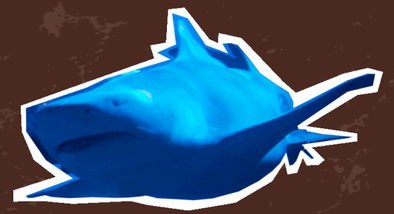
STOP-MOTION ANIMATION

Visual Arts with iLabClub.com







LESSON OBJECTIVES

1. Know the fundamental principles of stop-motion animation, including vision, frame rate, and the illusion of movement.

2. Create own stop-motion animation, demonstrating their ability to plan, execute, and refine a simple animation project.

3. Larn to collaborate, share creative ideas, and solve problems, fostering teamwork and innovative thinking.







STOP-MOTION ANIMATION

Stop-motion animation is a filmmaking technique that involves creating the illusion of movement by photographing a sequence of still images. These images are captured one at a time, with slight alterations made to the objects in between shots.

When these images are played back in rapid succession, the viewer perceives smooth and continuous motion, even though it's achieved through a series of static pictures.





PRINCIPLES OF STOP-MOTION



01 Timing

Timing in stop-motion refers to the number of frames or the speed at which an action unfolds. In stop-motion animation, this concept translates to how quickly or slowly you capture frames for movement.

02 Spacing

Spacing pertains to the placement of keyframes and in-between frames. It affects the smoothness or choppiness of motion. One needs to grasp how to space their movements correctly to achieve fluid animation.

03 Exaggerate

Animation often relies on exaggeration to convey emotion and impact. While stop-motion is known for its tactile realism, animators can still use exaggeration to enhance character expressions.



PRINCIPLES OF STOP-MOTION



04 Vision

Persistence of vision is a phenomenon in which the human eye retains an image for a fraction of a second after the image has disappeared. This allows individual frames, presented in rapid succession, to blend together.

05 Framing

Frame rate refers to the number of individual images or frames displayed per second in an animation. It is measured in frames per second (fps). The standard frame rate for most films and animations is 24 fps.

06 Movement

Movement of objects refers to the process of changing the position, orientation, or arrangement of objects within the frames. This involves the animator physically manipulating the objects or characters in each frame.



TYPES OF STOP-MOTION





Claymation

This form uses sculpted clay figures that are moved and photographed to create animation.



Object Motion

This involves everyday objects as the main characters or elements in the animation.



Puppetry

In puppet animation, articulated puppets or figures with movable joints are used.



Cutout Motion

2D characters and objects are created from paper, cardstock, or other materials.





TYPES OF STOP-MOTION



Pixilation

Human actors are posed and photographed in a sequence to create animation.



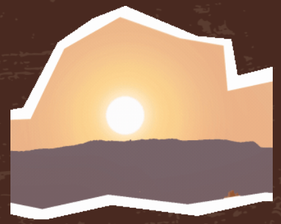
Morphing

Object morphing is a type of animation where objects change shape or transform into other objects.



Silhouette

Silhouette animation uses flat, usually black cutout figures or objects against a white background.



Time-Lapse

Time-lapse animation involves photographing real-life scenes or events at intervals.


LET'S DO IT IN
SIX STEPS



01 CONCEPTUALIZE

Start with a clear concept or story for your animation. What do you want to convey or tell your audience? Create a storyboard that outlines the key scenes and actions in your animation. This serves as a visual script for your project.

02

SETTINGS

Design your sets and backgrounds to match your story's settings. This may involve creating miniature rooms, landscapes, or any other environments.

Proper lighting is crucial. Ensure your set is well-lit with consistent lighting to avoid unwanted shadows.



03

CHARACTER DESIGN

Design your characters and objects to fit the theme of your animation. Characters can be made from clay, paper, or other materials. If your characters need to move, consider building armatures (skeletal structures) for them to ensure stability and realistic movement.





04

CAMERA SETUP

Set up your camera on a tripod to keep it steady. The camera should remain in the same position throughout the shoot. Connect your camera to a computer or capture device if you have one.

This setup allows you to see the frames as you go, making it easier to maintain consistency.



05

FRAME RATE

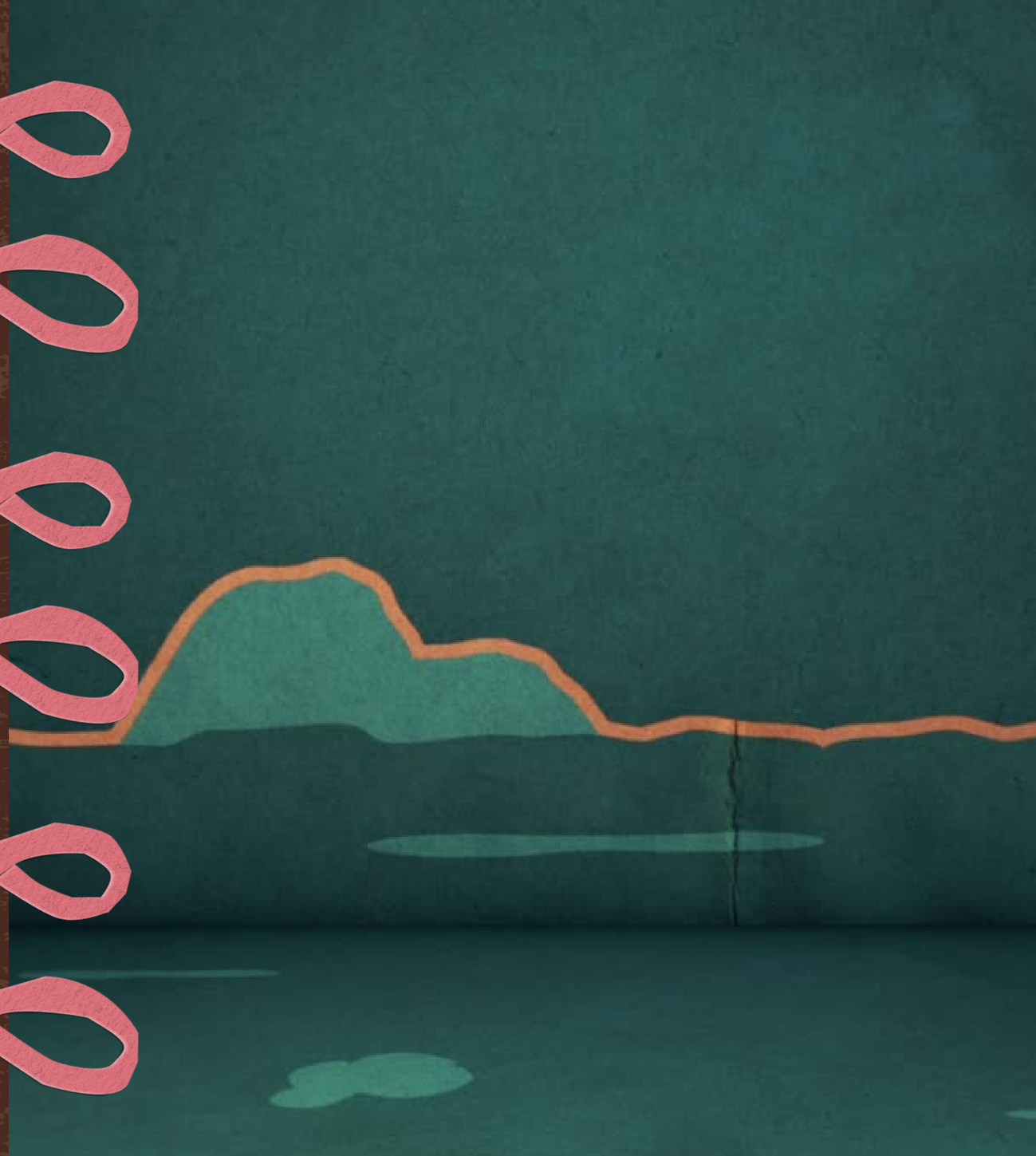
Maintain a consistent frame rate. The standard frame rate for film is 24 frames per second. This means you need 24 frames for each second of animation. Adjust your camera settings to capture frames at this rate.

06

EDITING

Transfer your photos to a video editing software. Arrange the images in the desired sequence and add any music or additional audio effects.

You can also use editing software to refine your animation's timing, transitions, and visual effects.



RESOURCES PAGE

