

Field Trip # 13

Developed by:

Subject:

Short description:

Educational Level:

Field trip type:

Educational

Outcomes:

Content:

Notes to instructor:

Animation Mania

Dr. Debra Chapman

Animation

Students will create their own animated movies using Muvizu animation software and learn about objects, animating in passes, & using timelines.

6th – 12th Grade

Workshop

The Student will be able to:

- Modify the properties of objects
- Use objects to set up a movie scene
- Prepare object animation
- Direct object movement & animation in passes
- Edit or Delete Timeline components
- Create an .avi file of their movie

It is recommended that the instructor have at least one assistant in the lab to assist learners with the animation. This learning object can easily be fit into a 50 minute time frame or expanded as time allows. The instructor can cover as much material as time permits & allow students to create their own movie projects. This activity should be done in a computer lab or a classroom with laptop computers. The instructor should have a computer connected to an overhead projector for demonstration.

A PowerPoint instructional slide show can be provided.

LESSON PLAN for
Muvizu Session

Part 1 (10 minutes: 10)

Introduce Muvizu – Discuss Animation

Set up Movie Scene

Part 2 (15 minutes: 25)

Add Character Objects to Set up Scene

Modify Object Properties

Part 3 (20 minutes: 45)

Animate the Characters

Prepare the Character Actions

Direction Character Movement & Animation

Add Animation Effects in Passes

Review Animation Timeline

Edit or Delete using Timeline

Part 4 (5 minutes: 50)

Prepare the Movie (.avi) file