

Snap Move Snap

Exploring stop motion animation

INTRODUCTION

This project is designed to better acquaint you with more traditional methods of animation by having you create a frame by frame stop motion animation with a digital camera. Take a picture, slightly move objects, people, pets... then repeat. We'll edit the photos with Adobe Photoshop then compile, add music and output with After effects.

This is an experimental project that should focus on creatively exploring movement, not creating smooth animation. Your concept should explore the idea of elements moving in a non-natural way, or moving objects that don't naturally move. Concepts can be story-based conveying a progression of events or abstract conveying a sense, emotion or concept.

OBJECTIVES

- To gain experience in developing creative concepts and story-lines
- To gain experience visualizing concepts into detailed storyboards
- To creatively explore the idea of elements moving in a non-natural way, or moving objects that don't naturally move
- To gain insight on the process of traditional animation and stop motion photography
- To gain insight on concepts such as frame rates, aspect ratios, persistence of vision.
- To experience working with music as an element of design
- Gain a brief introduction to Adobe After Effects

REQUIREMENTS

- Dimensions of comp: 1920 by 1080 square pixels 24 FPS
- 30 to 60 seconds (you can go longer) which would be about 100 to 300 photographs if you took 2 to 5 photos for every second of animation – Don't overdo it
- **You may NOT use toys, puppets or clay**
- Should include licensable music with no lyrics compatible with the animation's concept
- During production you will need to use a

digital camera that can shoot at least 1920 by 1080, a clamp light and high wattage bulb (can purchase at home store) and a tripod

- Should include an opening title and credits at the end with (Title, Author, Course: Introduction to Animation, Date, and credits to any music or sound FX used)
- The typeface and layout of type should be carefully designed

TIPS

- For best light, shoot during the day and set up in a well lit area or outside
- Take your storyboards along and plan ahead
- Make sure your camera battery is charged and bring some extras just in case
- Schedule in some time for a re-shoot whether you think you need it or not
- Document as many elements of the shoot as possible (locations of objects, light, tripod, height of tripod) in-case you need to reshoot
- Take along some masking tape or some string to mark the location of your tripod when shooting

DELIVERABLES

- Format Quicktime - MPEG 4 (Others may be acceptable)
- 1 High Res for archive 1920 x 1080
- 1 Med Res for display 1280 x 720

RESOURCES

Here are a few creative commons sites you can use to begin your search. Note that these are not the only resources and that not all of the songs listed in these sites are under the same licence, so **be sure you are certain you are using them as stipulated by the artist.**

- <http://www.beatpick.com/>
- <http://www.musopen.com/>
- <http://www.publicdomain2ten.com/>
- <http://www.jamendo.com/en/>