Animation

Welcome to AccessArt: Animation

Animation has come a long way with the development of technology. From the Zeotrope to more modern-day CGI, at its core, the fundamental principles remain the same: a series of still images (hand/digitally drawn or photographed) that, when put together in a sequence, create an illusion of a moving image.

We understand that educational settings have limited access to expensive animation software, but animation can also be really simple and still create very exciting outcomes.

Explore the animation resources on AccessArt and find out how you can introduce your learners to animation through articulation, flip books, stop-motion, and many other techniques.

Explore the #BeACreativeProducerProject which aimed to inspire teenage creativity through a physical and digital exploration of animation

#BeACreativeproducer

Dip Your Toes Into Animation

Explore these sample resources to help introduce animation to your learners. These resources can be adapted to all settings and all ages

Dizzy tins

Drawable! Making gifs with lizzie knott

Making a flip book

Explore Animators

Explore animators using a range of different animation techniques to make images move

Explore flip books

LOTTE REINIGER

STUDIO MCGUIRE

See All AccessArt Animation Resources