

LESSON 34

Animate a Pendulum, Part 2: Reverse, Balance and Export

40 minutes

Following My Interests Online

WHAT THIS LESSON DOES

Students reverse and mirror their frames into a full swing cycle, delete the guide layer, refine the timing and export a looping GIF.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Reuse frames in reverse to build a symmetrical return swing
- Match frame counts so a cycle reads as balanced
- Remove scaffolding layers before exporting
- Export a looping GIF and check the loop join

BEFORE THE BELL

- WICK EDITOR NEEDS NO ACCOUNT. Same set-up as the previous lesson.
- This lesson follows on from the first animation lesson and assumes onion skinning is familiar. If the class has not done that one, do it first, this will not stand alone.
- The physics is worth one sentence, no more: a pendulum is slowest at the top of each swing and fastest through the bottom. Everything else follows from that.
- Copying and reversing frames is the step students find fiddly. It is also the one that saves them half the drawing, so it is worth the time.
- Devices with a browser. Wick Editor needs no account, but it keeps nothing once the tab closes.

WHAT YOU NEED

Item	Qty	Per	If you do not have it
Chromebook/Laptop/PC		student	
Wick Editor needs no account			Free, browser-based, no sign-up and no adverts. Work saves to the browser, not a server, so students must export before closing the tab.

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HOW THE LESSON RUNS		
3 min	introduction	Start
5 min	content	Why reversing works
12 min	activity	Hands-on: Reverse and mirror the swing
13 min	activity	Hands-on: Clean up, refine and export
5 min	content	Make sense
2 min	summary	What you covered