

STOP MOTION ASSIGNMENT

Final Product Requirements: you will work in groups of two, creating a 15-30 second animated stop motion video using still images, shot with a digital camera. Your stop motion movie will have a soundtrack, titles and credits. (See our website newcvhsphoto.com for student examples/ideas.

Story requirements: Your story needs a beginning middle and an end.

Your movie is a little narrative. It doesn't have to be an epic motion picture, but it does need a storyline.

1. Example Magic Room: Storyline -Your room is messy. Clothes and stuff scattered everywhere; then, before the viewers' eyes, objects gradually move back into place –film ends with a clean room.

Equipment requirements:

1. A digital camera. You can use one of our DSLR's or one of our point and shoot cameras. **NO SMARTPHONE CAMERAS FOR THIS ASSIGNMENT!**

2. A TRIPOD! You will need a tripod to keep the camera still while photographing your subject. Otherwise your animation will look choppy and shaky.

Image requirements:

1. Shoot lots and lots of photos. Standard films or movies are shot at 24 frames per second and video is generally shot at 30 frames per second. The more images you shoot the smoother the stop motion animation will be. So to give you a rough estimate of the number of shots you'll need..... a 15 second animation would need about 150-225 images. A 30 second animation would need 300-450 images.

2. Use PhotoMechanic software to edit your images –to throw out the bad ones (overexposed, out of focus...) and to put your images in the proper sequence.

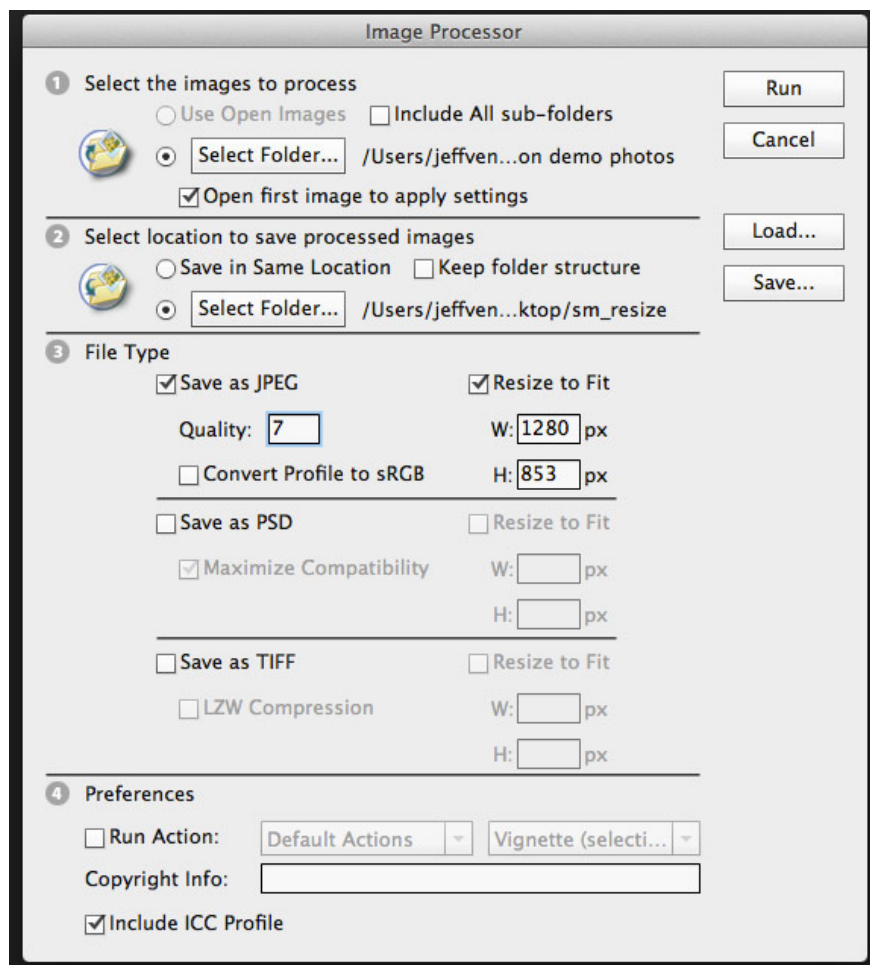
3. Use Photoshop to Batch Resize your photos. Your images are too big to use in a stop motion film, so you will need to use Photoshop to resize your images. In Photoshop, go to the file > scripts > image processor to resize your images for your movie. (I will give you a step-by-step handout detailing how to do this...)

4. Create your stop motion using iMovie11. For directions about how to create stop motion, watch the iMovie11 tutorial on your desktop, or the iMovie11 tutorial on the cvhsphoto.com website.

Export & naming: Save your project under the “share” pulldown menu, scroll down and select the “Large” or HD720 setting. **Name your film:** p#yourlastname(s)_stopmotion.

HOW TO BATCH PROCESS IMAGES BEFORE IMPORTING INTO IMOVIE

- 1) Load STOP MOTION images from camera into folder on your desktop.
- 2) Remove the bad images using Photo Mechanic
- 3) Open Photoshop
- 4) Go to File > Scripts > Image Processor
- 5) Set action default boxes to automatically resize photos (see below)
 - PICK THE FILE OF IMAGES YOU WANT TO RESIZE
 - CHECK THE “OPEN FIRST IMAGE TO APPLY SETTINGS” BOX
 - CREATE A NEW FOLDER WHERE YOU WANT TO SAVE YOUR IMAGES
 - CLICK THE JPEG AND RESIZE TO FIX BOXES (1280px x 853px)
 - QUALITY –USE ANYTHING FROM 8-10
- 6) AFTER YOU HAVE SET THE IMAGE PROCESSOR SETTINGS CORRECTLY, CLICK THE RUN BUTTON IN THE UPPER RH CORNER....



- 7) The image processor will now automatically resize your photos so they can be processed quickly in iMovie for your stop motion film.
- 8) To learn how to create your stop motion using iMovie11, watch the stop motion tutorial on your desktop. Or if you have an older operating system on your computer watch the iMovieHD tutorial at: CVHSphoto.com Photo> Advanced Photo> 2nd Semester > Week 7 > iMovie lesson.

NAME _____

NAME _____

PERIOD _____

STOP MOTION BRAINSTORMING EXERCISE

TALK WITH YOUR PARTNER AND DISCUSS THREE IDEAS FOR A STOP MOTION MOVE PROJECT. YOU ARE NOT COMMITTED TO THESE IDEAS, THIS IS MERELY A STARTING POINT TO GET YOU THINKING ABOUT YOUR POSSIBILITIES.

THIS EXERCISE IS TO GET YOU THINKING CREATIVELY AS YOU EXPLORE YOUR CONCEPTS.... WRITE DOWN YOUR STOP MOTION MOVIE IDEAS, AND SOME OF THE TECHNIQUES YOU MIGHT USE TO CREATE YOUR MOVIE. (LOCATION, CAMERA ANGLE, FRAMING, ACTORS...

USE THE BACK OF THIS PAPER TO FULLY EXPLORE YOUR IDEAS.... ONCE YOU HAVE DECIDED ON A THEME FOR YOUR MOVIE, ILLUSTRATE THAT CONCEPT BY DRAWING A "STORYBOARD" ON THE BACK OF THIS PAGE. THIS STORYBOARD IS JUST A FRAME-BY-FRAME SKETCH –THINK ANIMAE THAT COMMUNICATES THE HIGHLIGHTS OF YOUR STORYLINE. USE STICK FIGURES FOR YOUR DRAWINGS. DESCRIBE CAMERA ANGLES, AND TYPES OF SHOTS YOU WILL BE USING...

