

# EQUIPMENT INTRODUCTION PROJECT

## STOP MOTION ANIMATION

### PROJECT DESCRIPTION

Participants are introduced to the art of stop motion animation film. Stop motion animation is a fun way for students to explore concepts and themes through filmmaking.

For example:

Cow's digestive system: [https://www.youtube.com/watch?v=d\\_QsAuwu8nQ](https://www.youtube.com/watch?v=d_QsAuwu8nQ)

Momentum: <https://vimeo.com/45101100>

Functions: <https://vimeo.com/45086113>

### LEARNING OBJECTIVES

**Teamwork:** participants work together to create a film.

**Communication and presentation skills:** this project practices skills of clearly and concisely presenting ideas.

**Stop motion animation:** participants are introduced to how stop motion animation works and how to design a stop motion animation film.

### SOFTWARE AND HARDWARE

[Hue Animation](#) | [Hue Animation tutorials](#)



[Hue Camera](#) OR webcam

Paper/whiteboard and markers

A range of additional materials can be used to create figurines, models, scenes and props.

## EXAMPLE SESSION: 60 MINUTES

### Introduction: 10 minutes

Have a class discussion about different aspects of stop motion animation.

- Props and models
- Scenes
- Cameras
- Stability of camera
- Lighting
- Camera angles
- Editing software

Resource: <https://www.nyfa.edu/student-resources/stop-motion-animation/>

Show examples of stop motion animation films to demonstrate and discuss the different aspects.

Examples:

[Gulp | Gulp. The Making Of.](#)

[MUTO](#)

[Minilogue/hitchhikers choice](#)

Discuss the available materials and how the materials might be used to create an animation.

### Brainstorming and Storyboarding: 10 minutes

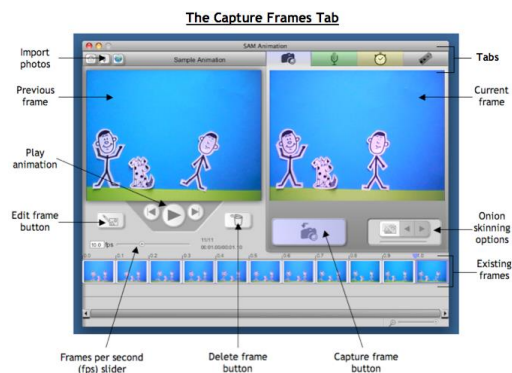
Give participants a theme to explore in their stop motion animation film. For example: school vacation, dance, agriculture or school.

Have participants brainstorm and storyboard their idea on paper.

Resource: [http://onf-nfb.gc.ca/medias/download/documents/pdf/Prod\\_Stopmo\\_L4\\_ANG\\_ib\\_05.pdf](http://onf-nfb.gc.ca/medias/download/documents/pdf/Prod_Stopmo_L4_ANG_ib_05.pdf)

### Create: 30 minutes

Have participants create their story.



<http://www.huehd.com/tutorials/>

### Share & Reflection: 10 minutes

Have participants present their animated stories and have a class discussion about what elements of the film worked well and what could be improved.