TT932:
Get Started or Improve Your Techniques Making Stop-Action Movies with iStopMotion

What is Stop Motion?

- A Series of Individual Pictures that Record Incremental Changes Made to Objects

- Creates an Illusion of Movement when Played as a Continuous Sequence

What is iStopMotion?

- iStopMotion, by Boinx Software, is an Enabling Technology for Stop Motion Movie Makers.

- Live Camera Image Can Be Superimposed Over the Previous Picture Taken

What is iStopMotion?

- Allows Perfect Aligning of Characters and Objects

- THAT'S Key to Amateur Stop Motion Movie Making!

Credit & Resource

- Stop Motion Handbook by Craig Lauridsen - Purchase from:

- http://stop-motion-handbook.com/

- Apple iBookstore

- Amazon Kindle or Print Version

Credit & Resource

- Boinx iStopMotion Support Links http://boinx.com/istopmotion/support/

- http://www.garycmartin.com/mouth_shapes.html

- http://www.footagefirm.com/

Modeling Characters

- Choose any "Medium" you Like

- Clay is Fun, Easy to Work with

- I use Van Aken Modeling Clay

- http://www.stopmotionworks.com/articles/claytypes.htm

Modeling Characters

- Take your Time to Make your Character Look Good or Cute

Modeling Clay Characters

Sculpt Characters in Multiple Positions

Modeling Clay Characters

- Interchangeable Body Parts - Lips

- http://www.garycmartin.com/mouth_shapes.html

Modeling Clay Characters

- Interchangeable Body Parts - Eyes

- Use Beads for Eyes (Excluding Large Eyes)

- Do not Make Small Clay Eyes - They Will Get Dirty

Set The Stage!!

- Flat - For 2 Dimensional Projects

- Standard "Painted" Background

- "Invisible Horizon" - More Realistic

- Blue Screen - Can Even use a Movie as a Moving Background

How Do I Start??

- Create Your Premise

- Develop Your Story

- Divide Into Three Acts

- Write Your Script

Developing A Premise

- Start With A One Sentence Premise

  - "What might happen if...?"

- Brainstorm Ideas to Develop Premise

Develop Your Story

- Questions Arising From Your Premise...

  - Lead to Particular Story Ideas

  - Lead to Defining Characters

Divide Into Three Acts

- Introduce the Heroes, Villain, & Problem

- Move Heroes Into Heart of Problem

- Final Confrontation & Resolution

Write Your Script

- Outline the Story

- Determine Characters, Locations, & Background Artwork

- Write Dialogue, Character Actions, & Describe Visuals

Create A Soundtrack

- Record Your Dialogue FIRST!

  - Then Match Scene Duration to Dialogue

- Good Microphone - & Diction - for Clear Sounding Dialogue

Pitfalls

- Do Not Move Camera Within a Scene

- Do Not Change Lighting Within a Scene

- Subject MUST be in Focus

- Timing and Speed of Actions

For Teachers & Students

- Stop Motion Handbook - Teacher Lesson Plans
  - Creative Solution for Student Projects
  - Computer Class Activity