

## Let's get animated with #CLMOOC pop-up #DigiWriMo Animation Week #AnimWk

This week is all about animations - and as usual with CLMOOC we all learn alongside each other. I've been playing around with a few different applications and web-sites including Pencil2d (<http://www.pencil2d.org/>) and Animaker (<https://www.animaker.com/>). I'm aiming to make some tutorials to help people get started, and in order to do this it would be good to have a collective idea of what we want out of this week. So - use the space below to introduce yourselves and give everybody an idea of where you are coming from. The sorts of things you might say are:

- What sort of animation do you want to make - stop-motion, drawn, ray-traced...
- What and who is your animation for - are you using it to teach, to entertain, to tell stories, and are your audience pre-school children, adult learners or something in between?
- What skills do you already have? What software do you like to use?
- What animations/animators inspire you?

I'll start the ball rolling by talking about me and my aspirations.

Niall (@Niall\_Barr) My main interest in animation is as a teaching tool - many concepts in science are much easier to communicate with an animation than with just words and static pictures (e.g. [https://www.youtube.com/results?search\\_query=Mitosis](https://www.youtube.com/results?search_query=Mitosis)) - however I'd also like to be able to use animation to tell stories.

Like most British people I grew up with the animations of Oliver Postgate - my personal favorite was the Clangers - and I also love Nick Park's Wallace & Gromit films. While it would be great to be able to create animations like these, I have neither the time nor the talent for that to be achievable. A more realistic ambition would be to learn to create animations like those on [CGP Grey's youtube channel](#) and I hope I'll be a bit closer to that by the end of the week.

I recently did a simple stop motion animation for the [daily create](#) by taking a series of photos with my webcam and putting them together in a video editor.



(Click the image to play the video)

I also made use of [Animaker.com](#) to create my [AltCV](#). Animaker is a quite constrained way of working, but is good for creating something quickly

</Niall (@Niall\_Barr)>

Sarah (@NomadWarMachine) It's only very recently that I've thought of myself as somebody who can create animations, but I am keen to participate. As a nice bit of serendipity, today's Daily Create allowed me to mess around with animations using Movie Maker, and I [blogged about it](#). Monday: today I uploaded the same pics I used yesterday to <http://gifmaker.me/> and added a url from Youtube to get a soundtrack [here](#)

Kevin (@dogtrax): I've tinkered with animation over the years, and at one time, I did an entire stopmotion claymation project pretty regularly with my sixth graders. We used to collaborate with second graders on the project. It was a blast. ([Here is a resource site I made for workshops I did on stopmotion for teachers](#)) A change in our computing systems (from PC to Mac) and expectations in the classroom (mandates) made it more difficult and it has been some time. I still do Para Para animation (working on posting a tutorial for anyone interested) as an extension activity with them and there are animation activities with the Hour of Code. I'd like to find a way to bring stopmotion back to my classroom, but in a manageable way (stopmotion does take a lot of time). The hardest thing for my students was keeping the focus on "story" as opposed to the coolness of "the movie making." The thing is: various free apps for mobile make stopmotion pretty easy to do, but using those files and telling a story remains a hurdle for many.

Charlene (@inspirepassion): My main interest is as a storytelling tool. I facilitate secondary students in developing stories in the humanities, and actively look for tools and methods that will be appealing to adolescents. I have experience with MovieMaker as a platform for developing documentaries, but have not used it for animation. My work using Abcya



was a first experience, thanks to Kevin pointing me to that tool.