
**4D DESIGN ART FUNDAMENTALS
ART 2932 TIME BASED MEDIA**

**Project #1
Stop Motion Animation**

Project Description: Stop Motion is a general term for an animation technique which makes static objects appear to move, think of Nick Park's *Wallace and Gromit* claymation, or flipbooks, this technique dates back to the late 1800's! Artists such as William Kentridge, Norman McLaren and Jan Svankmajer also make use of stop motion animation in their work. In a stop motion work, an object is moved by very small amounts between individually photographed frames, producing the effect of motion when the series of frames is played back at normal speed, as in conventional drawn and painted animation. For this project you will conceptualize and execute the production of a short, stop-motion animation using techniques and criteria listed below.

Project Objectives:

Make a short, one-minute, stop motion animation of an organism displaying a single emotion, comprised of approximately 900-1200 still images. To do this you will first develop a story or sequence of events that explore the single emotion of your organism, by drawing a storyboard. In order to execute the animation, and fulfill the project criteria, you will need to generate multiple storyboards, complete the reading and blogging assignment and incorporate four dimensional principles into finished stop motion work.

Where to Begin:

- Read and Study the assigned readings, blog your responses, read and respond to your classmates comments.
- Begin brainstorming or concept mapping in your project book. Often the best works are the simplest, and aren't your first idea. Be prepared to work, research, evolve, and work.
- Generate a storyboard for a sequence of events. How can you visualize the sequence of events? Explore your understanding of the 'event' by making a variety of quick storyboard sketches.
- Do additional research at the library (see 'Researching a Work of Art' handout), look up stop motion work and the artists discussed in class or the ones listed on this sheet, look up their work, study what they were trying to do as artists, and how they did it. Use this research as inspiration.
- Generate another storyboard version that explores your idea from another viewpoint.
- Your storyboards must go through peer review be approved by your instructor before beginning the next phase of the project.

Next Phase Where to Begin

- Test light, props and composition
- Photograph your character/motion
- Import the files and animate using Macromedia Flash
- Add credits and artist name at the end
- Turn in the original flash (.fla) file, the .swf, and the quicktime files from the student on a disk.
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Project Criteria

1. One minute stop motion animation that emphasizes the effect of motion. Although sequence is required, do not mistake sequence for story. Your finished project may be no less than fifty and no more than sixty seconds.
2. Minimum of two different camera angles,
3. Audio may be incorporated, however, it must be constructed/generated by you and must be integral to the concept of the work! If the work doesn't need it, leave it out.
4. Credits are required: title and artist name

Project Timeline:	
Tues. January 8 th	Course introduction day
Thurs. January 10 th	Stop Motion Project introduction, screening stop-motion examples, Give Reading Assignment #1, concept mapping on project, due 2a
Tues. January 15 th	Concept map and reading #1 blog due, review reading, expand on topics with examples Begin Storyboards, two rough boards due for peer review next class, Give Reading Assignment #2
Thurs. January 17	Storyboards and reading #2 blog due, review reading, discuss peer review, how they work, what the goals are for both the artist presenting and the listeners. Small group peer review on storyboards. Research artist and stop-motion work at library
Tues. January 22 nd	Final storyboard for approval, Intro/Demo to Flash, importing, sequencing, timelines
Thurs. January 24 th	Demo exporting/authoring and plaza upload,
Tues. January 29 th	Critique – see 'Due at Critique'
Thurs. January 31 st	Introduction to Project #2 Blog First Check today Student presentations begin

Reading and Blog Assignment #1

Launching the Imagination, Chpt. 5 and Lasher-Oakes Profile. Blog entry on convergent/divergent thinking and how you see either of these approaches functioning for this project. Concept map your idea for the Stop Motion Project

Reading and Blog Assignment #2

Launching the Imagination, Chpt 12, Aspects and Elements of Time and profile of Sharon Greytak

ARTISTS: Norman McLaren, Jan Svankmajer, Ladislav Starewicz, Ed Ruscha, *Every Building on the SunSet Strip*, William Kentridge, *Cyclopedia of Drawing*, Eadweard Muybridge, (zoopraxiscope, phenakistoscope, etc.) Paul McCarthy in Sauce, Abbie Hoffmans Making Gefilte Fish ([Http://www.ubu.com/film/hoffman.html](http://www.ubu.com/film/hoffman.html)), Steina and Woody Vasulka

Due at Critique:

CD-ROM or DVD with Quicktime file and Quicktime file compressed for web

Files must be labeled <yourname_proj1.mov>

this format will be used for each class project, although the file type may change

Files must be uploaded to plaza *prior* to the start of class for viewing during critique

Storyboard, or copies of your storyboards from your Process Blog

Project Grading Criteria:

- 25 pts Quality of work: Resolution to the assigned problem
- 25 pts Quality of work: Development of conceptual ideas and technical skills
- 25 pts Quality of work: Craftsmanship
- 25 pts Quality of work: Inventiveness, experimentation and risk taking