

Activity : Creating an Animation in Pivot

Introduction

Before you start to create your animation you need to decide the story for your animation. A story is used to tell about an event. It can be humourous, serious, sad, or have a moral message for the viewer. You need to develop the character(s) in your story and create a clear beginning, middle, and ending. Brainstorm your ideas first. Write down all your ideas and then you can analyze all the results and choose the best option.



Steps to follow

1. Create an outline for your animation. Briefly describe the plot of your story. Develop your idea into a storyboard. Remember, a storyboard is a rough sketch that is used to guide you from one frame to the next.
2. Develop your animation in *Pivot Stickfigure Animator*. It should be about 30 seconds in length. Once your animation is completed save your animation. Go to File...Save Animation and save your animation as a '.gif' file. (This will save it as a gif animation that can be viewed in a web browser or editing program.)
3. For your audio, you can use Audacity record your own sounds, the effects loaded on the network or ones from sound dogs. If there is another source, feel free to explore that. You may also use Audacity to edit sounds.
4. With your audio and .gif ready to go, open Adobe Premiere. Go to File..Import and select your files. When they have been loaded, drag your files from the bin to your timeline and arrange them as you see fit.
5. Preview your video to make sure that it looks nice, export the video and save all your pieces to the chicken.

Animation Requirements

Your final animation must include the following:

- at least one fully developed character
- at least one custom sprite
- a background scene created in a paint program
- Your animation must tell a complete story. There should be a clear beginning, middle and end.
- Background Audio and effects
- Optional: Narration and Dialogue

Hand In

On the chicken , there is a folder called “BTT Animations”. Create a folder with your name and save the following in the folder:

- Your saved *gif file.
- Your audio files
- Your completed animation

Also, hand in the following:

- Your story outline.
- Your storyboard



This? This is an arm. It is worth nothing.