would like to happen with your character in a short movie- you will need more than 6 boxes this is a rough structure. It is up to you if you want some boxes bigger than others etc.



**Task 7:** Pick part of your story to create your own flip book for. If you are able to film this as you flick through the pages we would love to see them.

**Extension:**

Make a model (if you have the resources to do so) of your character and or the scenery. Consider the textures and what you could use to create a suitable setting.

If you do have the resources why not have a go at creating a short stop frame animation at home 😊

Good luck, stay safe!