Place of flip book animation technique in communication design education

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Abstract

Due to the interdisciplinary nature of design education, it has a very broad spectrum ranging from motion picture to informative design methods. Animation techniques are also one of the important parts of this wide variety of work. Today, almost every institution is involved in animation techniques in design education. Animation with various application methods is the field where the most creative examples of motion pictures are revealed. The purpose of this research is to discuss the place of flip book animation in design education and to investigate its contributions to design education, which is one of the creative animation techniques.

It is considerably significant that students experience how the form of motion pictures is created through one of the methods at a beginning level and understand the nature of motion picture in design education process. Flip book animation, is a method by which students will be able to grasp the logic of creating motion pictures using static drawing or photography. Flip book animation is one of the first animation techniques to be achieved by combining successive still images processed with different surfaces. It may be considered as an old and outdated motion pictures technique for that reason; yet there are still flip book animation festivals and it is used as an effective method in teaching animation process.

Keywords

Flip Book Animation; Animation Production Techniques; Motion Pictures; Animation; Design Education.

References


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flip book may seem like a child’s toy but its technical simplicity allows you to easily investigate more complex subjects. There are flip books that come as free prizes with a child’s snack but there are also sophisticated examples made by artists and animators. All you need to proceed is a stack of paper. Working from the back makes the book easier to flip and it also allows the prior page to show through as you work, giving you a drawing guide. You need to have a slight change from one image to the next. For example, if you want objects to move then their position needs to change in small increments. So, how many pages will you need? Traditionally, film uses 24 frames a second, and video uses 30. Flip Boom Cartoon. Where is 2D animation used? 2D animation is widely used in a number of creative industries and is still widely used despite the rise of 3D animation. Everything from cartoon series and Japanese anime to video games and full feature films are done in 2D. Just like with 2D animation, most places will want to see a bachelor's degree in a related field. This is because 3D animation is a very technical specialty that requires a solid understanding of different programs and how to use them effectively. Since studios that make 3D games and movies are demanding, fast-paced environments, they want to hire people who have already mastered the 3D software programs they use for their projects.