

Motion Graphics  
Cptr.346

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## Assignment #2 "Stop Motion"

Create an animation using both keyframing and stop motion techniques.

Keyframing is a fundamental tool for creating animations. In our case, it allows Harmony to assist us in filling the gaps between drawings. However, there are some effects and appearances that require us to change the underlying drawing without keyframes.

Create a short (~15 second) animation that uses both keyframes and stop motion animation. The stop motion animation does not have to be the central or main method of animation, but you should be able to point it out during our critique.

Stop motion animation has a history going back to the origins of animation. In this image from a 1939 documentary, an artist creates a new drawing for every frame (notice the "pegs" holding the drawing in place, analogous to the use of pegs in Harmony).

