

# Animation Sets

The animation set consists of a web USB web camera, Mac laptop and tripod.



## Equipment & tips on setting up

1. **Web Camera** - This is a simple web camera, plug in the USB connection. Make sure you do this before launching any software

2. **Tripod** - The height of this can be adjusted from several points in the leg and neck area

3. **Mac Laptop** - This will have the software you require to animate with.

Help on getting familiar with Macs can be found at :

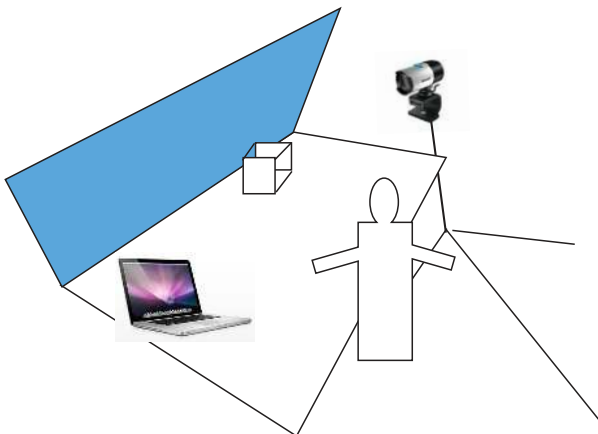
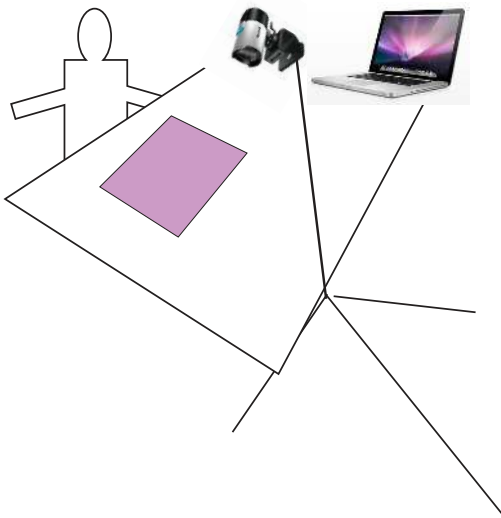
[http://support.apple.com/kb/HT2472?viewlocale=en\\_US](http://support.apple.com/kb/HT2472?viewlocale=en_US)

## Setting up

4. **For flat work or 2D puppets** - Set up equipment / tripod as shown in first diagram on left. You can also use the floor or wall with this kind of flat work.

5. **For 3D work using upright objects**- Set up equipment / tripod as shown in second diagram on left using a wall or flat surface to act as a backdrop.

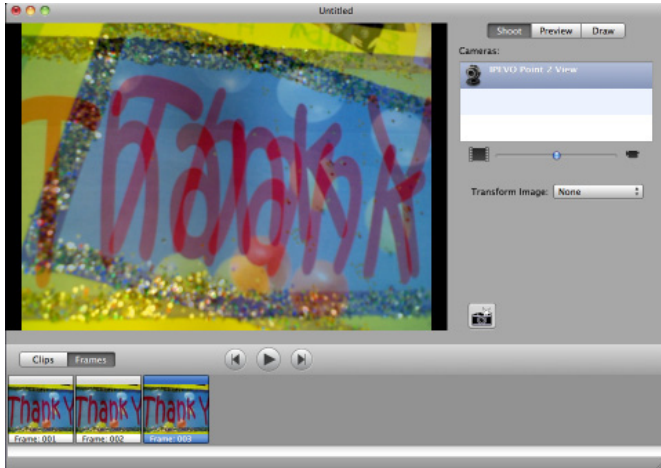
It is advised that no more than four people should be around a setup. Have enough room to move around freely and always secure tripod to the floor using strong tape. Back drops / backgrounds etc must be secured to the desk using blu-tack.



# Animation Sets

## I Can Animate

I Can Animate is a stop-frame animation software, it works by taking pictures (frames) that are compressed played back as moving image.



## Getting started

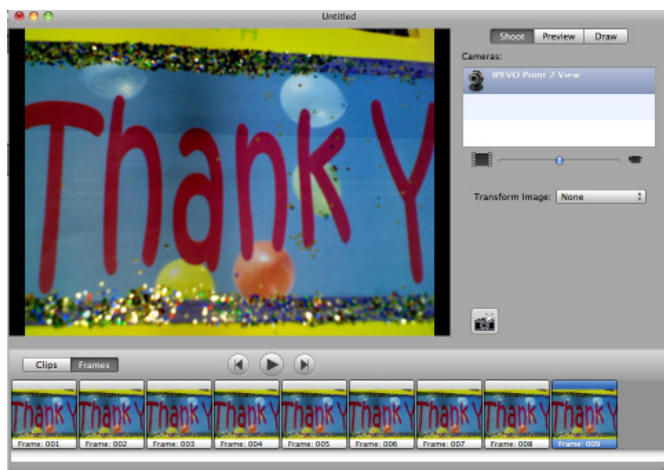
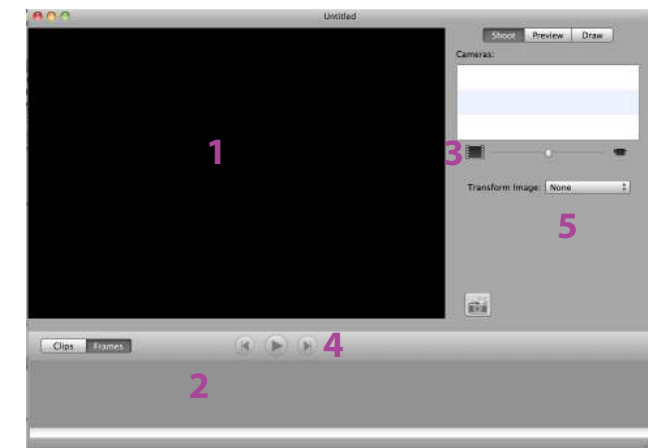
1. Make sure your camera is set up and plugged in correctly.
2. Double click on the iCan Animate Logo to launch the application. This will be in your Start Menu (windows) or Applications folder (Mac).

## The Interface

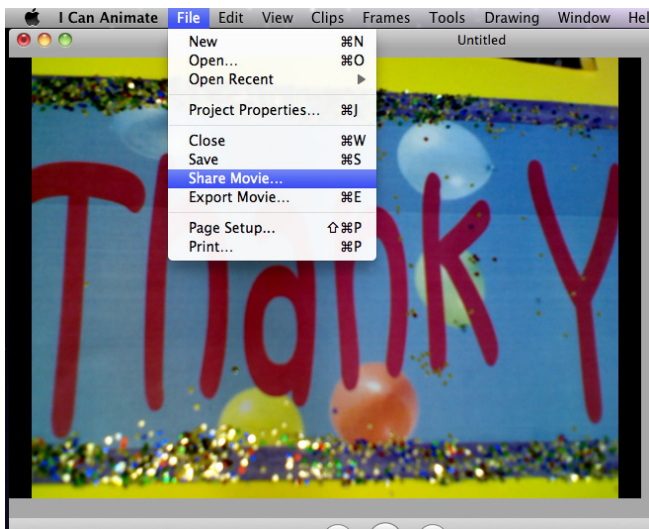
1. Screen - This will show you what your camera can see.
2. Timeline - This is where all your frames will sit.
3. Transparency - This shows you the last frame taken and the camera image at the same time, resulting in a ghost like image. This helps you judge the movement of your characters whilst animating. Make sure your the Transparency slider is halfway between the two symbols.
4. Control Buttons- Press Play to view your animation as you animate.
5. Transform - Rotate your camera view, this depends where your camera is placed

## Animating

5. Click the camera symbol to take pictures. You can also use the number 3 button on your keyboard. Pressing '3' will take three frames, which allows for smoother and quicker animating. Pressing '3' eight times will produce 1 second of animation (there are 24 frames in one second of film:  $8 \times 3 = 24$ ).
6. Remember to save your work regularly.
7. You can also use 'I Can Animate' to do simple drawn animation by clicking the Drawing button.
8. You can also add your own background image.



# Animation Sets



## Exporting and Saving

9. Once you have completed animating you need to compress the frames into a movie clip. To do this go to File, choose share or Export movie, choose the kind of file you require. The choices depend on the version of the software that is being used.

We advise you choose from the following file types: AVI, DV PAL, Quicktime.

### TIPS

1. Make sure your camera is switched on before you animate.
2. Make small movements to achieve smooth movement.
3. Save your work regularly.
4. Animate in small chunks, i.e. work on 15 seconds (you can see the duration on the timeline below the clips) then export and carry on to avoid crashing.
5. Play your animation back as you go along to help you keep your place.
6. Try not to have too many objects moving at the same time.
7. Keep your backgrounds stuck down or firmly secure to a desk or wall.
8. Make sure you have enough space to save your work before you animate as the exported files can be quite big.



# Animation Sets

## Planning your animation

This traditional form of animation lends itself well to a variety of subjects across the curriculum, providing opportunities for development in many areas. Film making is a great experience and good planning will ensure the project is a success for learners.

## Story-boarding

The storyboard is crucial when making a film; it helps organize your story and breaks it down into manageable scenes and sections. The whole class can produce this together or separate scenes can be divided amongst the class. This can be drawn on a large sheet divided into squares as shown below. The larger boxes are for drawing in (images that depict what is going to happen in the scene) and the smaller boxes are to write in (describing what is taking place in the scene). The smallest box can be used to explain what kind of shot will be used i.e. A close up (CU) or wide shot (WS).

| Film Name: -   | Scene: -   | Names: -   |
|--|--|--|
| <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> | <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> | <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> |
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| To do List |  |       |  |
|------------|--|-------|--|
| Puppets    |  | Props |  |
| Name       |  | Name  |  |
|            |  |       |  |
|            |  |       |  |
|            |  |       |  |
|            |  |       |  |
|            |  |       |  |

Storyboards are great for planing and deciding what needs to be done and who by, it also helps in dividing the different scenes within the class. Each group can also make a do to list broken down into puppets, props and backgrounds with names beside who will be in charge of making each item on the list.



# Animation Sets

## Making puppets and backgrounds

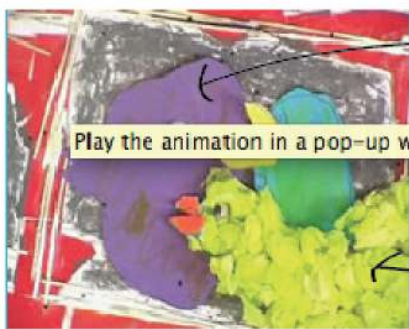
Think about the size of the puppets and keep them to scale, for example make adult puppets taller than child puppets. Make sure that the puppets are also in scale with backgrounds and props. Background size of A3 is usually the most comfortable to work with (although this depends on year group). Make sure puppets are made big enough to handle - A5 height is recommended for an upright adult. Use hard card to construct the puppet. Always sketch drawings first to consolidate ideas before making the puppets. Colour in the puppet before cutting it out. (Outline the puppet with a black felt pen if you are colouring in, this helps the camera pick up the edges better.). Backgrounds can be made in various ways as shown below, using textures are a great way to add depth to a scene.



Play the animation in a pop-up window

Buildings made from coloured card

Background A2 blue sheet



Play the animation in a pop-up window

Objects made from coloured card

Objects made from coloured tissue

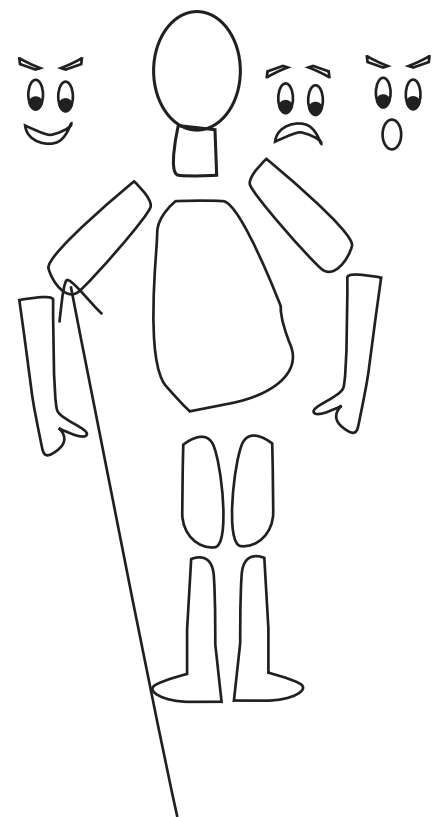
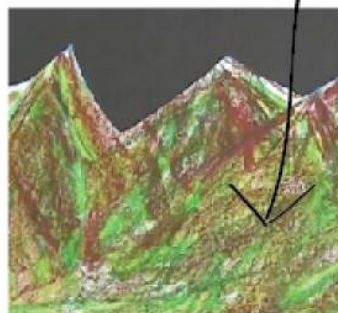
Background A2 made from cut up fabric, could work for buildings, leaves etc



Objects made from coloured paper and cut out



Objects made from fabric



Use blu tack to join the moving parts together.



## How to structure your animation project

### Session one

Introduce animation to your group by showing them examples of animations which demonstrate a range of story ideas and animation techniques. Introduce film literacy by analysing what they are watching, for example, discuss shot types (CU close up, MS mid shot, ECU extreme close up). Discuss the aspects that make up what they see in a frame. These are usually broken down as follows; **Colour, Character, Camera, Story, Setting, Sound**

### Session two

Storyboard and make puppets.

### Sessions that follow:

Animating. This can be done using iCan Animate / iStop Motion software

Recording Sound

Editing This can be done using an editing software like Windows Movie Maker, iMovie, GarageBand, Final Cut or Premier Pro.

## Supporting Activities

Making flick-books

Film Posters

Zoetrope strips

## In your classroom

Why not try:

1. Re-telling of existing stories or adapting existing stories e.g. Red Riding Hood, Goldie Locks & The Three Bears and a have a school animation festival.
2. Use cut-out letters or numbers to make simple animations that encourage spelling or maths do a different word or sum every day.
3. Use 3D objects that are available (e.g toy farm animals) to quickly animate a short story.



Film Name: -

Scene: -

Names: -

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# To do List

## Puppets

## Props

Name

Name





