

Computer Graphics and Animation

Exercise 1: stop motion

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Stop Motion

Definition

Stop motion is an animation technique to make a physically manipulated object appear to move on its own. The object is moved in small increments between individually photographed frames, creating the illusion of movement when the series of frames is played as a continuous sequence.

Animation – thinking in single frames

TIMELINE



1 sekunde



24/25 Bilder pro Sekunde (fps)

Animation



12,5 fps

Exercise 1: Stop Motion Transformation(s)

- length: at least 60 sec
- image & sound (freesound.org; www.freesfx.co.uk ...)
- *oneshot* sequence („Plansequenz“), shot in single frames
- switch off auto-exposure to avoid flicker!
- If you want: recommended stop-motion software: dragon frame (mac & PC), Animator HD (PC only)
- create motion through deliberate camera movement and/or objects that move/transform/change position
- create a sequence that is aesthetically balanced in its arrangement and rhythm

Stop Motion Exercise

- Deadline: Tue **30.04.13**
- „making of“: describe and document the idea, concept, planning and shooting (workflow, setup, tools) of the film in word&image, **2 DIN A4 pages**
- Upload h264 or MPEG4 file using **shibboleth**, (resolution: no smaller than DV PAL) Name file as *NameSurname_MatrNr.mov* !
- ... and send to **bernhard.bittorf@uni-weimar.de**

Stop Motion Exercise

Assignment

- Concept, Idea, Sound (25%)
- Animation, Motion, Aesthetics, Timing (40%)
- Lighting, Material (20%)
- Documentation, Basics (15%)