***Final Project***

**IDM116 Spring2013**

**Defying the Reality and Truth**

Due: 04/29/2013 Beginning of the class

***Objectives:***

Technical: To demonstrate the understanding of 'Stop motion' (pop. frame-by-frame), a generic term for an animation technique that makes static objects appear to move. For this final project, all of the skills you have learned should be used when creating this project.

Conceptual: To utilize stop-motion animation as a vehicle for creating narratives that explore actions and situations that couldn't occur in reality, or to bring life to images or objects that are otherwise without it.

***Overview:***

Your challenge is to create a minimum 30 second narrative using stop motion animation. The type of animation used can vary greatly depending on the needs of the narrative, and can include clay painting, clay animation, pixilation, mixed/live animation, or other techniques.

Photoshop and Illustrator would be used to create a poster of your final project and show the brief introduction of your work with the images and text.

***References for further study:***

--<http://www.storyboards-east.com/storybrd.htm> An excellent source for examples of storyboarding.  
--YouTube and Google Video are excellent sources for finding examples of every kind of stop-motion technique. A simple 'stop motion animation' search will yield immediate results, of varying quality.   
--Taylor, Richard. The Encyclopedia of Animation Techniques. Running Press, Philadelphia, 1996. ISBN 1-56138-531-X   
--[Fantasy](http://www.asu.edu/cfa/wwwcourses/art/SOACore/theme-fantasy.htm) Theme on artCORE website:

<http://www.asu.edu/cfa/wwwcourses/art/SOACore/theme-fantasy.htm>

***Material***: Premiere Pro CS6, Photoshop CS6, Illustrator CS6, digital camera, tripod, proper lighting, subjects for animation (characters, objects, sets, actors), video editing software such as Adobe Premiere, and software for stitching still images into a video such as MonkeyJam:

http://www.giantscreamingrobotmonkeys.com/monkeyjam/

***Process:***

Preparation: Read the artCORE thematic inquiry unit on "[fantasy](http://www.asu.edu/cfa/wwwcourses/art/SOACore/theme-fantasy.htm)."

1. Brainstorm and Storyboard: After studying a number of other animations found online and assessing personal interests in materials or content, create a storyboard outlining key points and important shots in your film. Think of it as a visual comic strip.

2. After discussing the storyboard with the instructor or other students, refine your storyboards and make them readable and generally interpretable to others. You don't have to be good at drawing to make them readable.

3. Examine your camera. Find out if it has capacity to disable 'white balance' and other auto-corrections. Turn down image resolution to 800x640 or smaller unless high resolution is extremely important to you.

4. Prepare your filming objects! Build your puppets, assemble your figures, purchase your clay, construct your sets, dress your actors.

5. Set up your lighting so it is strong and consistent.

6. Take some sample sequences. Do some tests on trickier or less important sequences to get a feel for movement.

7. After analyzing the test sequences by running them through MonkeyJam(Optional), return and complete taking photos! Keep in mind you want between 12 and 24 shots per second... you should be aiming for 500 MINIMUM useable shots. Always take more than you think you'll need. It's easier to cut things out than to film more later.

8. Create the sound. There is no necessary to use your own sound but you have to edit the sound whatever it is a downloaded one or not. Pay attention to the relation between the sound and the animation.

9. Assemble your MonkeyJammed sequences in Premiere, adding sound effects, narration, or musical tracks.

10. Add title and credits, making sure to credit anyone that helped you and citing.

11. Upload your video to YouTube and then create your own space in Wiki and then show your works with a brief introduction with the poster.

***Grading:***

1. Individual improvement – 20 points
2. Originality – 20 points
3. Design/Aesthetics – 20 points
4. Concept – 20 points
5. Software skill used – 20 points

Total: 100 points

A – Between 90 and 100

B - Between 80 and 89

C - Between 70 and 79

D - Between 60 and 69

E - Between 50 and 59

F – Below 49