**TALKING ABOUT ANIMATION MOVIES**

**Read and complete this brief introduction with the words below:**

*characters and movies / motion / could be flashed quickly / flipbook / science /*

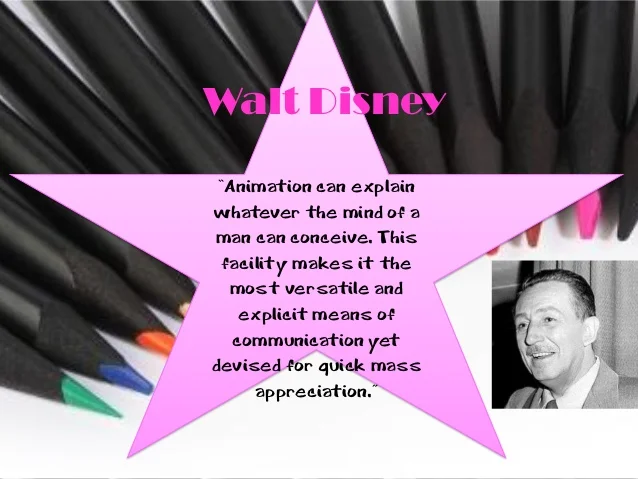
*pencils / painting / soot and earth drawings*

Unlike many arts, animation isn't something that has grown organically from the beginning of time. If you trace the history of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_for instance, you can look back to Neanderthal man and see his \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ on cave walls. Animation, on the other hand, is an art form that evolved out of \_\_\_\_\_\_\_\_\_\_\_\_\_\_ first.

People had to understand how series of pictures \_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ in succession to give the illusion of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and then create the machinery to do that before they could even think about creating cartoon \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

Even though ancient man had paper, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and all of the items to make a machine that would project an image or create a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, they didn't – simply because before 1824 it never occurred to anyone to do that.

**Example of a flipbook: a TRIBUTE TO MICHAEL JACKSON (watch video)**

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**VIDEO TIME: HOW TO MAKE AN ANIMATED MOVIE**

Watch and find out the different steps in making an animated movie

<https://www.youtube.com/watch?v=rJaN643ri7s>

STAGE 1: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

It must be\_\_\_\_\_\_\_\_\_\_. It \_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_ with the production.

STAGE 2: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

You have to \_\_\_\_\_\_\_\_\_\_\_ your story.

Used application: CELTX

STAGE 3: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Now, it’s time for \_\_\_\_\_\_\_\_\_\_\_\_. The storyboard is like a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ but it shows you the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of your characters in every scene. It doesn’t need to be super detailed. It has to give the \_\_\_\_\_\_\_\_\_\_ (= rhythm) of it.

STAGE 4: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

You put all your drawings in an \_\_\_\_\_\_\_\_\_\_\_\_program and add \_\_\_\_\_\_\_\_\_\_\_and \_\_\_\_\_\_\_\_\_\_\_(…) This is the best time to make any last minute \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

STAGE 5: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

You have to \_\_\_\_\_\_\_\_\_ your models based on your \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

What is a 3D model?

STAGE 6: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** (montage)

You need to build a \_\_\_\_\_\_\_\_\_\_\_\_\_to make the model \_\_\_\_\_\_\_\_\_\_\_ in the 3D program.

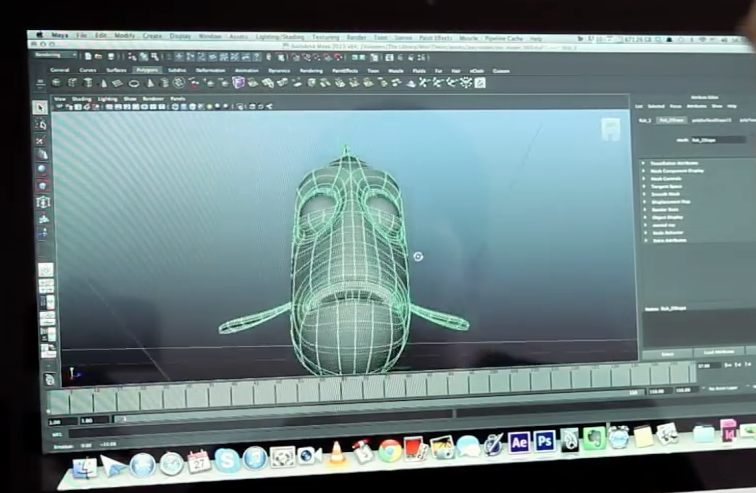
STAGE 7: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

It’s a good time to have your final \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. This the last chance to make any kind of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ to your film.

STAGE 8: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

It’s like playing with 3D \_\_\_\_\_\_\_\_\_\_\_\_\_\_ but it’s very long and \_\_\_\_\_\_\_\_\_\_\_\_\_\_ to do.

STAGE 9: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

\_\_\_\_\_\_\_\_\_\_\_\_\_ are put in the right places, \_\_\_\_\_\_\_\_\_\_\_\_\_\_ are placed on your models. It’s a very \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ process.

STAGE 10: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

You have to make all your colors \_\_\_\_\_\_\_\_\_\_\_.

STAGE 11: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Everything in your film needs to \_\_\_\_\_\_\_\_\_\_\_ good.