

Team Stop Motion

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History of Stop Motion



Humpty Dumpty Circus (1898)
Albert E. Smith and J. Stuart
Blackton

http://www.antiquetoyworld.com/auctions/1954-superman-lunch-box-sells-for-11865-at-philip-weiss-auctions/attachment/2011_02_pw_02/

The Ant and the Grasshopper (1911)
Wladyslaw Starewicz



<http://www.ideafixa.com/wp-content/uploads/2013/12/the-ant-and-the-grasshopper.jpg>



The Nightmare Before Christmas (1993)
Tim Burton

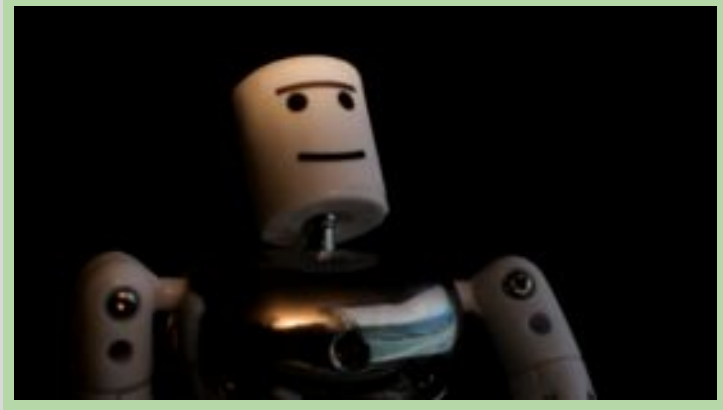
<http://www.behindthevoiceactors.com/voice-compare/Nightmare-Before-Christmas/>

Film Inspiration

Address is Approximate

Tom Jenkins

<http://www.fubiz.net/2011/11/22/google-street-view-address-is-approximate/>



Marcel the Shell With Shoes On

Dean Fleischer-Camp



<http://www.austinchronicle.com/screens/2011-11-04/the-shell-they-sell-hes-swell/>

Western Spaghetti

PES



<http://secure.traversecityfilmfest.org/websales/pages/info.aspx?evinfo=37305~4d61cd53-466a-4a38-9b0c-5dd9c77930d9&>

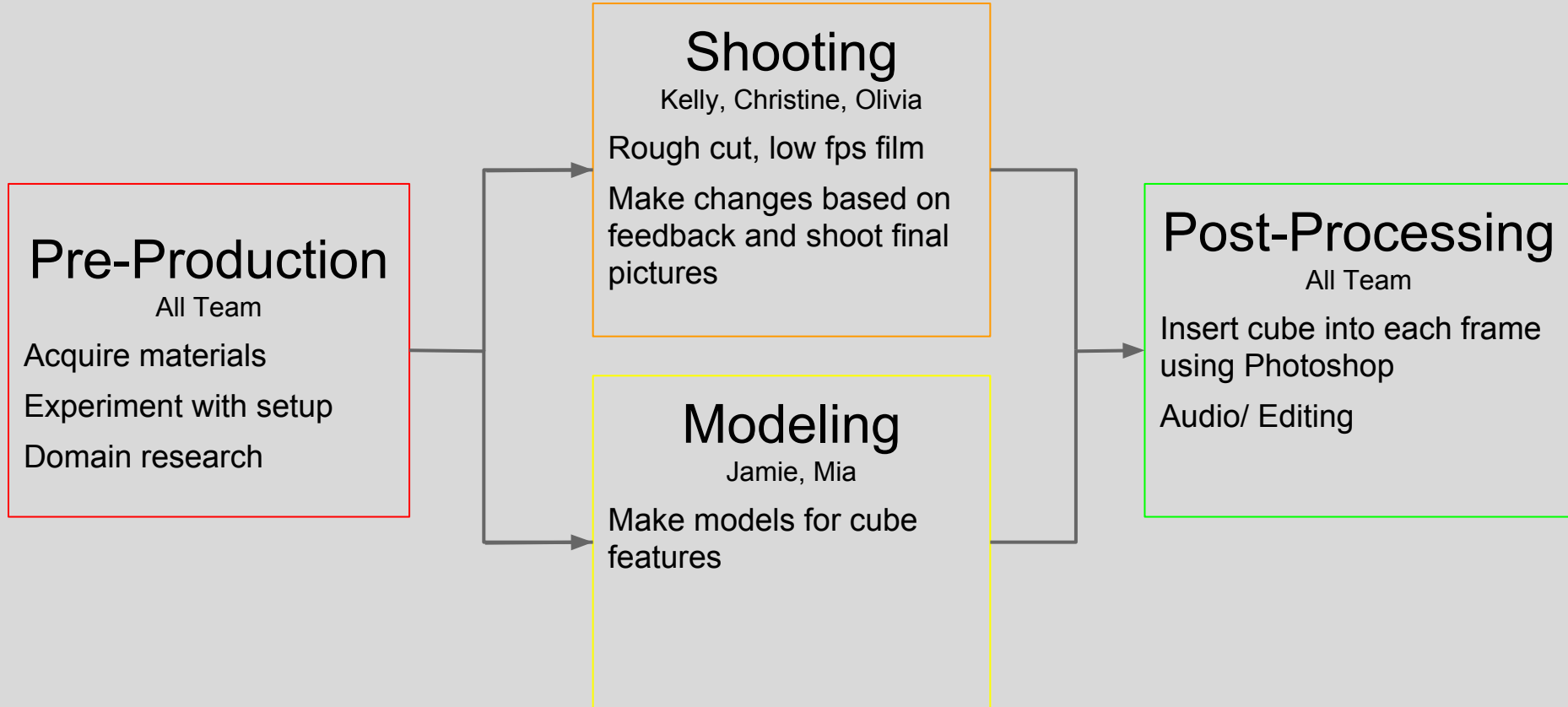
RE: new



PRE-PRODUCTION



Division of Labor/Milestones



PRODUCTION



Set Up - The Graphics Lab (Closet)



Choosing a Frame Rate

Claymation/Stop-motion: 24fps/30fps on 2's

Feature Films: 24fps/30fps on 1's

Examples:

Shaun the Sheep - 24fps on 2's

Robot Chicken - 30fps on 2's

ParaNorman - 24 fps on 1's



Cast of Characters

- ❑ Scotch Tape
- ❑ Stapler
- ❑ Gluestick Gossip Girls
- ❑ Clothespin Army
- ❑ Glue and White-Out Minions



Making the Film - Stop Motion



First Run

Making the Film - Stop Motion



First Run

Desk too organized

Making the Film - Stop Motion



First Run

Desk too organized

Making the Film - Stop Motion



First Run

Desk too organized

Lack of depth

Making the Film - Stop Motion



First Run

Desk too organized

Lack of depth

Contrast

Making the Film - Stop Motion



First Run

Desk too organized

Lack of depth

Contrast

Confusing shadows

The Fix: Layout and Depth



The Fix: Contrast



The Fix: Lighting

Cup is in deep shadow



Camera Work

- Depth of field
- Manual focus and exposure
- Composition



Smaller aperture
Focus on faces



Larger aperture
Focus on both foreground and background



Filming Difficulties

Keeping the camera still

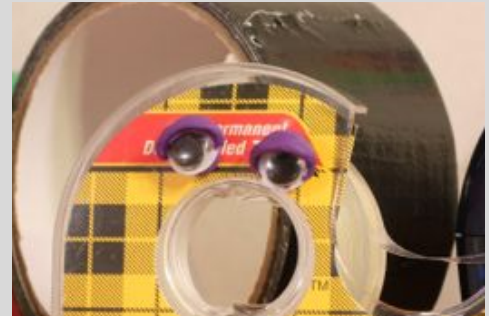
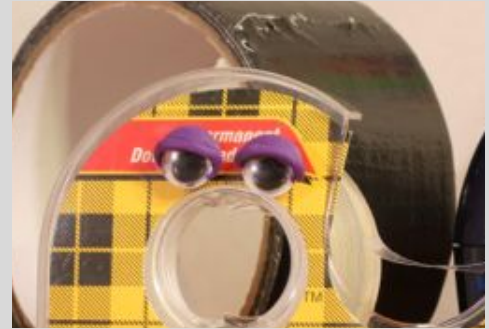
GOOD:



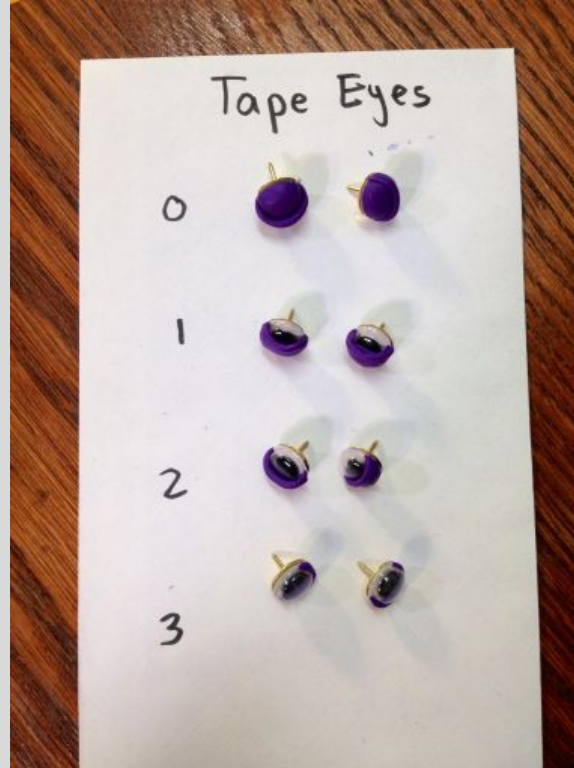
BAD:



Keeping characters and eyes in the same exact place



Stunt Doubles with Removable Eyes



- Googly eyes and clay for eyelids
- Attached to characters with pins



MODELING

Making the Film - Graphics Modeling

1. Stand-in cube for realistic shadows



Making the Film - Graphics Modeling

1. Stand-in cube for realistic shadows
2. **Panorama**



Making the Film - Graphics Modeling

1. Stand-in cube for realistic shadows
2. Panorama
3. **Skybox to cubemap**



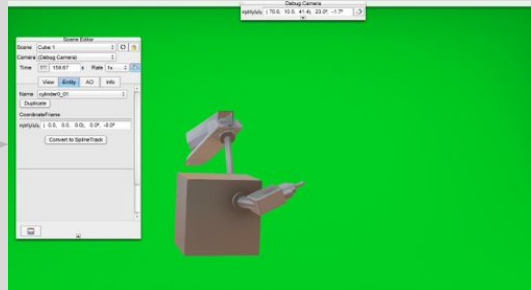
Making the Film - Graphics Modeling

1. Stand-in cube for realistic shadows
2. Panorama
3. Skybox to cubemap
4. **Overlay**

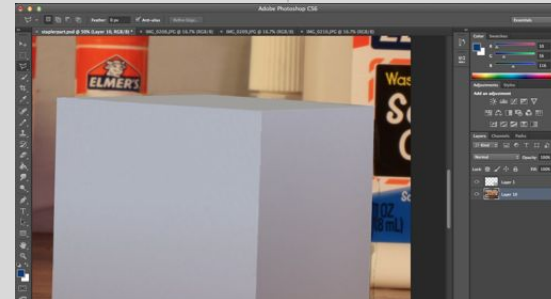
Initial photo



Make the model
(with any appendages)



Match cube model to
cubemap shadows



Final photo



Use line and blur tools in
Photoshop

Making the Film - Overlaying the cube

- Live action scenes: Block cube at all times
- Stop motion scenes: Minimize obstruction of cube



Making the Film - Video Editing

- Editing with Photoshop, Windows Movie Maker, and iMovie
- Necessary variations in frame rate
- Edited scenes out of order
- Sound effects to bring the film to life



THANK YOU

Tape

Glue

White-Out

Morgan for emotional
support and use of
the Graphics Lab