

LESSON IDEA

PART ONE

Learn to Animate: Getting started

PHYSICS

ART



Learn with
Procreate[®]



Lesson ideas

Use these Lesson Ideas to spark your imagination for using Procreate in the classroom. Feel free to take them further and make them your own.

Learn to animate

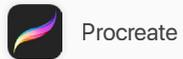
1.

Animation basics

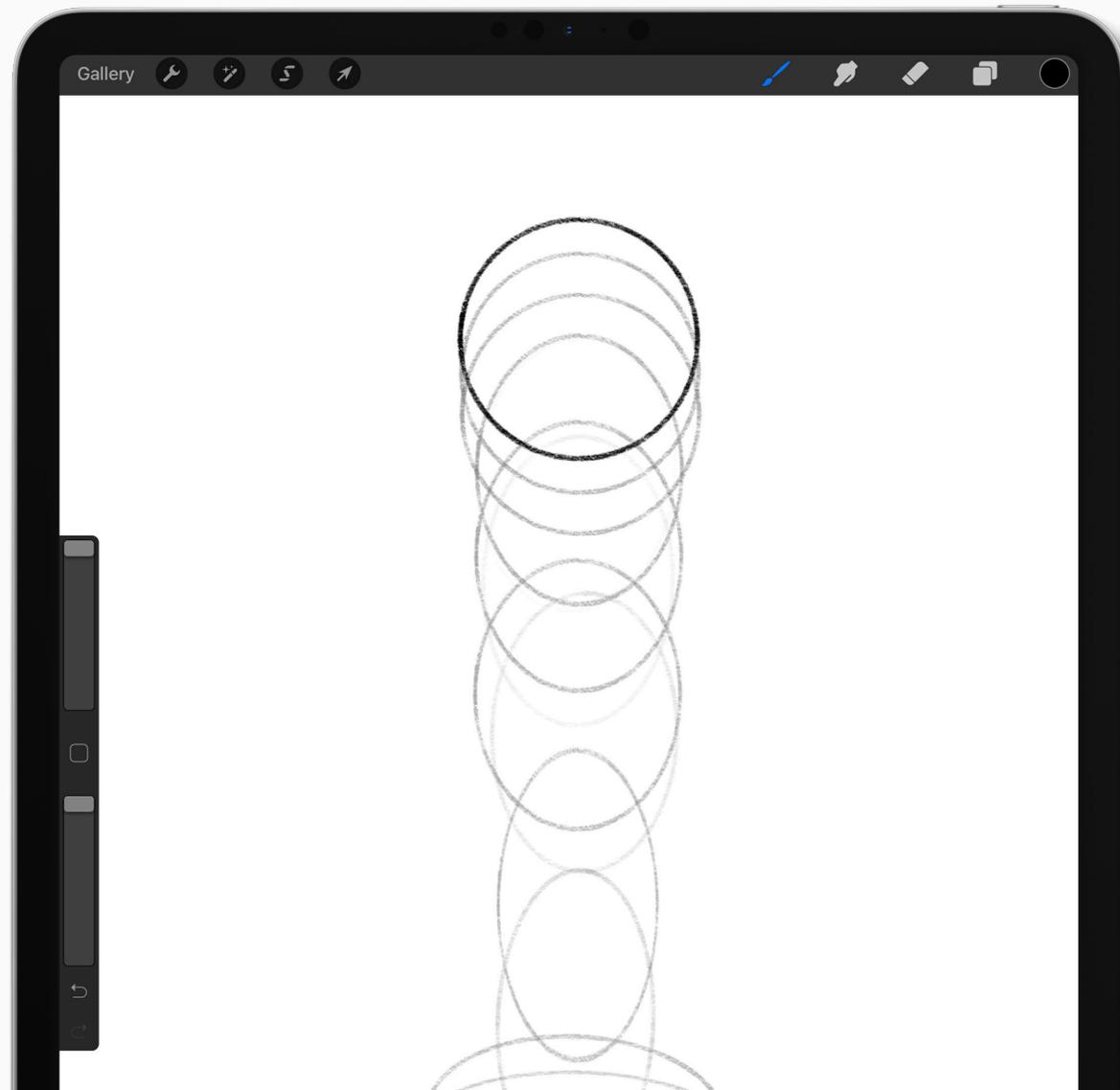
The animation tools in Procreate make it easy to create simple animations.

Animating is a fun way to discover how physics affects objects.

All you need is an iPad and:



Procreate

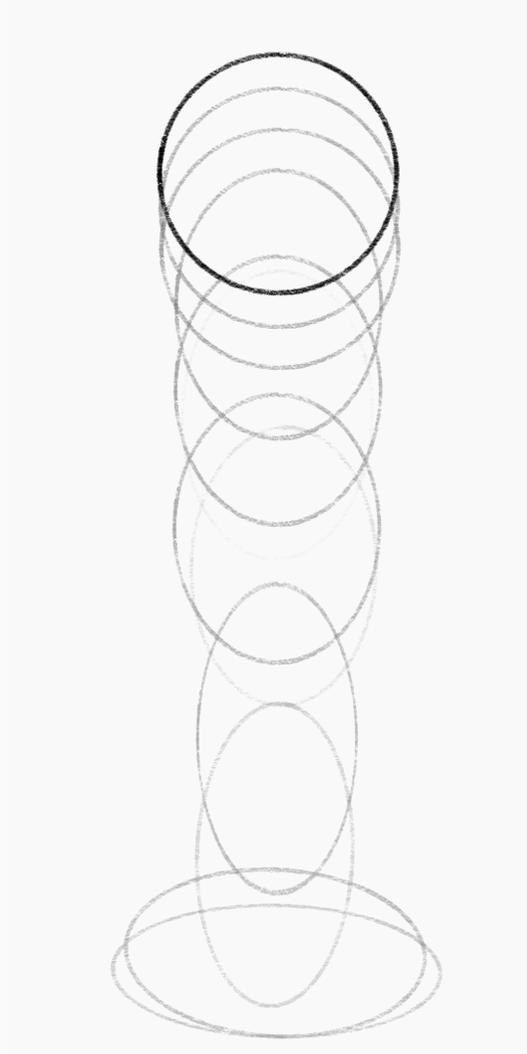


The bouncing ball

2.

A simple animation

The bouncing ball is a great way for first-time animators to learn essential animation concepts.



Think about...

TIMING

As the ball falls it is accelerated by gravity - with larger gaps between balls going down as it travels more per frame.

SQUASH & STRETCH

As the ball falls it stretches.
When it impacts the ground it squashes.
But not too much or too little!

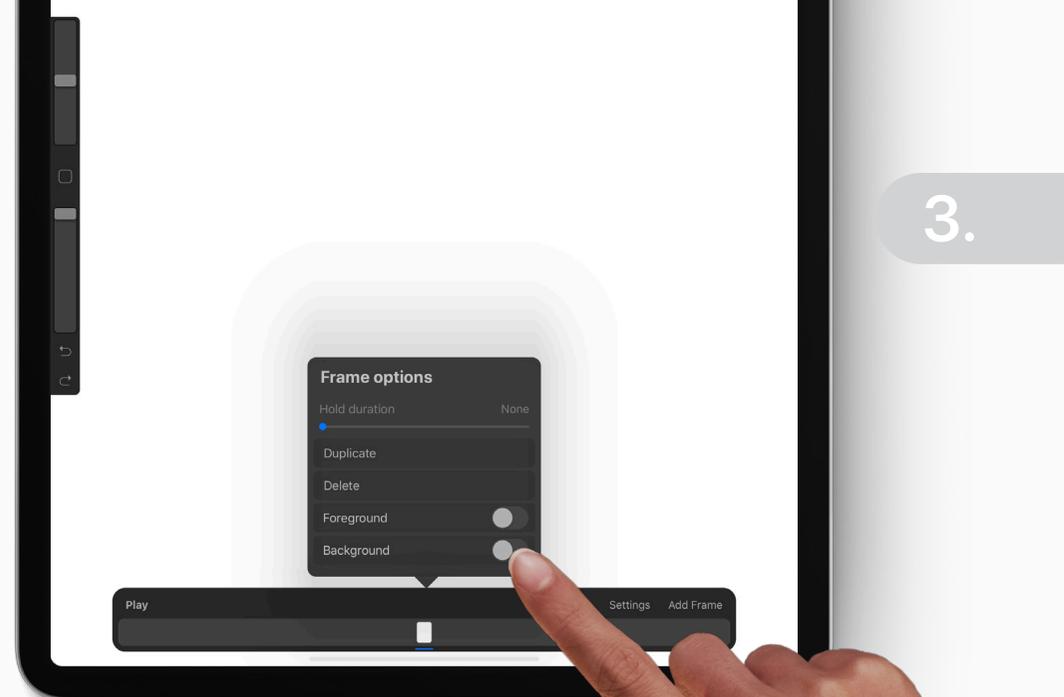
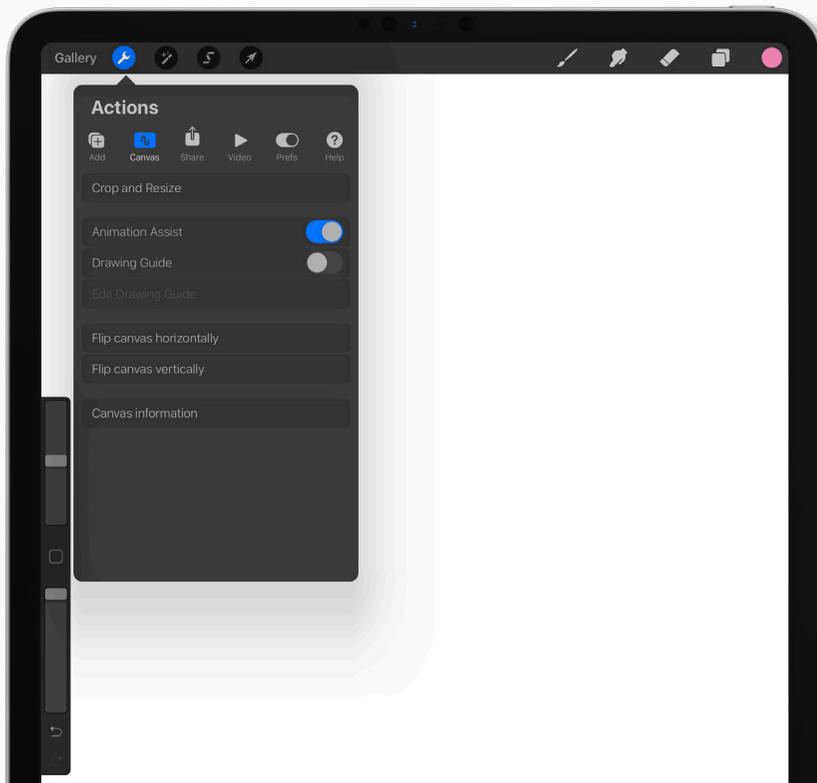
VOLUME

The ball should remain the same mass as it squashes and stretches.

Background

Animation assist

Tap the wrench icon to open the *Action* tab. Then select *Canvas*. Turn on *Animation Assist*.



Background

The toolbar will display at the bottom of the screen. This shows you the frames of your animation. Tap the current frame and turn on *Background*.

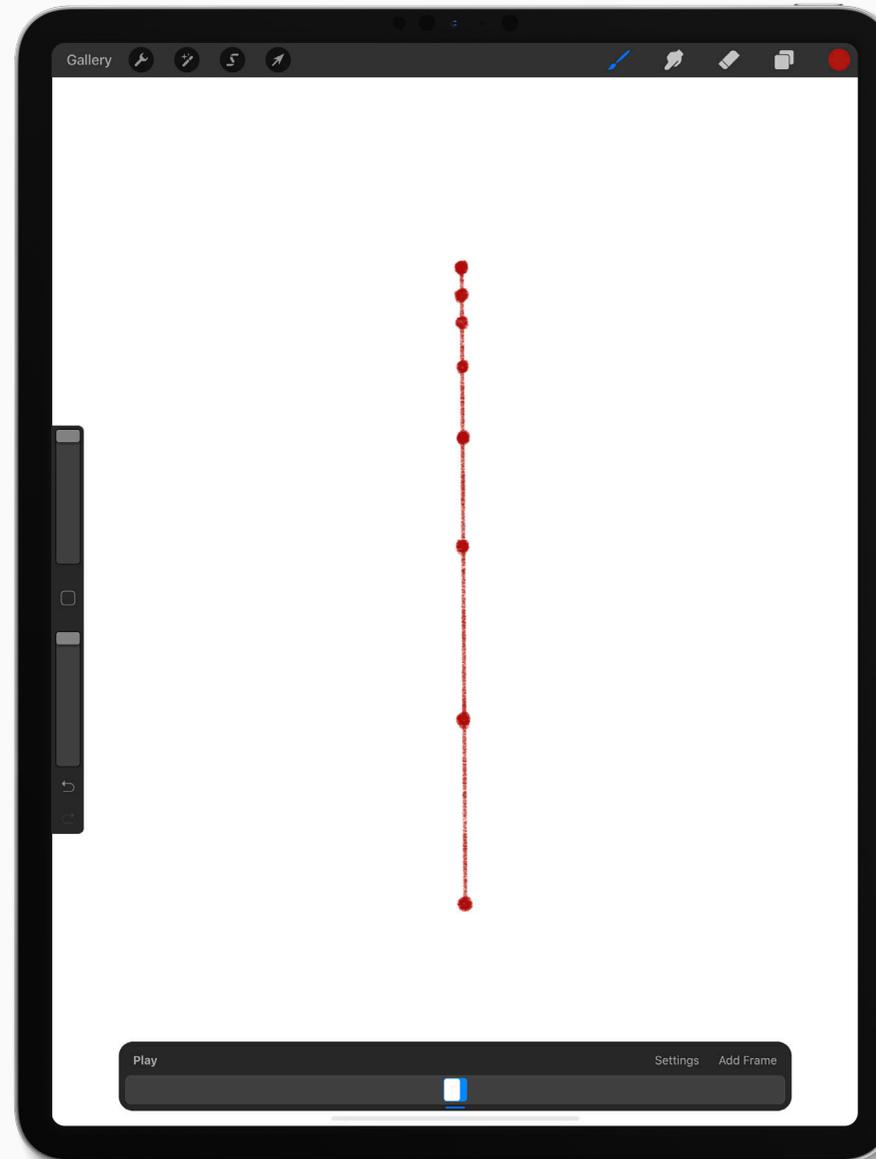
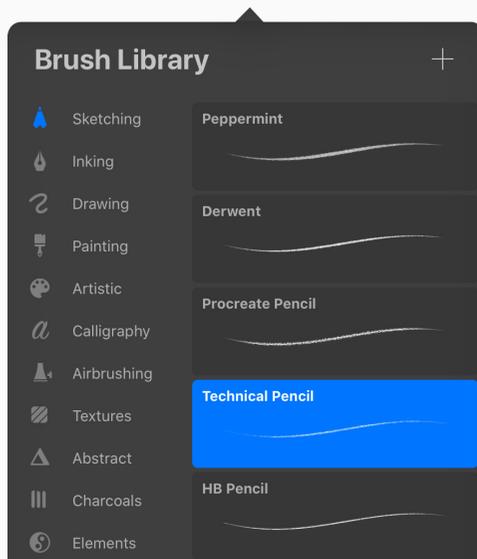
Guide line

Make a guide line

Drag your finger or pencil to draw a vertical line roughly down the middle of the canvas. Hold at the end to snap into a perfect line, using *QuickShape*.

BRUSH

Use the *Technical Pencil* under *Sketching* for your basic animation.



Guide line

Create markers

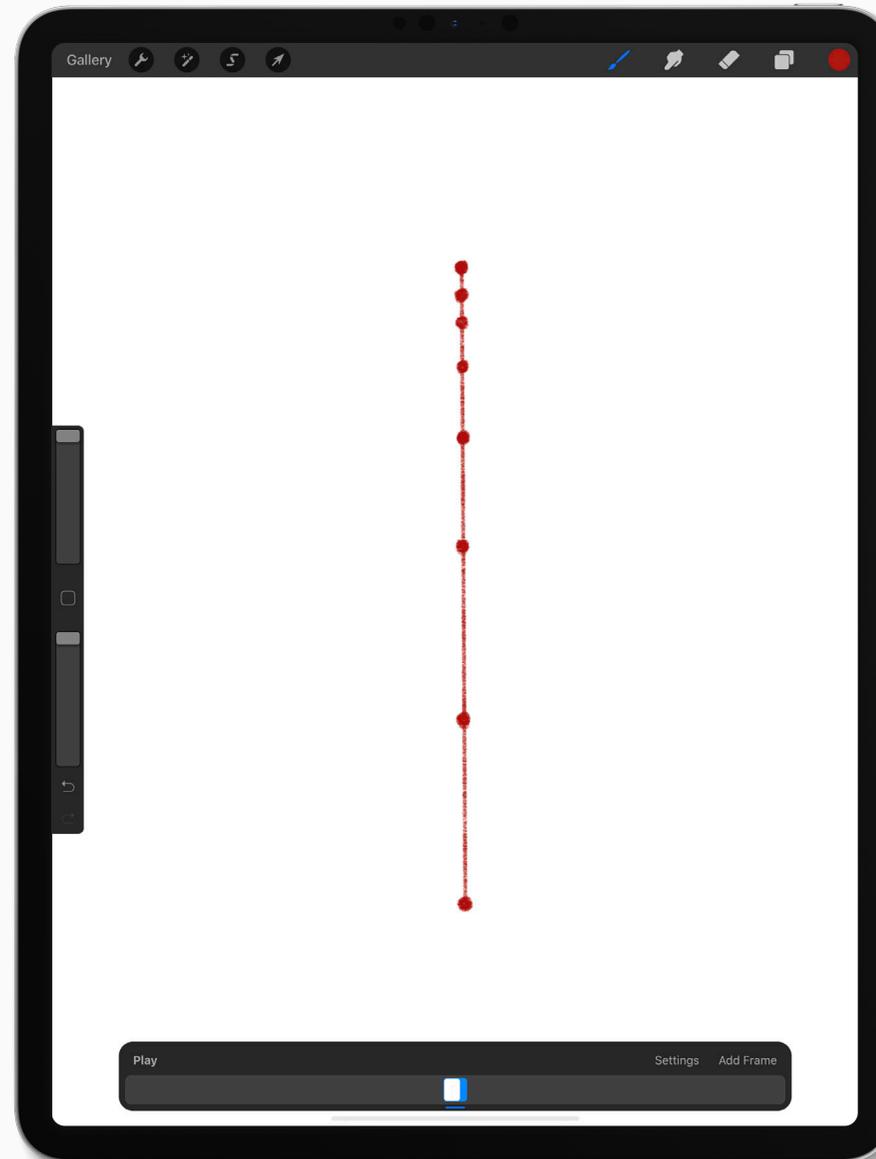
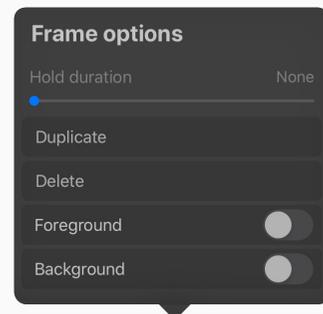
Draw eight dots, making them closer together towards the top. This will help you express gravity.

Background layer

Make your guide a background layer. Tap the frame and turn on *Background*.

Add frame

Finally, tap *Add Frame* to make your first frame.



The ball

QuickShape

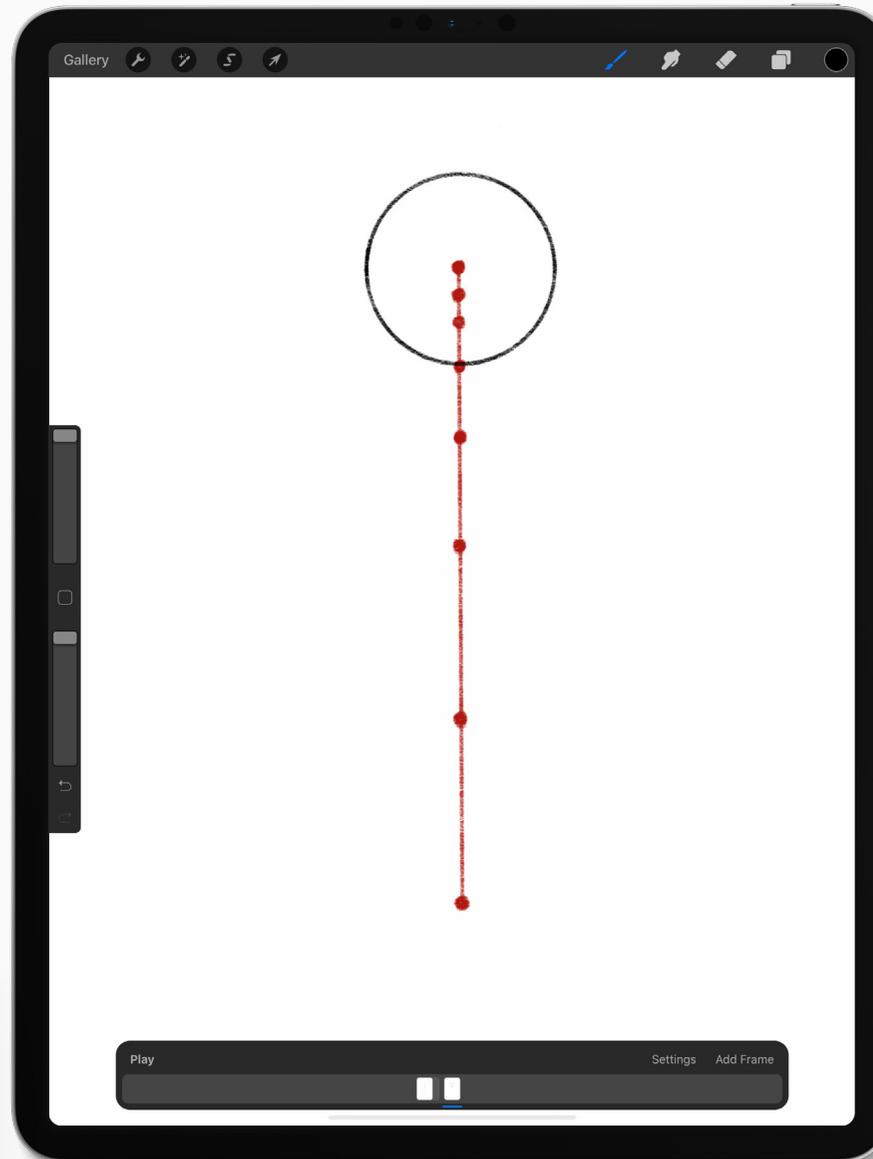
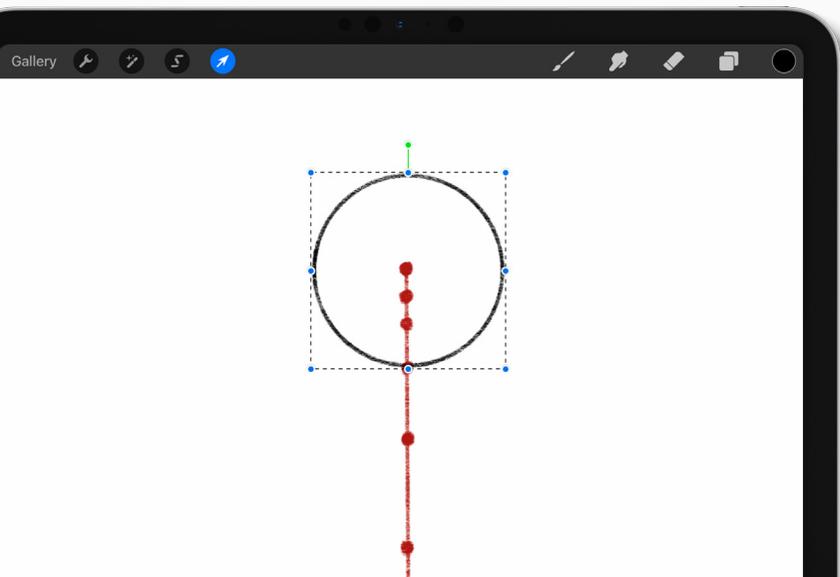
Make a perfect circle. Draw a rough circle, then hold for a second at the end to snap into a smooth curve.

While holding, touch the screen with your left finger for a perfectly round circle.

TRANSFORM



Don't worry if your ball is not perfect! You can easily move or resize your ball using the Transform tool.

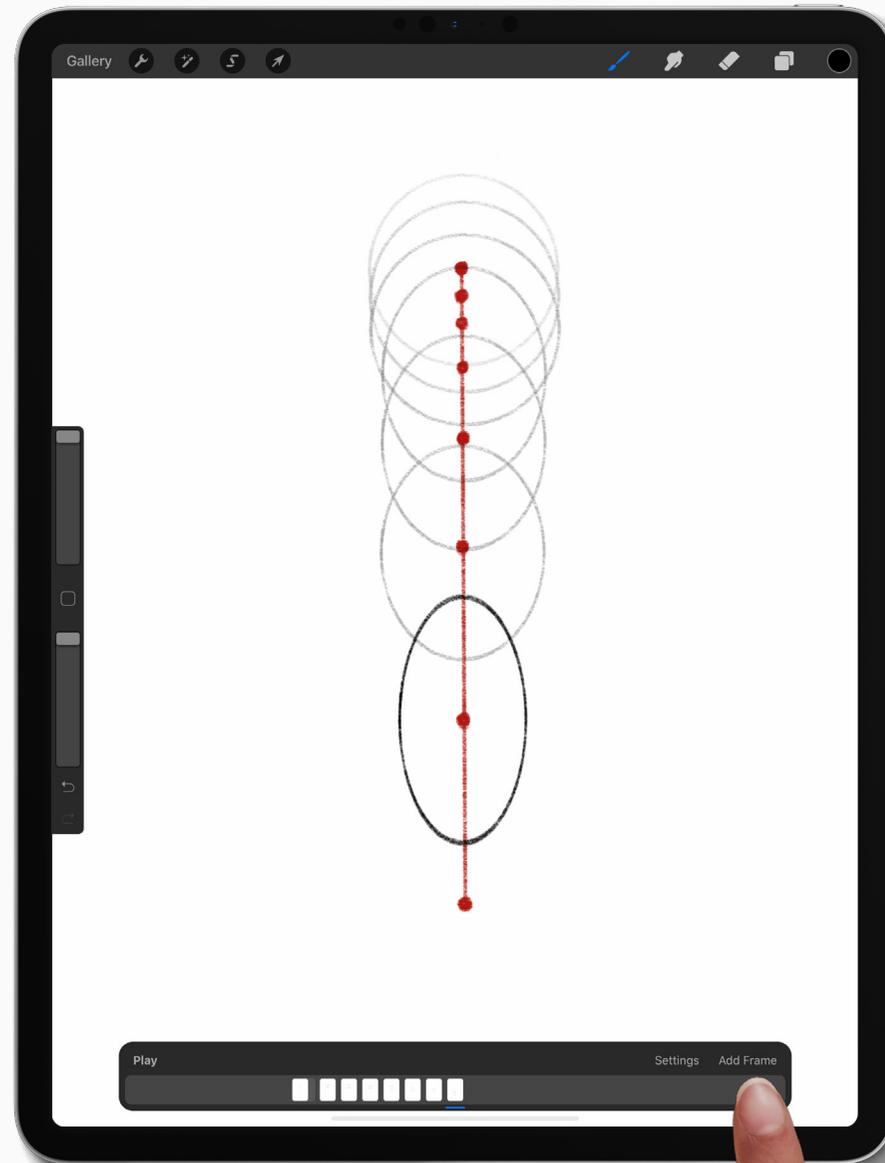


The ball

Going down

Create a new frame per ball, going from top to bottom, using the guide as a rough indication of the center of each circle.

Remember to both space and stretch the ball out as it goes down.



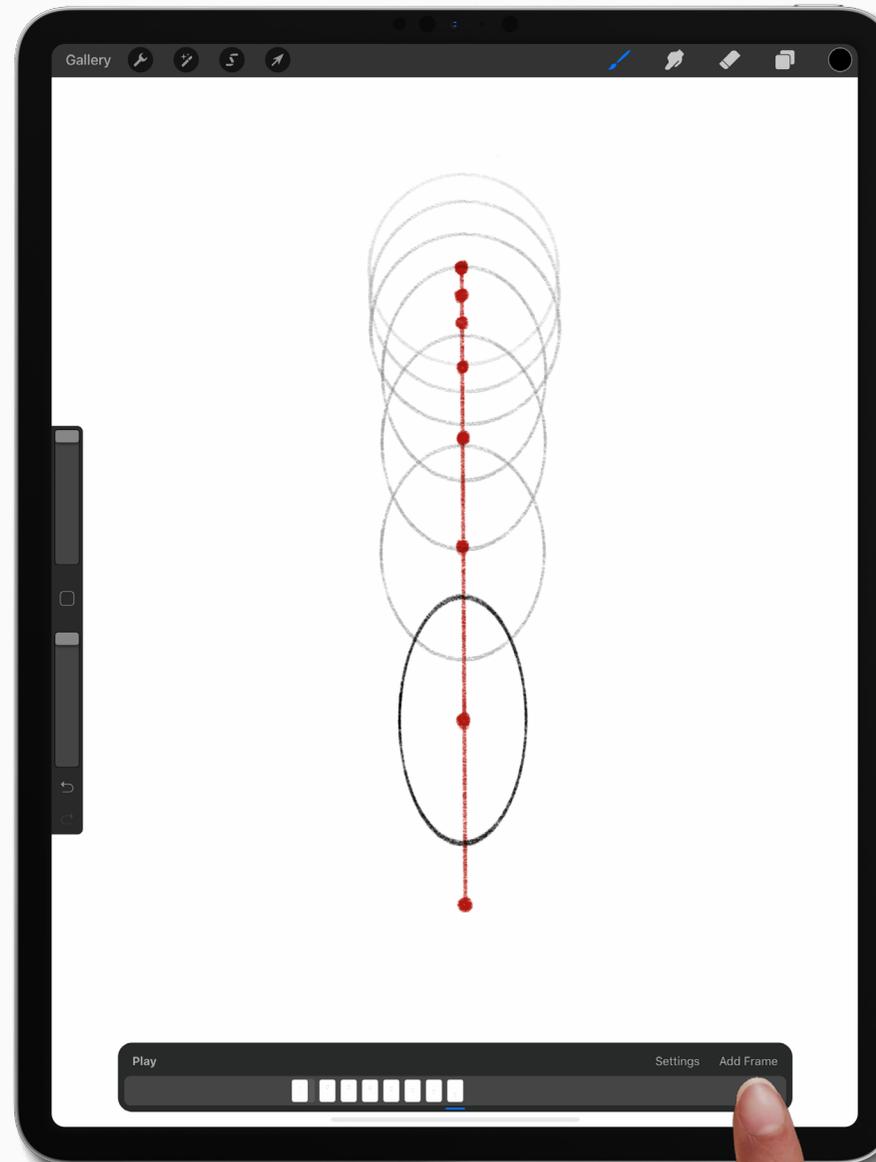
The ball

Coming up

Now draw the ball squashing at the bottom, then springing back up.

The balls on each new frame should get closer together as it reaches the top.

If you use 16 frames for this animation, you'll get a nice smooth result.

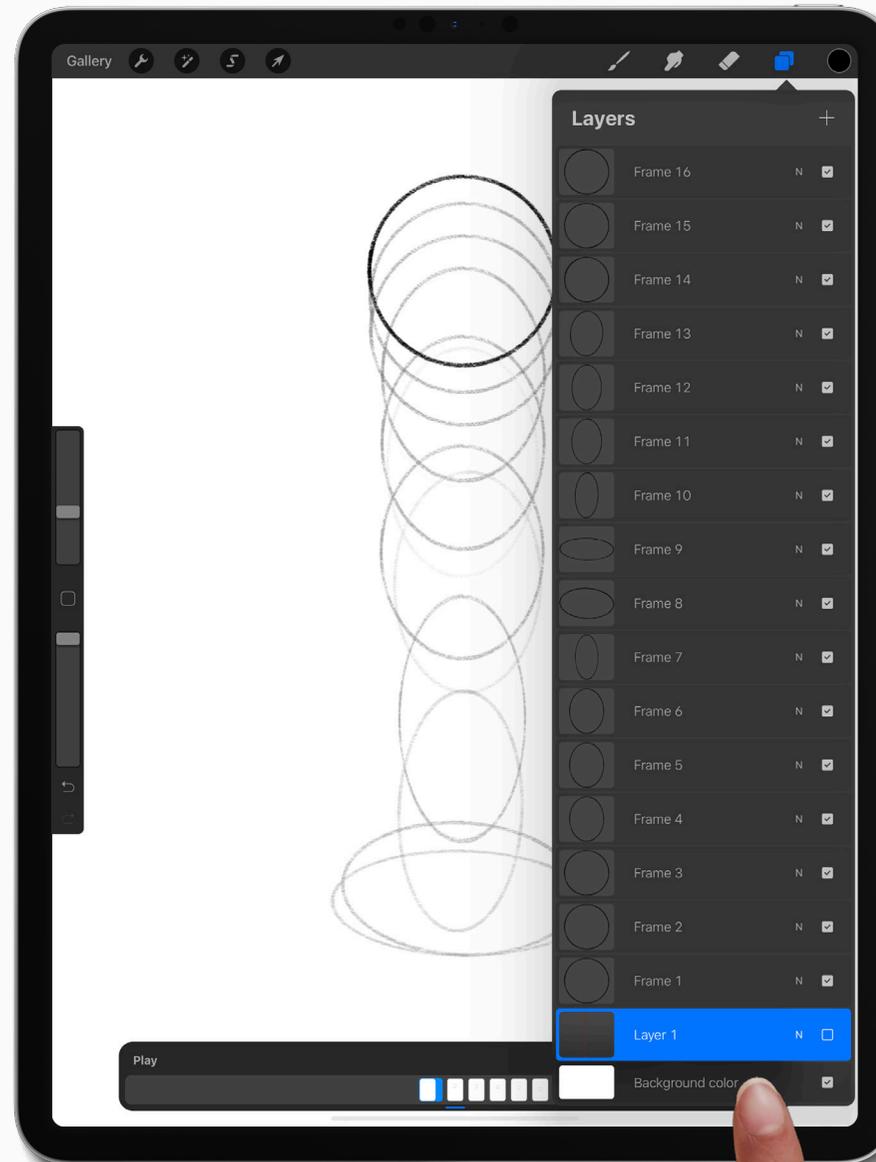


The ball

Remove guide line

Tap the *Layers* icon in the top right to reveal the *Layers* panel.

Scroll down to the bottom of the frames and untick the guide layer. This will hide your guide from the animation.

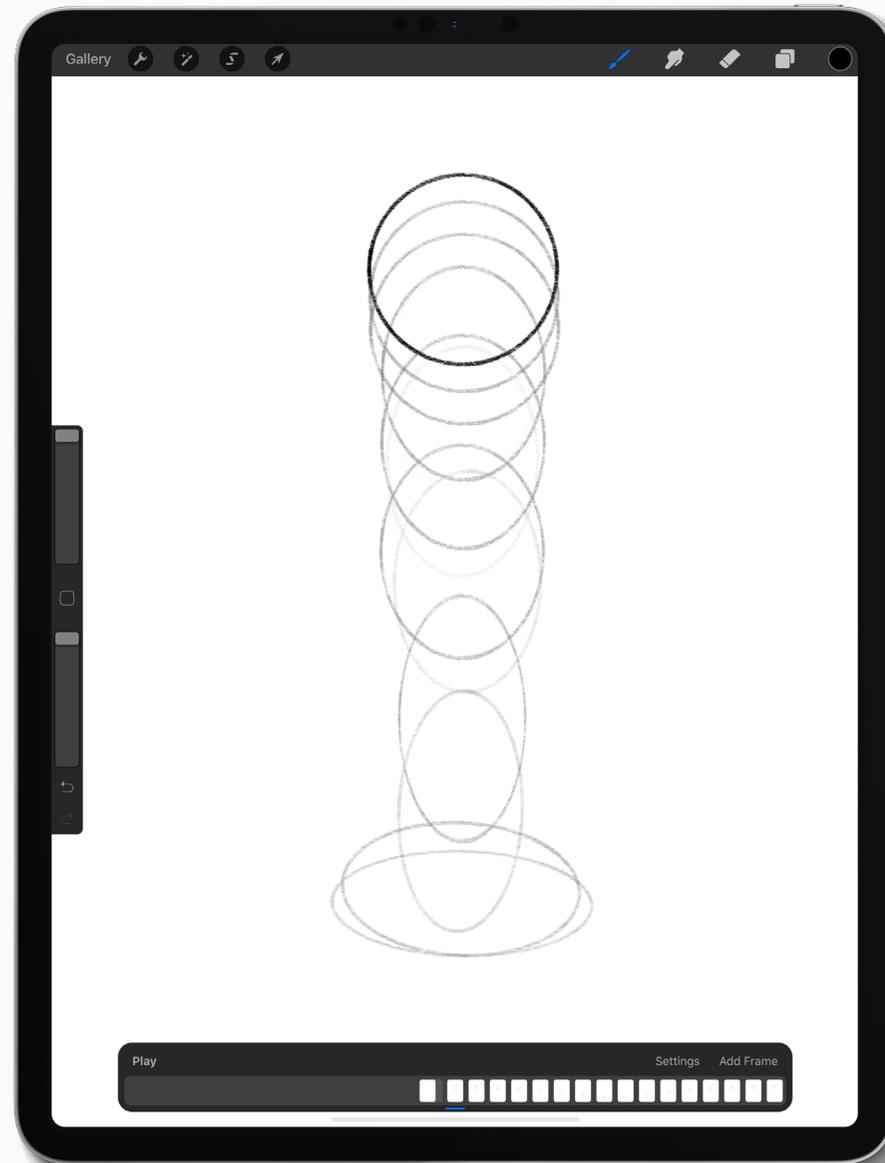


Play it!

Congratulations

You have created a realistic looping animation of a bouncing ball!

Press Play to watch your work come to life.



10.

↑
16 FRAMES

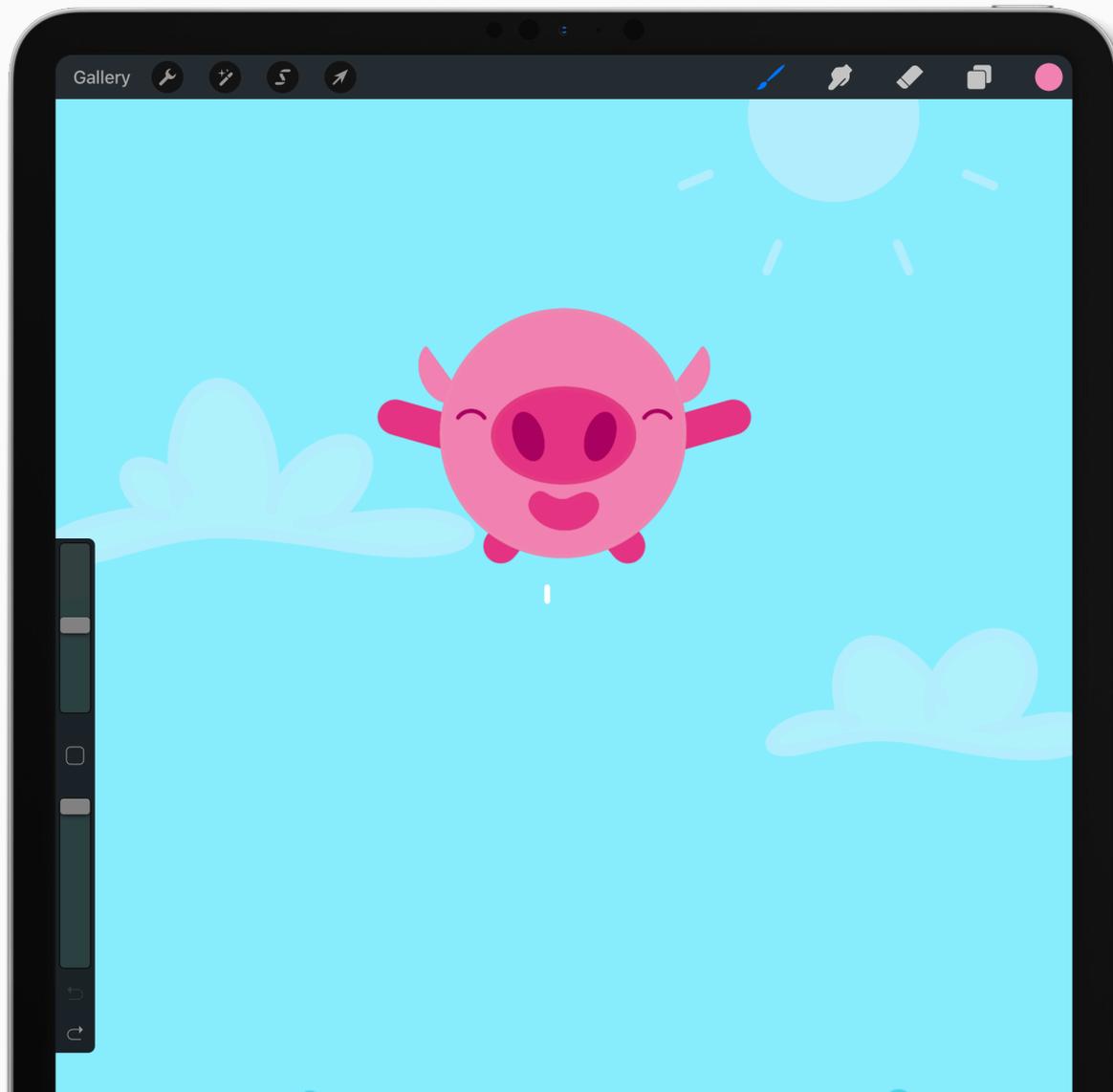
Take it further

11.

Transform your ball

Can you make your animation into a jumping animal, monster or alien?

Go to our Animation Basics Two lesson to take your animation to the next level.



Create

Artistic expression helps make education meaningful, memorable and fun. Find more creative lesson ideas at education.procreate.art

To dive deeper into the full creative potential of Procreate, see our Handbook at procreate.art/handbook



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