# Computer Graphics and Animation Exercise 1: stop motion

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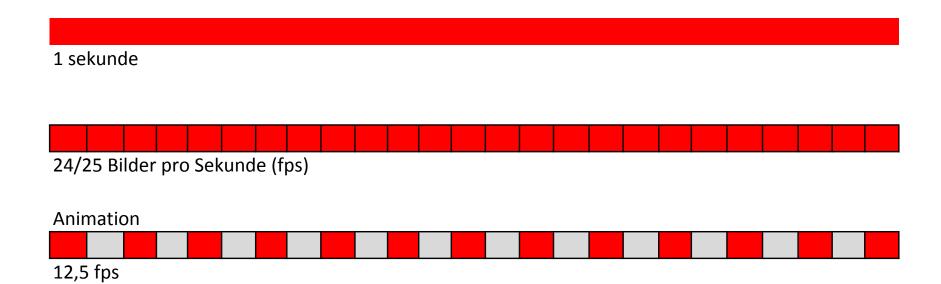
## **Stop Motion**

## **Definition**

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

## Animation – thinking in single frames

#### **TIMELINE**



## 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**

## <u>Assignment</u>

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