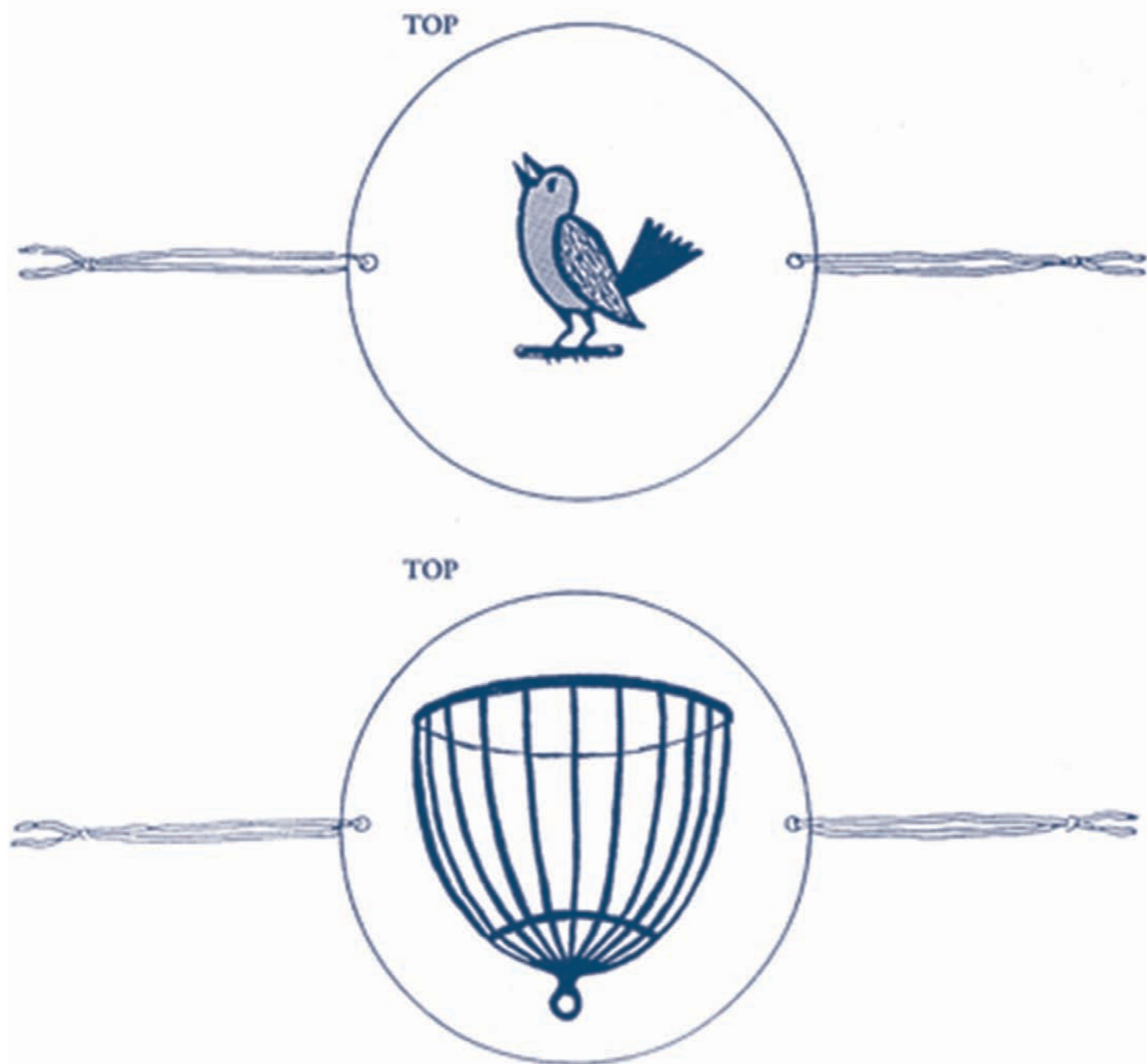


## Make your own

### Thaumatrope

This is a very old optical illusion toy that you can easily make yourself. Cut out the circles and stick them together back to back. Be sure that the top is correct on both sides. It must align precisely with where you want the moving image to appear on the front image. Make two holes on the sides and insert a rubber band in each of the two holes. Pull the one end through the loop on the other side and pull tight. Now you can catch the bird in the cage simply by rubbing the bands between your fingers so the card starts spinning fast. Use the template below or make your own drawings on two pieces of circular shaped paper.



There are many resources online that will get you starting in making your own animation. Here is one by a young filmmaker that you can try if you have a camera and some Lego lying around. <http://brickmation.wikispaces.com/>

## FROM UP ON POPPY HILL Kokuriko-Zaka Kara

### Synopsis (Storyline)

Set in Yokohama in the year 1963, "From Up On Poppy Hill" is a love story whose main characters are the high school students who were to become the first generation of a new Japan. As the country begins to pick itself up from the devastation of the Second World War, the new generation struggles with moving forward into a prosperous future while trying not to lose the things from the past that make them who they are. The film's rich and vibrant animation captures the entrancing beauty of the Yokohama harbor and perfectly captures the thrills of young romance and the hope of a new dawn.

### Discussion topics from the story

Umi Matsuzaki tries to save a special place from redevelopment plans, what building would you save from redevelopment? Why?

This film is set during a time of great change in Japan, is there a period in Ireland's history in which you would set a film? Why?

### Film Production - Who made this film?

#### Credits

**From Up on Poppy Hill** Japanese animated drama film - 2011

**Screenplay** Hayao Miyazaki & Keiko Niwa and is based on the original graphic novel (Manga) from 1980 with the same name

**Director** Gorō Miyazaki,

**Original Music** Satoshi Takebe

**Production Company** STUDIO GHIBLI

### Gorō Miyazaki



Miyazaki was born in Tokyo 1967 as the eldest son of Studio Ghibli's co-founder and famous director Hayao. While growing up, Gorō found sketches of his parents' work and he thought that he would never be able to be as skilled and famous as his father so he decided to pursue an interest in landscape design. After graduating from Shinshu University's School of Agriculture, he worked as a consultant in the planning and designing of parks and gardens. In 1998, Gorō was involved in the design of the Ghibli Museum in Mitaka, and from 2001 to June 2005 he was its director.

His debut as a director came with the animated feature film "Tales from Earthsea" (2006). His second feature, "From Up On Poppy Hill", was released in Japan in 2011.

*"We did not want to create a story that is only about longing for the past, or to say: "Those were the good old days." We wanted to portray a close bond and mutual support between a girl and a boy, parents and children, among people - a bond which remains precious, unchanged, now as it would have been then. We especially feel the importance of such a bond and support today, after the disaster of the recent earthquake and tsunami."*

Gorō Miyazaki

### Quick Quiz

What country is Studio Ghibli based in?

Can you name its capital city?

Can you name any other films made by Studio Ghibli?

### Research Challenges

Find out what the term 'anime' means.

This is the logo for Studio Ghibli, it has two types of writing.

One type is Latin, what is the other type of calligraphy called?



## Animation

"From Up on Poppy Hill" is an animated film. The word animation comes from the Latin word "animo" which means soul. Because with animation technique it seems you bring an object to live by giving it a "soul". Whether you're talking animation or live action filming (with real people acting), the basic principle of moving pictures is the same. When we look at an image it takes a short while to get to our brain. You can experience this by looking in a light bulb for a short time. When you look away, you will still see the spot of light in front of you for a second. Because of our "slow" brain we can create the illusion of a moving image by showing a series of fast, still images (drawings or pictures). The human brain will perceive motion when watching a series of moving images presented at a speed as slow as 10 frames per second, but the motion will appear jerky. A rate of 16 images per second creates an impression of a fluent movement.

So you can imagine if you need 16 images per second you need a whole lot of drawings to make a film of 90 minutes!

There are three basic types of animation of which most types of animation are a variant.

### Cel Animation

A Cel is short for celluloid, a transparent sheet. A series of drawings or paintings are created on the Cel and put together to make a moving image. **Line Animation** such as the early Disney Classic films were made this way, often using thousands of drawings in making the film. **Scratch Animation** is also Cel as it involves scratching directly on the film strip.

### Stop-Motion Animation

Stop-motion animation involves moving objects and creating a series of pictures that are joined to create movement. There are many types of animation that are stop motion such as; **Claymation** - which uses clay or play dough, **Pixilation** where people are repositioned between takes to create a strange gliding movement, **Sand Animation** - which involves the moving sand on a glass plate, **Brickmation** - which uses lego or bricks to tell the story and **Cut-out animation** which involves cut out shapes.

### Computer Animation

This type of animation uses the computer to generate images and edit them together to create a moving picture. Pixar's "Toy Story", released in 1995, was the first computer animated feature film. **Flash Animation** is a common type of computer animation.

## Test your memory

You have probably seen many types of animation, can you think of examples of:

**A:** Cel Animation

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**B:** Stop Motion Animation

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**C:** Computer Animation

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## Match it

Can you match the type of animation with the still image and the tool that it uses? Put the number of the animation beside the corresponding image and item - one is done for you to get you started.

### 1. Brickmation



### Live Actors

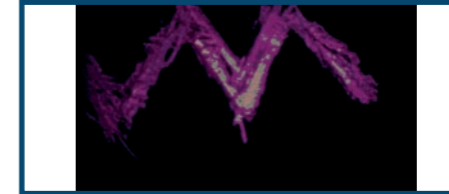
### 2. Line Animation



### Lego

1

### 3. Cut-Out Animation



### Play Dough

### 4. Flash Animaton



### Film Strip

### 5. Claymation



### Keyboard and Mouse

### 6. Pixilation



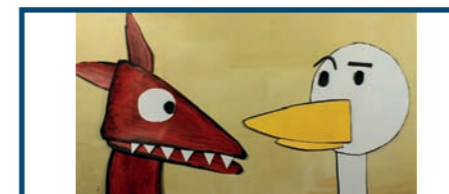
### Hand Drawings

### 7. Scratch Animation



### Sand

### 8. Sand Animation



### Scissors

All the images used in this exercise are stills from films made by filmmakers aged 6-18. Now it's your time to give animation a go.