

## PROJECT 1

# STOP-MOTION

### ASSIGNMENT

Through still photography and sound, shoot a stop-frame animation using analog letterform and image to visually portray an idiom.

IDIOM: An expression whose meaning is not predictable from the usual meanings of its constituent elements, as in *kick the bucket* or *hang one's head*.

<http://www.idiomsite.com> or <http://www.usingenglish.com/reference/idioms>

### PROJECT REQUIREMENTS

LENGTH: 45-60 seconds of story

LEADER: 2 seconds of black before and after movie (no image, but you can fade audio in and out of the black leader)

SIZE: 4:3 aspect ratio (since it is based on photographs instead of HD video)

TOOLS: Digital Still Camera

FORMAT: Quicktime Movie

### OBJECTIVES

- Experiencing the hands-on approach of a frame-by-frame animation
- Using stop-frame animation to its benefit (eg. bringing inanimate things to life?)
- Understanding the language of animation through frame rate, time code, key frames, and in-betweens
- Considering rhythm, duration, and speed
- Exploring motion and space
- Focusing on composition and letterform
- Demonstrating the basics of storytelling – beginning, middle, end
- Thinking conceptually and conveying meaning

### Deliverables

June 23: Project assigned

*For next class:*

1. Research stop-frame animations - post to your blog
2. Create storyboards for stop-frame animation - post to your blog

June 25: Group discussions (talk about ideas, research, storyboards)

*For next class:*

Bring photos and/or camera equipment to be able to work during class

June 30: Learn how to import and export. Work in class on animation.

*For next class:*

Upload to Vimeo and link from your blog. Upload storyboard to blog.

July 2: Critique. Stop motion animation and storyboard DUE.