AMAZING ANIMATION

WEEK 7

RECAP

- Hi Everyone! I hope you all remember what we covered in the last weeks. We may have to recreate our characters, but in the world of 3D stop motion animation, animators usually create HUNDREDS of puppets!

- For example, to create Isle of Dogs, Wes Anderson's team created 1,105 puppets! With at least 5 versions of each character!

- In 2D animation, every single FRAME is a new drawing. Do we all remember how I said in a normal movie, there are 24 frames a second? That's 129,600 pictures per MOVIE. Luckily, we will only be doing 10 frames a second for 1 – 2 minutes. That's 600 – 1200 pictures.

CHARACTER DESIGN

- First of all. Let's design characters!

- What makes your character YOU?

- Are they a human, an animal, a robot, or a crossover of them all?

- What is their job/ what do they do?

- Are they good or evil?

CHARACTER DESIGN

- This is the concept art for Lucy/Wildstyle from the Lego Movie.

- Before a character's design is finished, we make what is called "concept art".

- The artist designs several versions of the character before they settle on the best one.

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CHARACTER DESIGN

- Here is the final product!

- This is the best version of Wildstyle, as it tells you more about her character.

- Her outfit shows she is a tough girl, she wears utility clothing with lots of pockets and goggles, so you know she is someone who needs protection while she is in action. She also ties her hair out of the way.

- Wildstyle is a tomboy, she wears trousers and has stripes in her hair, you know is extra-ordinary !

- I have an activity attached I would like you guys to fill in for your character.

- Draw your character in several versions like Wildstyle's creator did!

WORLD BUILDING

- Now we need to build our world.

- Is it real life? Or is it magic?

- Is in a school? In a forest? In space?

- I have attached a worksheet to fill in with all your answers, but check out these examples first from Isle of Dogs by Wes Anderson.

- Set design is the same as character design, in that they both need concept art, just like what you see on the next slide. The top picture is the concept art, and the bottom is a scene from the movie.

WORLD BUILDING
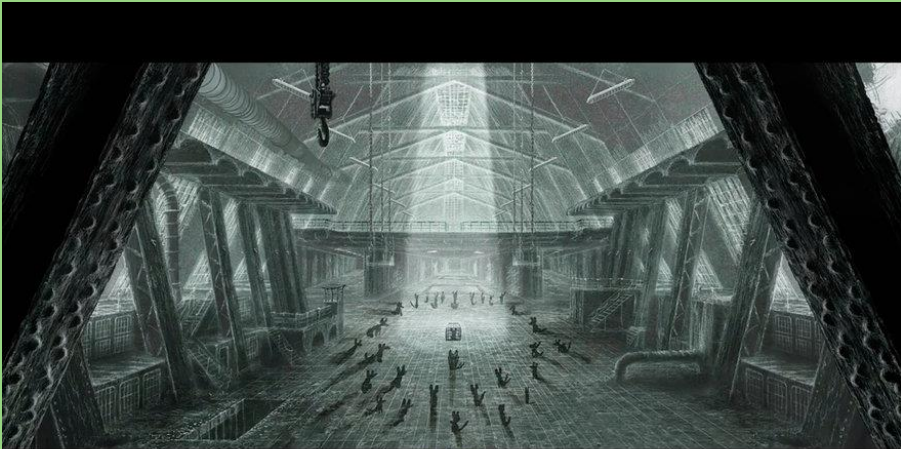
Turlo Griffin
(Concept Artist)

Turlo Griffin
(Concept Artist)

Turlo Griffin
(Concept Artist)

WORLD BUILDING

- Here is a video showing how much work went into the set design for Isle of Dogs: https://www.youtube.com/watch?v=eanvtfgHLoY

STORYBOARD

A storyboard is a way of summarising the scene you have made in your head.

Imagine: you need to explain how the story you have in your head looks to your animation team before you start filming.

The solution? A storyboard.

In a storyboard, you only show the most important "shots" (photos) from the scene.

Try to shorten each scene into about 6 photos.

Here is a storyboard from The Lego Movie!

I have attached a blank storyboard for you all to fill in.

Yoriaki Mochizuki - Story Artist

PAPER PUPPET

- Use your character design sheet for making your puppet.

- To make a paper puppet, cut out your puppet like this (remember to design your own character in these shapes, don't copy exactly what is in the picture!). The body parts that need to be cut out are:

- Head, Torso (the middle), 2 thighs (leg above the knee), 2 calves (leg below the knee), 2 hands and 2 feet! Drawing your character from the side is the best way to get them walking.

- Your character has to be able to take up a FULL A4 PAGE in height, and they cannot be too narrow, so that the pin will fit in the hole without ripping your page! An A4 page is a normal sized page like what is in your printer at home.

- Everywhere you see a red dot in the picture, make a hole with a hole puncher, or a compass ONLY with the help of your parent. Look at the next 2 pages as a guide on how to overlap the pieces of paper!
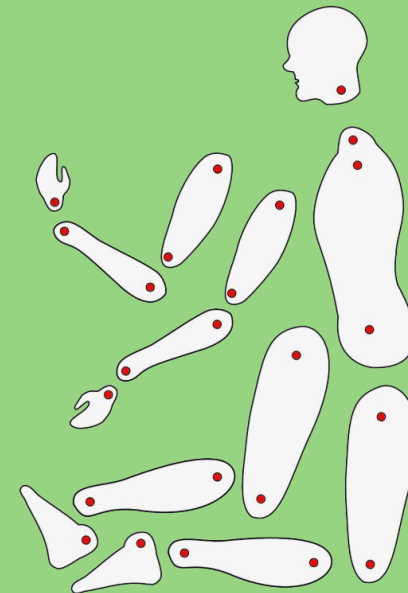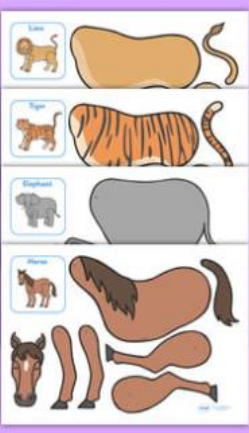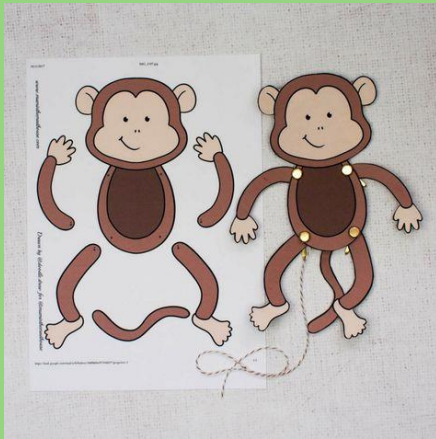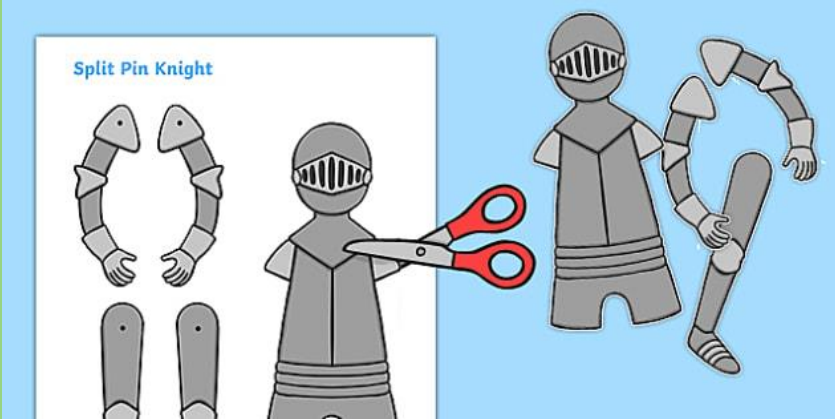
HOLE PUNCHER

COMPASS

PAPER PUPPET
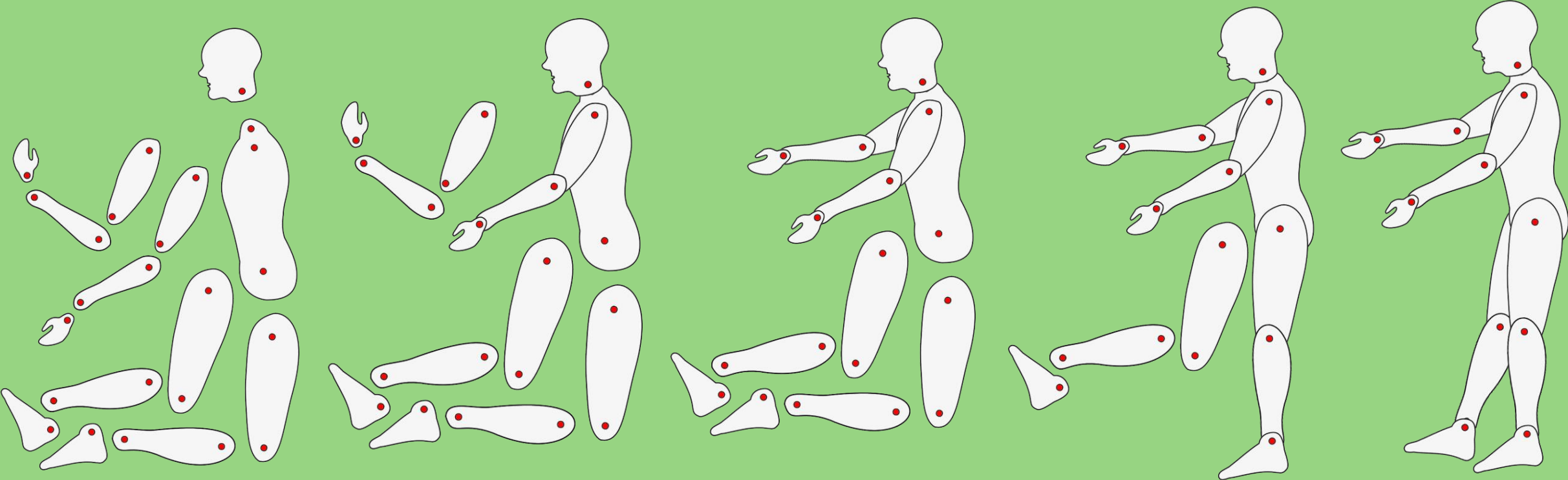
PAPER PUPPET: HERE ARE SOME GREAT EXAMPLES!
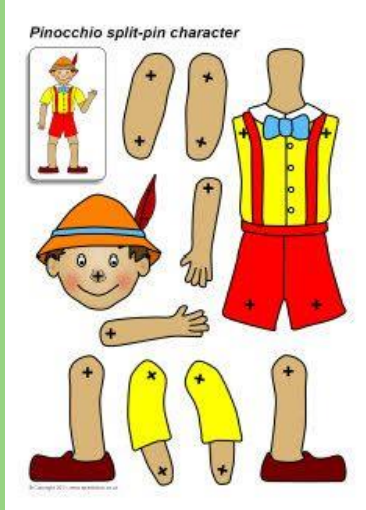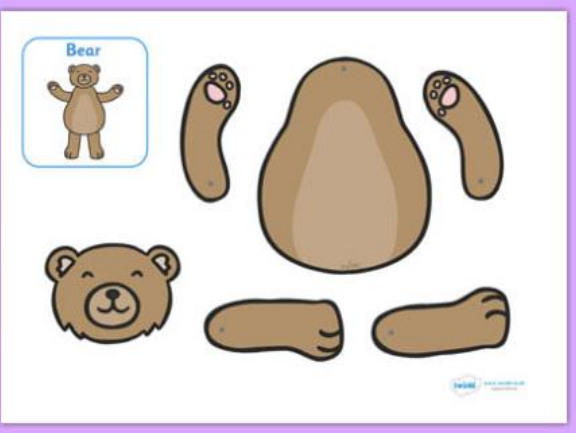
PAPER PUPPET

- Now, put split pins through the holes you made to join the pieces of paper together.

- Put the pin through and fold it open like in the photo, to keep your pieces of paper stuck together! If the metal sticks out too far you can cut it shorter with a scissors.

- And you are done your paper puppet!

- I know this can be hard to do without me showing you guys in person. I wish I could record myself demonstrating, but sadly all my supplies are locked up in CTYI, and the craft shops are closed to buy new ones! But I found a really handy youtube tutorial which will help you all: https://www.youtube.com/watch?v=QBTX_CEYWmo
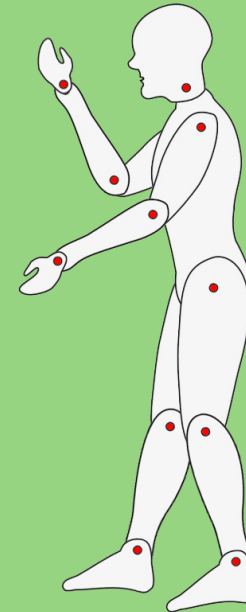
CLAYMATION

- Now to make your clay puppet. Remember, you only have to do clay OR paper, you don't need both.

- Most of you know how to make a character from clay on your own. BUT, you must make him heavier on bottom than on top, or he will fall over. Giving him fat legs will help!

- Don't make his head into a huge ball. If you want him to have a big head, hollow out the head with a small spoon, so his head is like an empty ball. Then he won't fall over.

- Here is a great tutorial: https://www.youtube.com/watch?v=S0LoYOuC51M

CLAYMATION: SOME GREAT EXAMPLES!
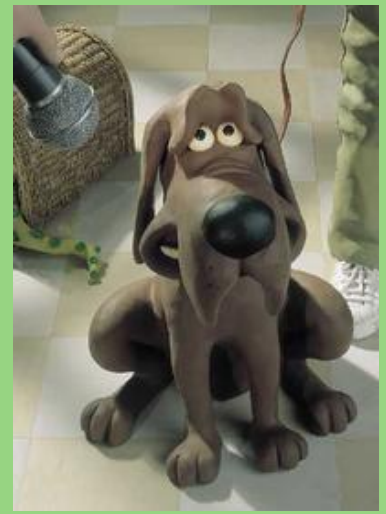
SET DESIGN

- Now take out your world building activity sheet and use it for this exercise.

- I have added a guide for everyone to follow to make their background sets in the next few slides. This set is ONLY for 3D/ clay puppets. You need 2 pieces of A3 paper (double the size of printer paper),, 1 or 2 pieces of A4 paper, and some tape.

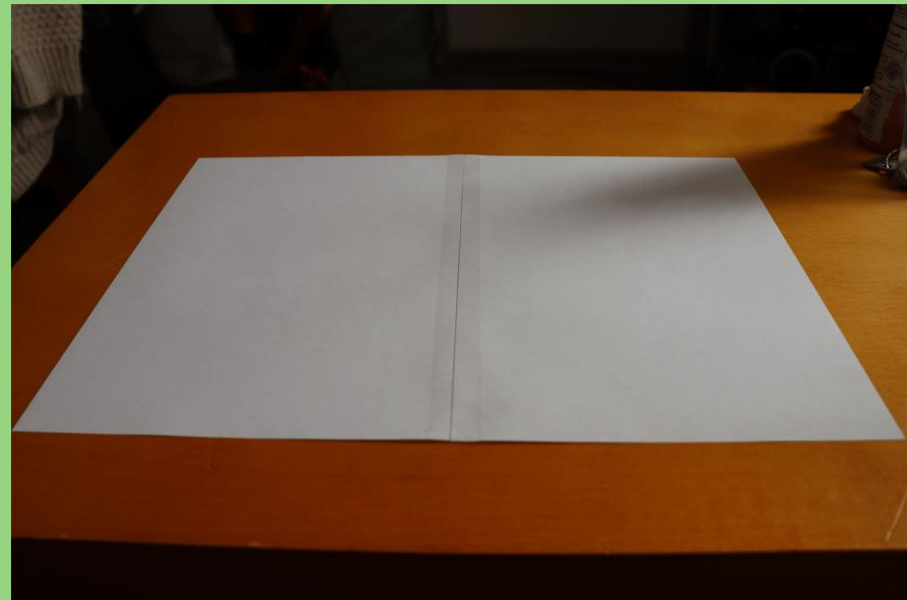- To make a set for paper puppets, you only need just one big A3 page, and lay your characters flat on it.

SET DESIGN

- TIP: If you don't have A3 paper or want to try something easier, why don't you try using a shoe box, like this example?

SET DESIGN

- Get an A3 piece of paper, OR tape two pieces of A4 paper together like this, on the long sides.

SET DESIGN

- Get an A4 piece of paper.

SET DESIGN

- Fold over the A4 page like this, so a perfect rectangle is left at the edge and the edge is perpendicular, ask your parents to help you at this part!
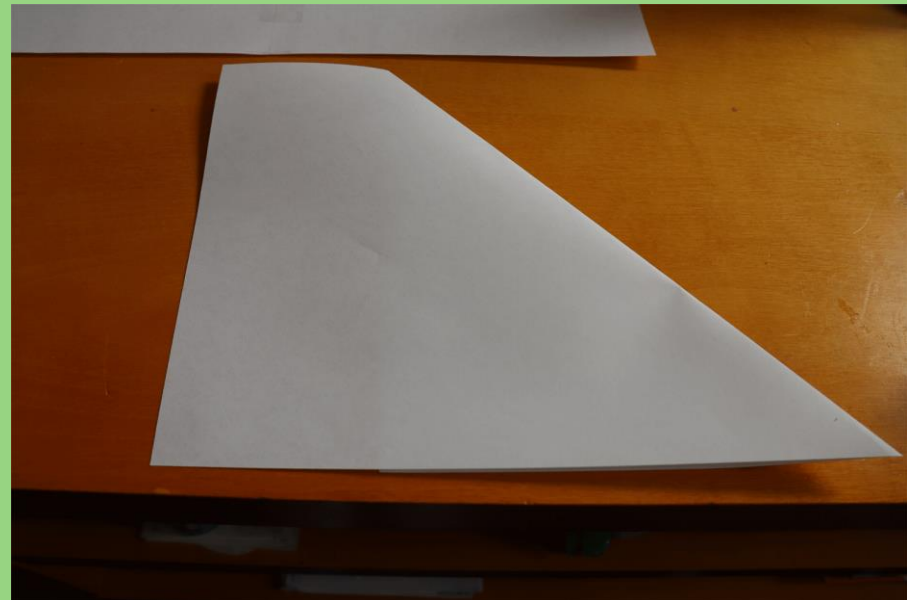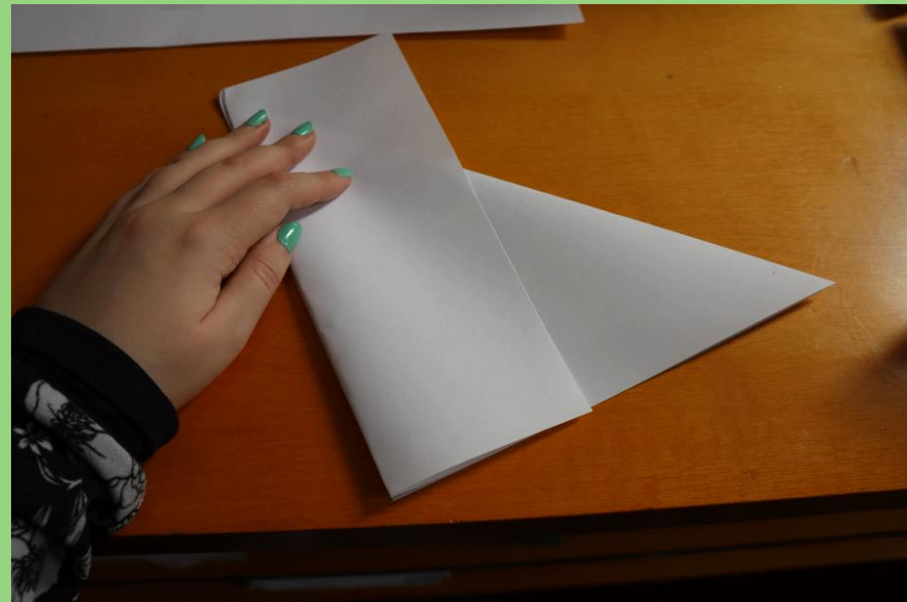
SET DESIGN

- Like this!
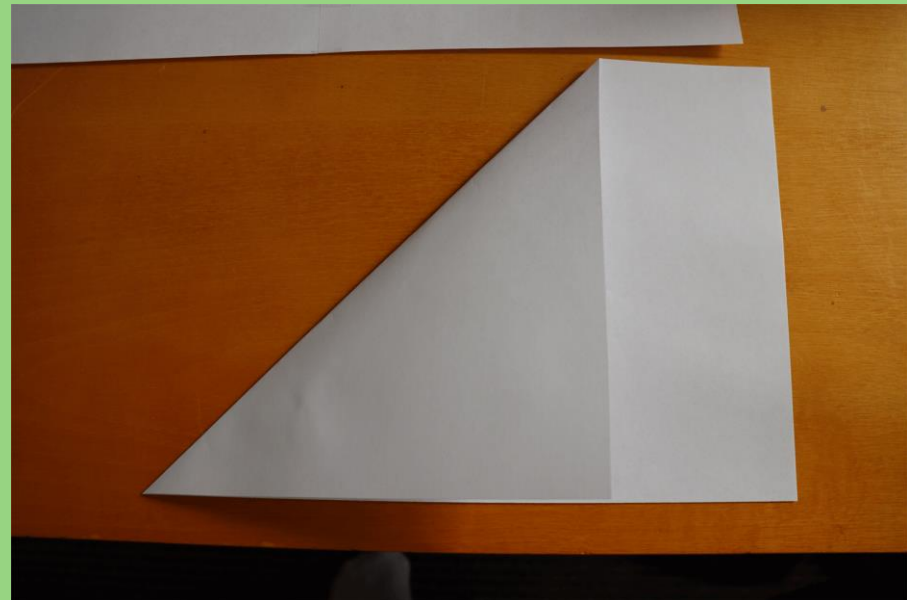
SET DESIGN

- Turn it over.

SET DESIGN

- Fold the rectangle backwards like this.

SET DESIGN

- Get another A3 piece of paper.

SET DESIGN

- Draw your sky or wall on one page and the ground on the other. Don't write these words on them, this is just my example! Draw some LOVELY pictures on these two sheets.

SET DESIGN

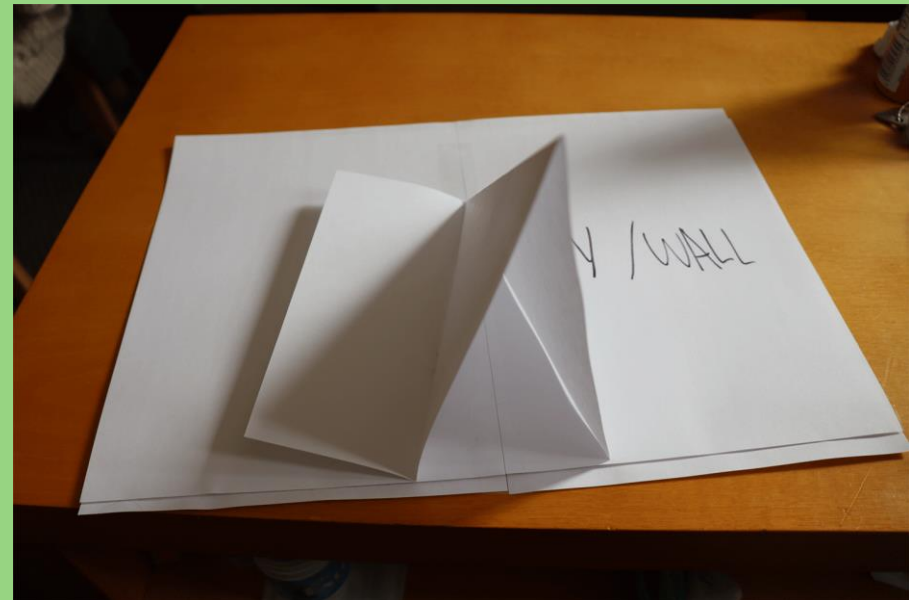- Tape them together at the edge (long side).
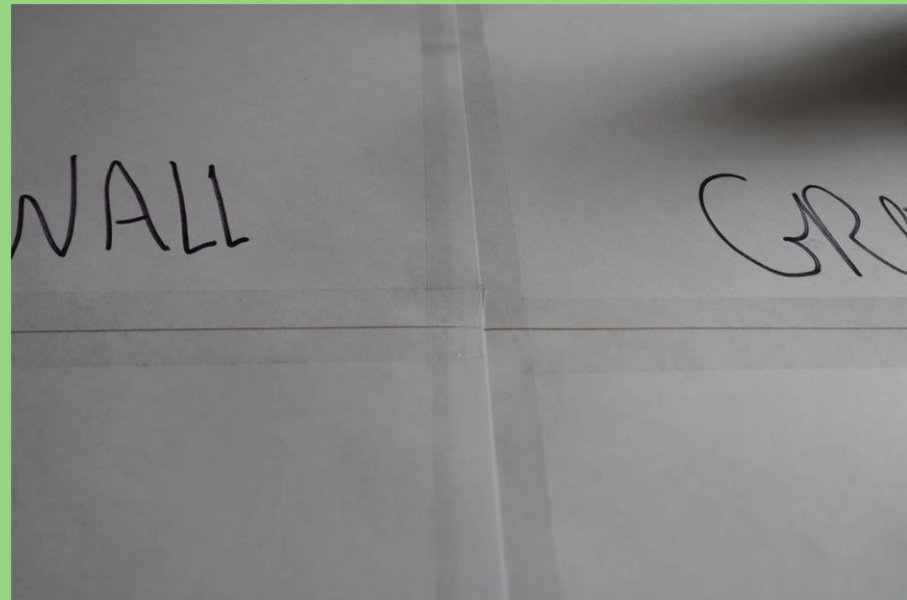
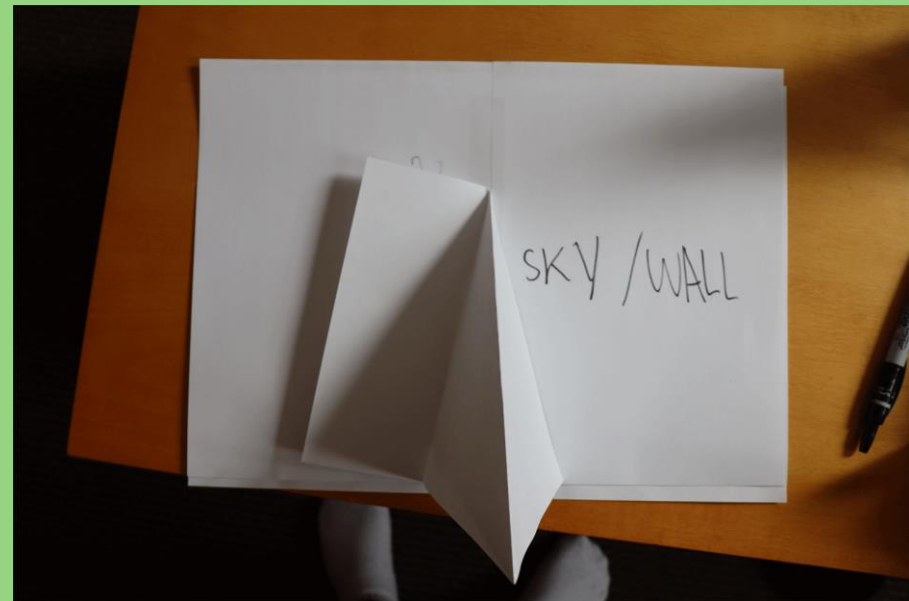# SET DESIGN

- Fold the sky page onto the ground page.
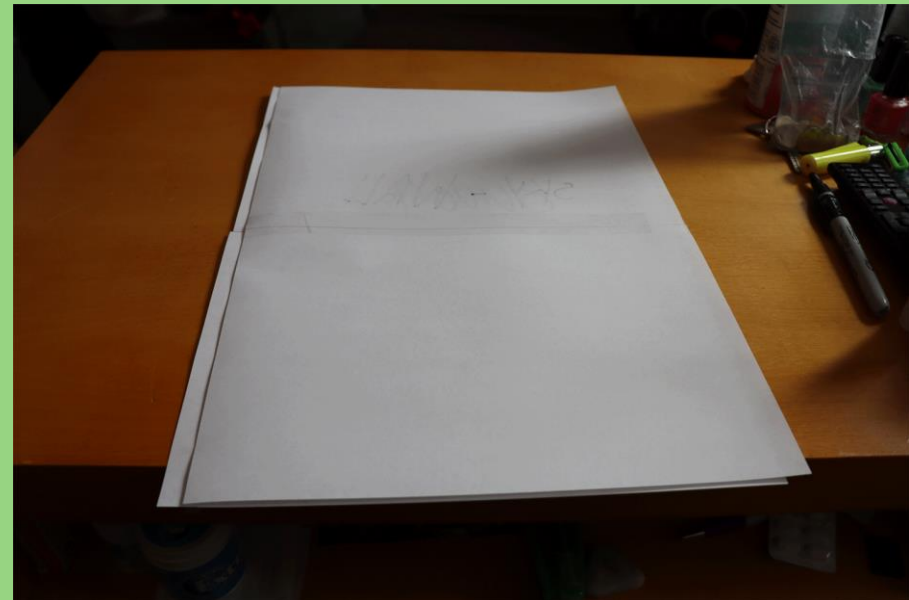
SET DESIGN

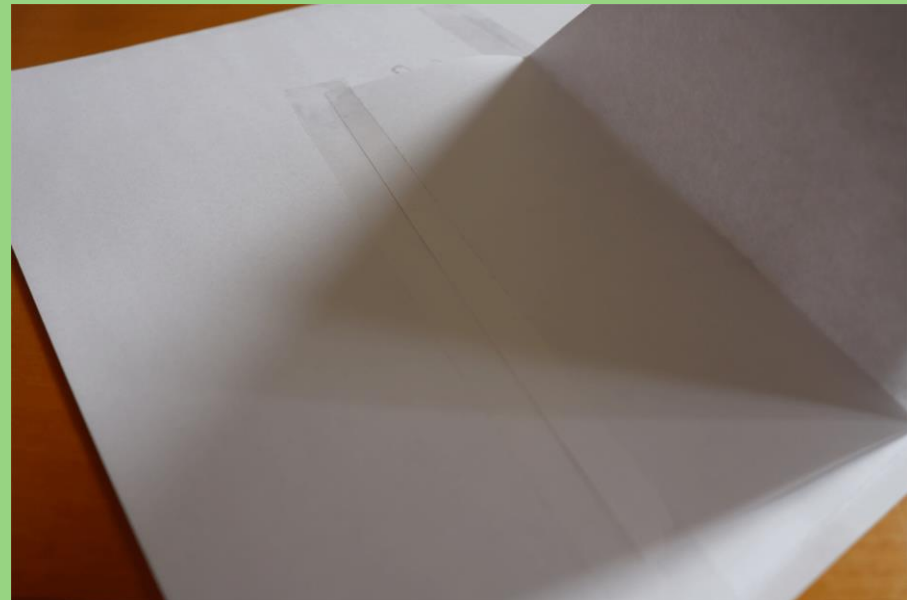- Put the triangle piece of paper onto the BACK of the sky page like this!

SET DESIGN

- This is what it looks like on top.

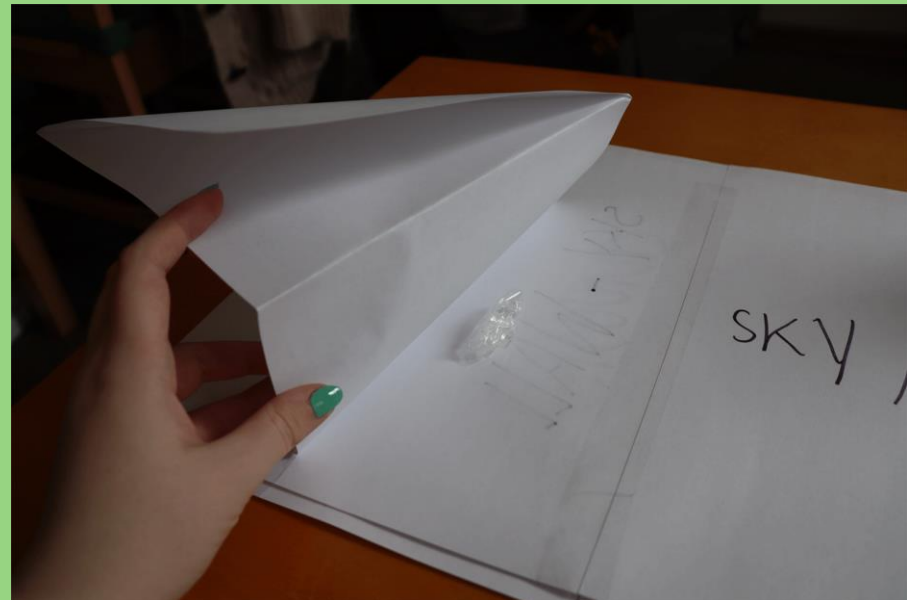# SET DESIGN

- Tape the rectangle down.

SET DESIGN

- Make a ball of tape that's super sticky on all sides.
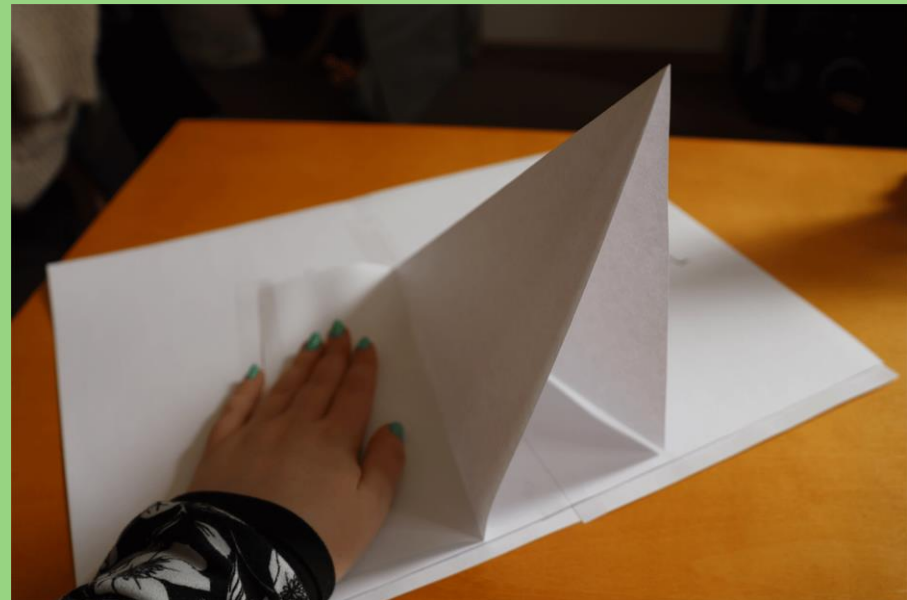
SET DESIGN
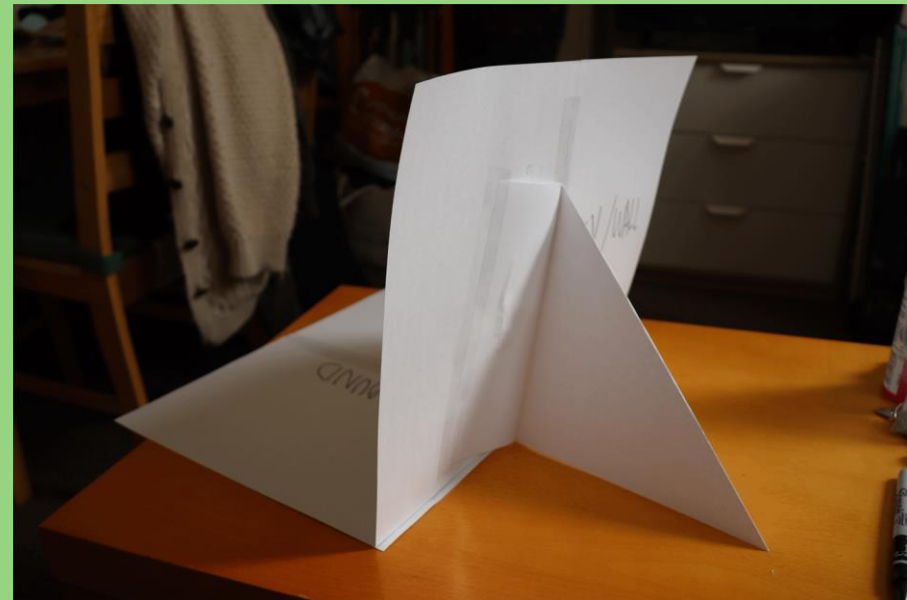
- Put it under the rectangle.
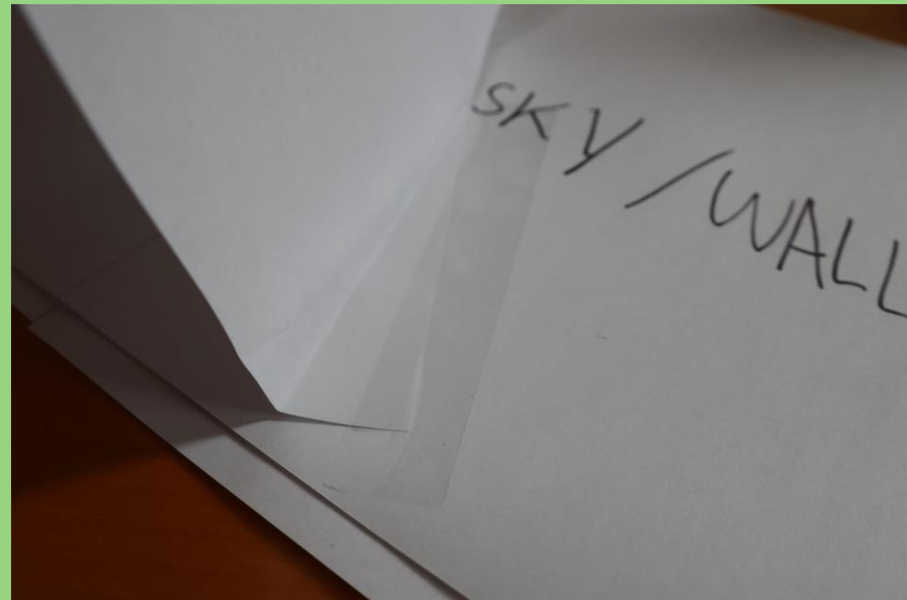
SET DESIGN

- Press it down.

SET DESIGN

- Pic the page back up, and Taa daa! Your beautiful new set!

- If some of you are having trouble keeping it standing up, follow the next steps.
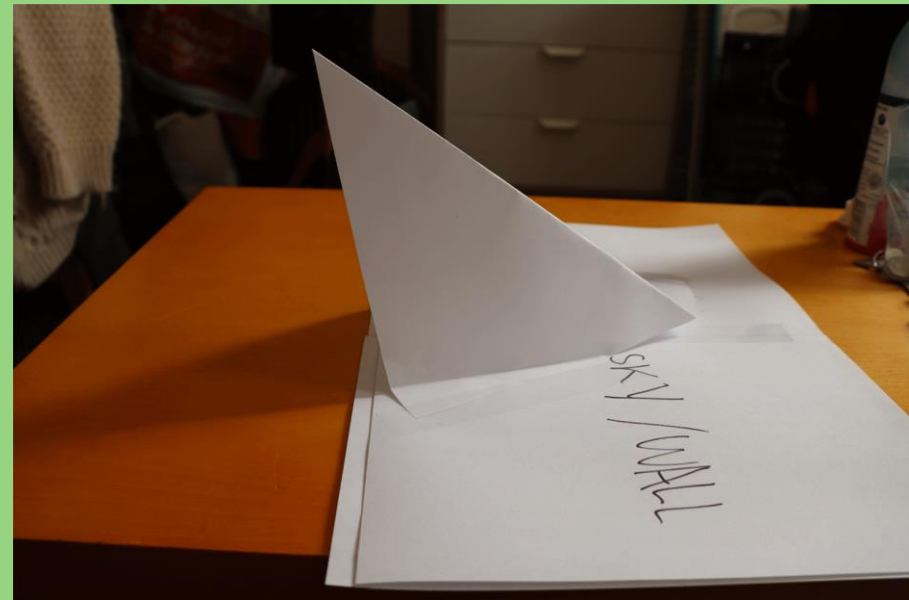
SET DESIGN

- On the triangle piece, fold a corner of the OTHER side (not the rectangle side) and tape that down.
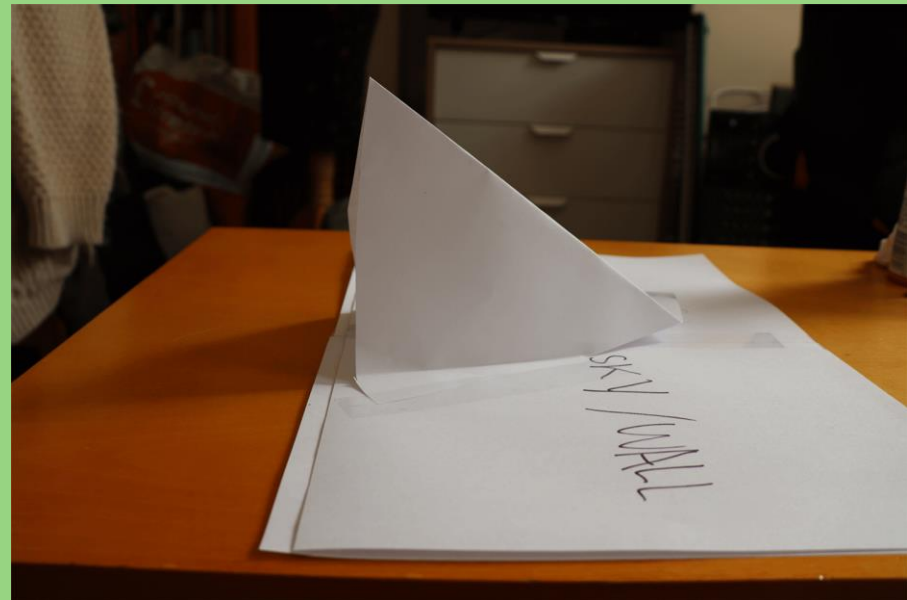
SET DESIGN

- When you do this, you need to cut down the triangle with a scissors. The corner of the triangle cannot stick out further than the edge of the sky page.

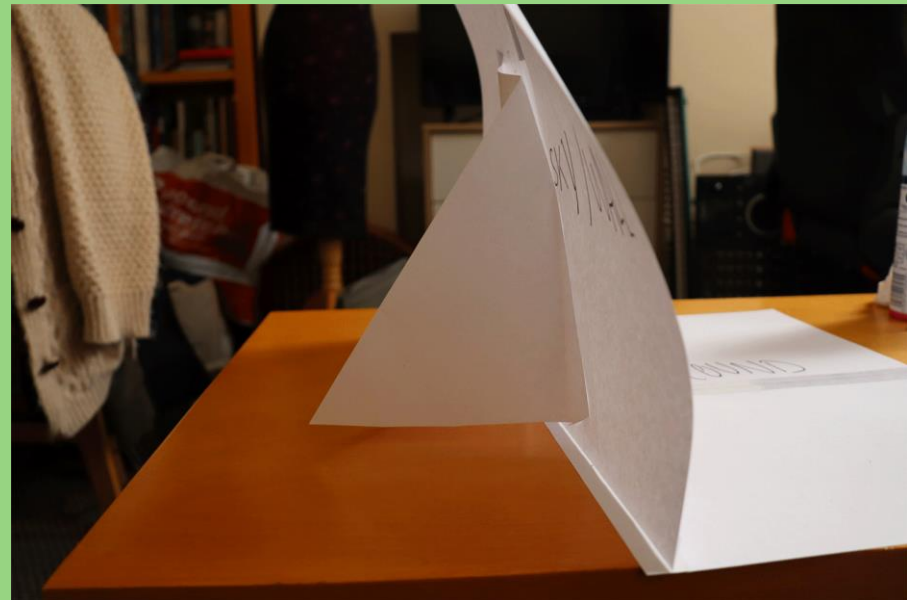- Look at the next slide to see what I mean.
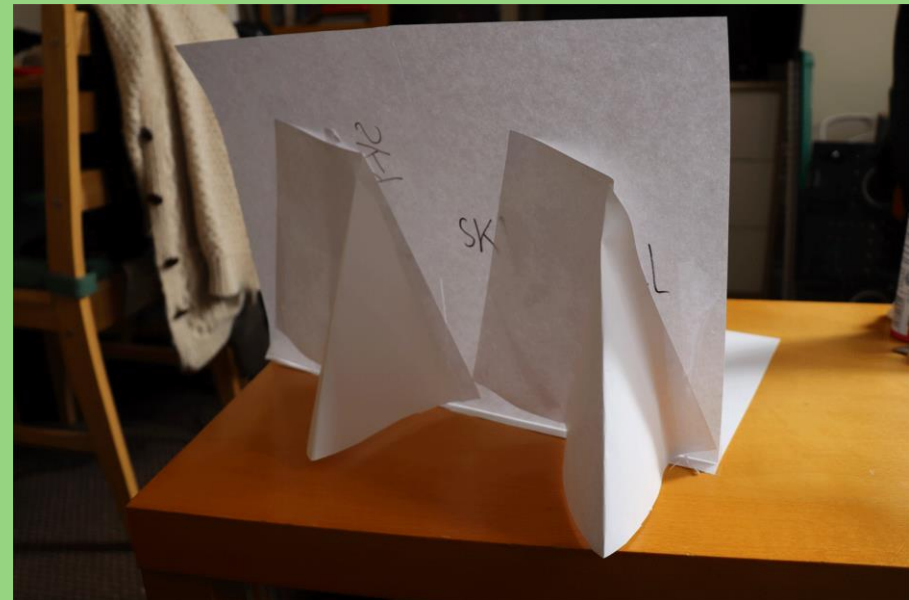
SET DESIGN

- Like this!

SET DESIGN

- Taa daa!

- Now if this STILL doesn't work and your sky page is very floppy, do the following steps.
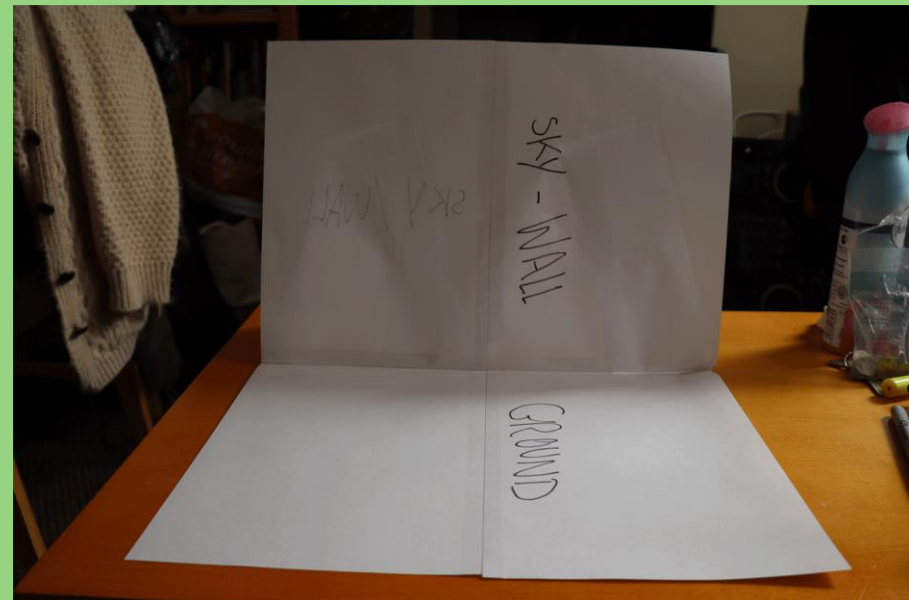
SET DESIGN

- Make TWO triangles like how you made your first one. Place them at both edges of the page to keep it balanced.
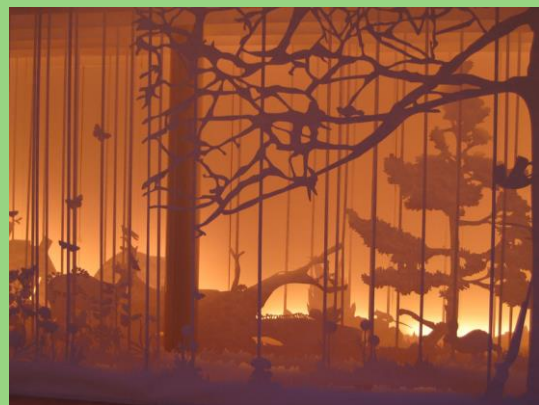
SET DESIGN

- And you are finished! Woohoo!!

SET DESIGN: SOME AMAZING EXAMPLES

MAKING THE MOVIE!

- Lastly, we will do traditional 2D animation.

- First, put all of your activity sheets in front of you. This will be a lot like when we made flipbooks.

MAKING THE MOVIE!

- In your scene you came up with, draw your character in it's first post.

- For example, start with someone walking. Your first drawing/page is your first frame. We have to make 10 of these pictures per second!

MAKING THE MOVIE!

- Next, take another page of printer paper and put it on top of your old drawing. Use that drawing as a guide, you should see through the page if you are in a bright room. See how I traced part of his legs over the old picture.

- TIP! Don't colour the pages in until you finish drawing every single picture.

- Move your character's legs ever so slightly on each page, so it looks like he is walking!

- Draw as many pictures as you can, and don't make the changes too drastic, or it won't look smooth! Remember, 10 drawings equals only ONE SECOND of time!

MAKING THE MOVIE!

- Here is what he looks like on top of the old drawing. I changed the lines SO SLIGHTLY you barely even notice a difference!

MAKING THE MOVIE!

- These are just 5 of my pictures, I have WAAAAAAY more, but by seeing them next to each other it is easier to understand how this works!

- When all pictures are drawn, put them side by side.

- We will take a picture of them each separately, this is what gives the illusion of movement.

- Here is my full walk cycle animation:
  https://www.youtube.com/watch?v=YV2OSUeX67A

MAKING THE MOVIE!

- NOW IT'S TIME TO MAKE YOUR MOVIE !