

# Animation: An Effective Tool For Better Teaching Practices

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**Abstract**— Present research paper presents an effective model for teaching to increase interest among students and to provide a better way of teaching. Present research paper, proposes to combine theoretical teaching with animated designing application, which has positive accelerative effects on the teaching effect, teaching quality and student's professional skills. It not only can help teachers but it also helps students to learn and to improve their innovative ability in a short span of time, and promote training higher technical personnel skilled in applied subjects. To make proposed model useful, paper uses 2D design.

**Keywords**— 2D design, Model, Animation, Simulation, Teaching

## OBJECTIVE

Teaching is a much respected jobs but the way of teaching had changed with the span of time as we turned from 'Takhti' to computer and then to laptop so there is a great advancement in technology. With the time come across one more new technology that is animation it is a technique of putting effects and motion into a still image as it is not limited till here as it is further divided to make study of animation easy. H. Szczerbick et.al. describes well-developed animations[1] as this can be used to liven up lecture notes when teachers use computer animations to better demonstrate and explain difficult concepts in face-to-face classroom .

## INTRODUCTION

A teaching methodology is the way in teach material to students so they can learn the data. It is also not unusual for a teacher to utilize multiple methods within a one lesson or across the course of various lessons. In this paper we describe teaching methodology. We can include the use of lecturing, group or small group discussion activities, and engaging students as teachers for their peers [2].

The 'Pathshala's of Ancient time are change into smart classes; student used 'Takhti' (slate) in that time know student is using electronics equipment.

Teacher provides right direction to their ideas.

“The place is same

The teacher is same

But the concept is Change

It converts from still images to animation”

(Source : Self made)

The word *animate* comes from the Latin verb *animare*, meaning “to make alive or to fill with breath.” In this paper take our most childlike dreams or the wackiest worlds this paper imagine and bring them to life. This paper completely restructures reality in animation. It defines drawings, clay, puppets, or forms on a computer screen, and we make them

seem so real that I want to believe they're alive. Pure fantasy seems at home in animation, but for animation to work; the fantasy world must be so true to itself with its own unbroken rules that we are willing to believe it. Animation [3] is a process of giving the life to be an object or to living things. Animation has been used in user interfaces for a variety of purposes [4].

There are three types of animation includes - *Traditional Animation*, Stop motion Animation & Stop motion Animation. Traditional animation is refers in a set of hand drawings. Animation is a frame by frame. The process is commonly used in cel animation.

Stop motion animation is a film making concept. Process used to makes graphic object appears as if they were moving. The process is commonly used in whiteboard animation, puppet animation, Silhouettes animation, object animation, and clay animation.

With a span of time technology has been advanced a lot as technique of animation has also become more and more advanced and computer generated. All the techniques of such types requires a great knowledge between the level of control that animator must have over the finer details of the motion and the amount of work that computer do itself. Broadly, the computer animation falls into three basic categories: key framing, motion capture, and simulation [5].

2D animation figures are created and or edited using the computer system and using bitmap graphics or created and edited using the 2D vector graphics. Which includes automatic computer version of the older time animation techniques such as interpolated morphing, onion skinning and interpolated rotoscoping [6,7]. 2D animation has many types applications, like as Adobe Flash Professional, TVPaint and Toon Boom.

The animator is a person who starts his work by creating an external 3D mesh to manipulate. A mesh is a geometric figure which gives an visual appearance of a 3D object or 3D environment. Dynamic Technique can be applied, such as mathematical functions (e.g., gravity, particle simulations), simulated fur or hair, and effects such as fire and water simulations. These techniques fall under the category of 3D dynamics [8].

Teaching Methodology uses only static things like whiteboards and graphics. Typically, interactive whiteboards are used in lecture or classroom environments and the technology allows you to write or draw on the surface, print

off the image, save it to computer or distribute it over a network [9]. It gives a new methodology to teach, which increase the interest of students to learn the things easily. In this paper, give some points which increase the interest of students.

1) *Live Presentation*: The purpose of this live presentation increase interest, imagination, long time remembrance (See Figure 1). The purpose of this paper is to provide instructors with a general understanding of student motivation from a psychological perspective and to recommend specific strategies to help motivate students in the classroom [10].

A. *Attention*

When we see some animation or image it attracts us and creates attractiveness to a particular topic or model and creates our interest.

B. *Interest*

When we are attractive to some topic or model it creates or increases our interest.

C. *Innovation*

Through interest our new ideas and innovativeness increases the student will able to think more about model/topic.

2) *Motivation*: The above example motivates the students through their attention, interest and innovation.

3) *Point of view*: The main concept of animation is to make education easy and entertaining and also creating interest among students.

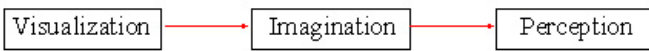


Fig 1: Overview of the live presentation structure. (Source: Self made)

METHODOLOGY

This paper are shown that it is not easy to learn so our teachers are the person who make us learn through real life things as if anybody want to know how computer works then they tell students with the help of a juicer as you put a fruit in the juicer and then juicer works and I get juice out of it same is with the computer as in computer when we put some information that is Input and the work on it that is processing and result comes out which is output.

- a) Daily usefully
- b) New Technology
- c) Fast & easy concept

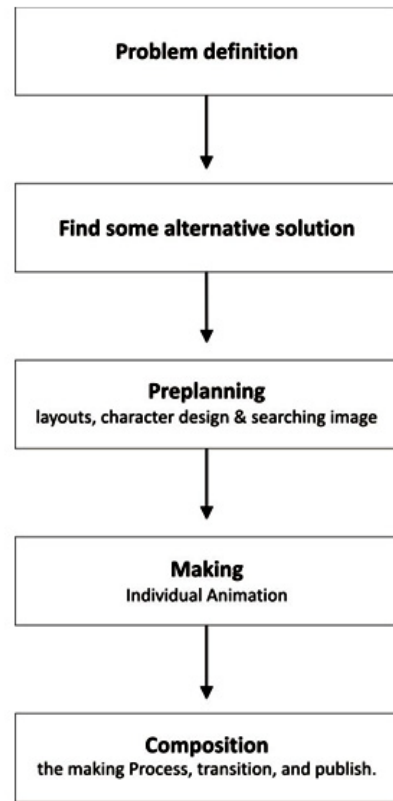


Fig 2: Different stages in a production pipeline. (Source: Self made)

DIFFERENT STAGES IN A PRODUCTION PIPELINE

a) *Problem definition*

This paper has shown that its not easy to learn anything as we know our teacher are the persons who makes us learn through the real life things.

b) *Find some alternative solution*

In this paper take an example of Input/output processing of computer, then we have several ways to explain this as like juicer, calculator etc. Now from these solutions choose the juicer to implement our animation because it is very much familiar to all.

c) *Preplanning*

First make layouts, character design & searching image according to concept. Preplanning can be thought of as the problem-solving stage.



Fig 3: The Proposed preplanning Model (Source: Self made)

d) *Making*

The Making process is the identification and creation of all the individual elements that will be seen in the animation.

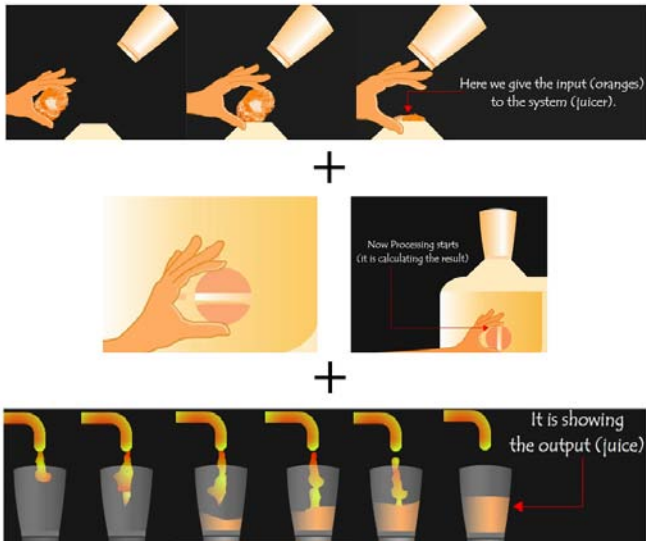


Fig 4: The Proposed Making Model (Source: Self made)

e) *Composition*

Finally, the composition process takes all of the different Animation created in the making Process, transition, and Publish. Literally the final video is known as composition.

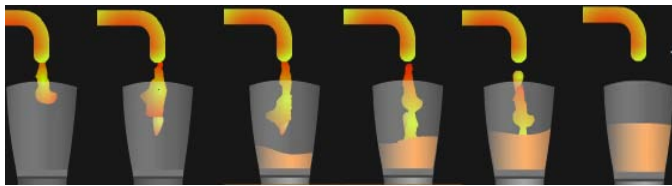


Fig 5: Composition Model (Source: Self made)

CONCLUSION

The development of Animation has shown that the use of it help student to better understand the multiple and difficult concept in the various courses as the development of animation has made the education better and more interesting and reliable. As we know time unpredictable and it changes

easily and time which has been past cannot come back and as we know with the time thinks also changes same happened with the education as before there was only theoretical education but know with the development of technology theoretical education has been converted to virtual education. Animation has a way of teaching as you know that when any new product come in the market then people are very interested to know about and to buy it and same has happened with the animation as when it had entered in the Indian market people were very keen to know about it which has made animation education spread easily and nowadays more and more people know about it and are aware of it.

This paper has promoted training higher technical with three alternative Live Presentation, Motivation & Point of view with using animation tools.

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