

## 12 basic principles of animation:

1. Squash and Stretch
2. Anticipation
3. Staging
4. Straight Ahead & Pose to Pose
5. Follow Through and Overlapping Action
6. Ease In and Out
7. Arc
8. Secondary Action
9. Timing
10. Exaggeration
11. Solid Drawing
12. Appeal

## 12 basic principles of animation: PRESENTATIONS

For the next six weeks, in groups of 3 you will give 5-7 minute oral presentations on the 12 Principles of animation. You must create a slide presentation in which you explain the principle and using gifs + videos show us examples of your principles at work in various animations.

Your resources must be cited with links to where you found your information + content.

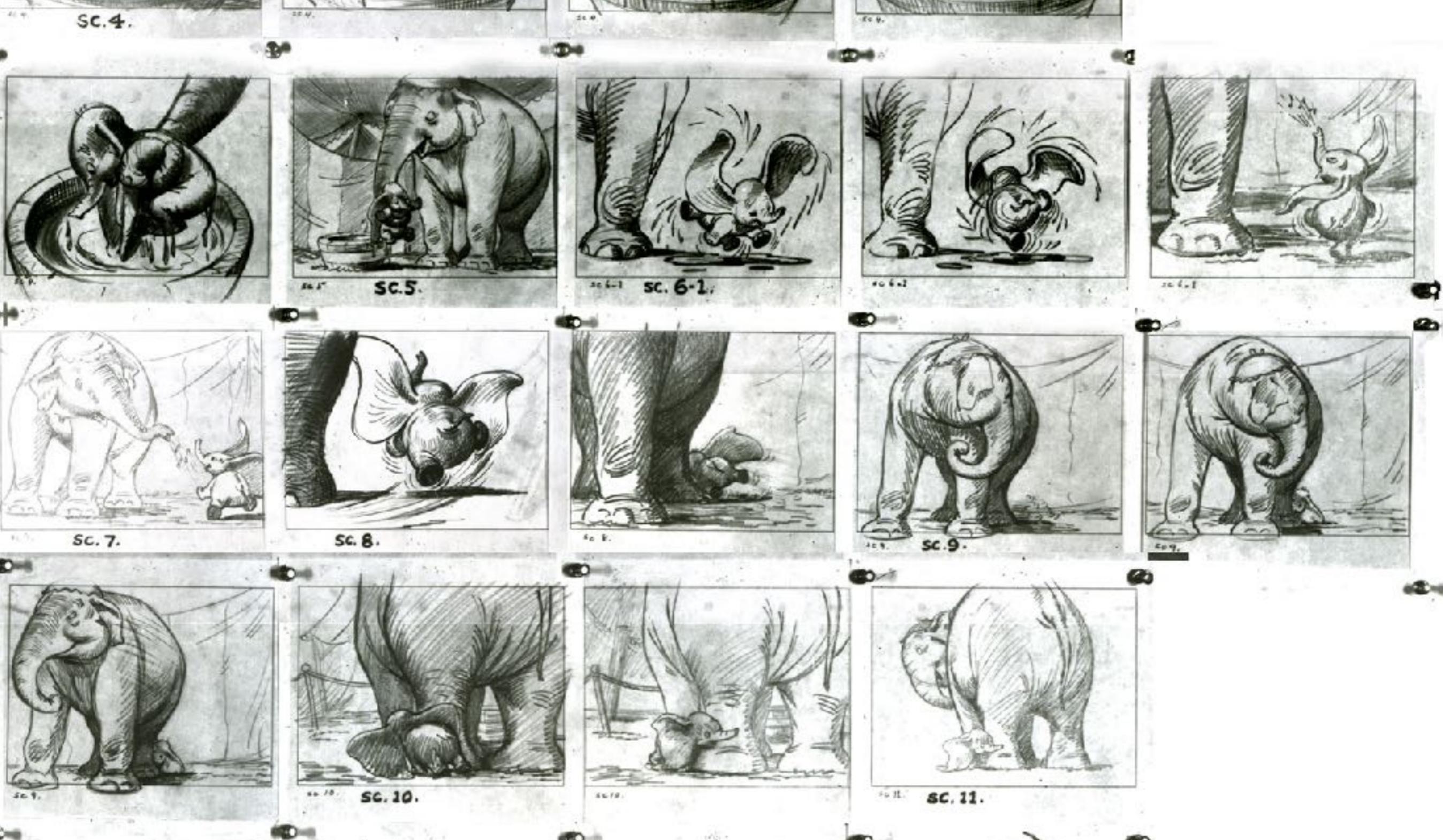
You must work together to make the presentation professional + engaging.

After you give your talk you will compress your slide show into a pdf + email it to me so that it can become a shared resource for your fellow classmates.

Everyone in your group should be heard from and thoughts included.

You will be graded on your content, research, professionalism and your participation as a group.

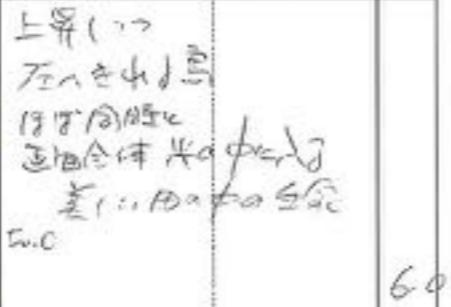






Dumbo, 1941

Disney

カット	画 面	内 容	秒
24A		上昇(↑) アヘキシカル 180度回転 画面全体光の中へ 差し込む太陽の反射	5.0
24B		一匹の飛翔 朝日が昇る(2015) マスク→BG2枚	6.0
25		二郎大鳥 風景としての飛行 降下(2015) (進行方向と飛翔)	7.0
26		飛行する飛翔の大鳥	8.0
27		11月11日 午後1時半頃 全作画 BGは T3PANE(Follow) でOK	9.0
		キラキラ輝く 夕日が反射	10.0

16

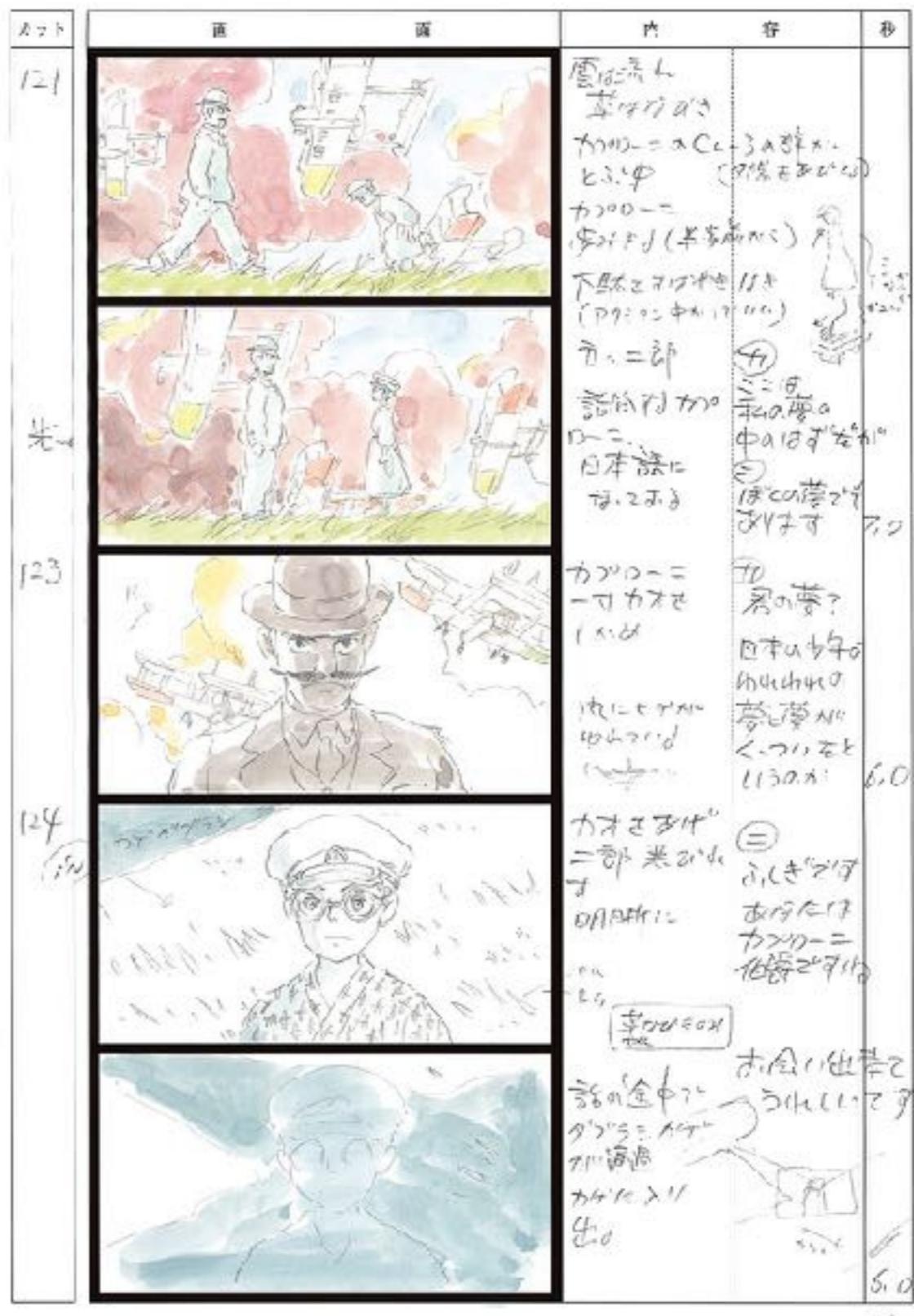
16.0

カット	画 面	内 容	秒
28		2015年11月11日 午後1時半頃 飛行する飛翔の大鳥	11.0
29		トライニティ 三心流 Follow BGが生き生き7枚 7枚アルティメット アートワーク	12.5
30		11月11日 午後1時半頃 飛行する飛翔の大鳥	14.0
		本流へ出る トライニティ アートワーク	15.0

17

2.5

カット	図	内 容	秒
120		手前から フード→ヒー 上昇(244) Co-3 40下がり うじ在せん 立11→ [Follow 244] アコム→タク スルトモス	
		Follow(244) 11.0	
		立11.0	
		立11.0	
		アコム→タク スルトモス	
		(Follow 244) 11.0	





S P D C O

MAINTITLE

SHOW NO.

DESCRIPTION

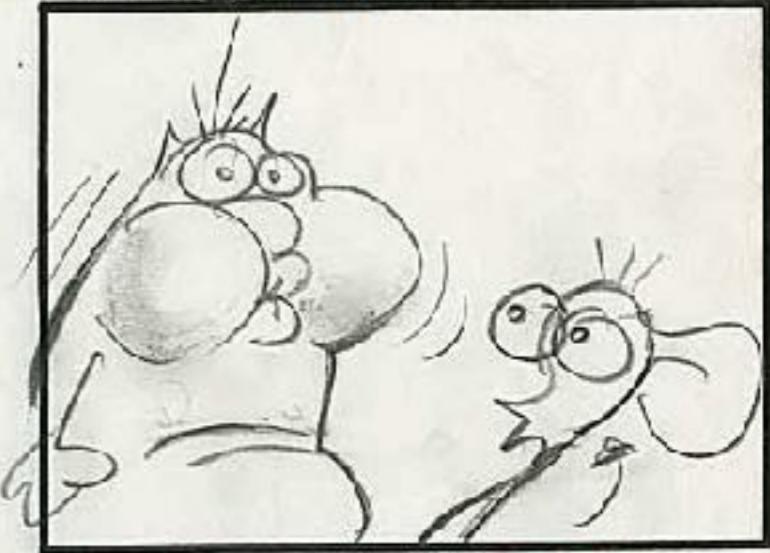
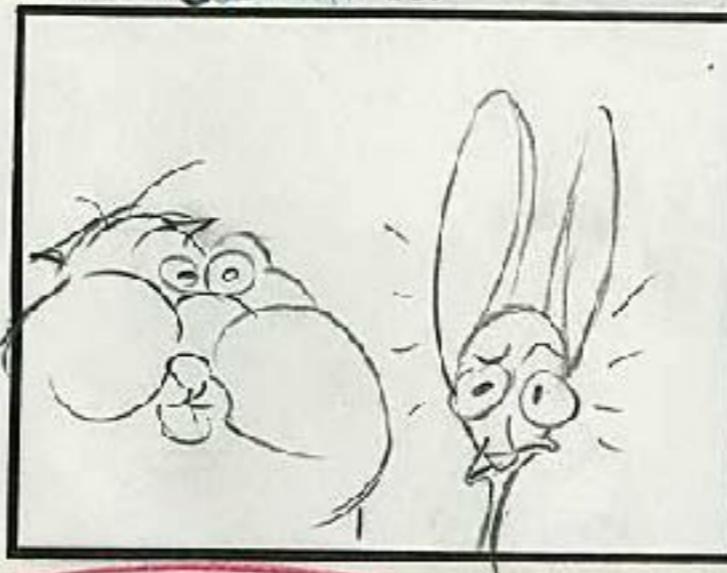
ACT NO.

107  
PAGE NO.

SCENE 50 CONT BG.

SCENE 50 CONT BG.

SCENE 50 CONT BG.



DIALOGUE: STIMPY: HUUUUM ...

WMMMM ...

... BBWOODP!

ACTION: STIMPY LOOKS LIKE  
HE'S ABOUT TO THROW UP

REN SNAPS TO WERIED  
POSE

REN LOOKS UP.

TIMING: HUUMMM 12X  
TONGUES 16X 300

WMMMM 16X  
VIBRATE EXTREME 108

SWALLOW 200  
BWOODP! 104  
HOLD 100

SOUND FX:

1028



Toy Story Storyboards  
Pixar

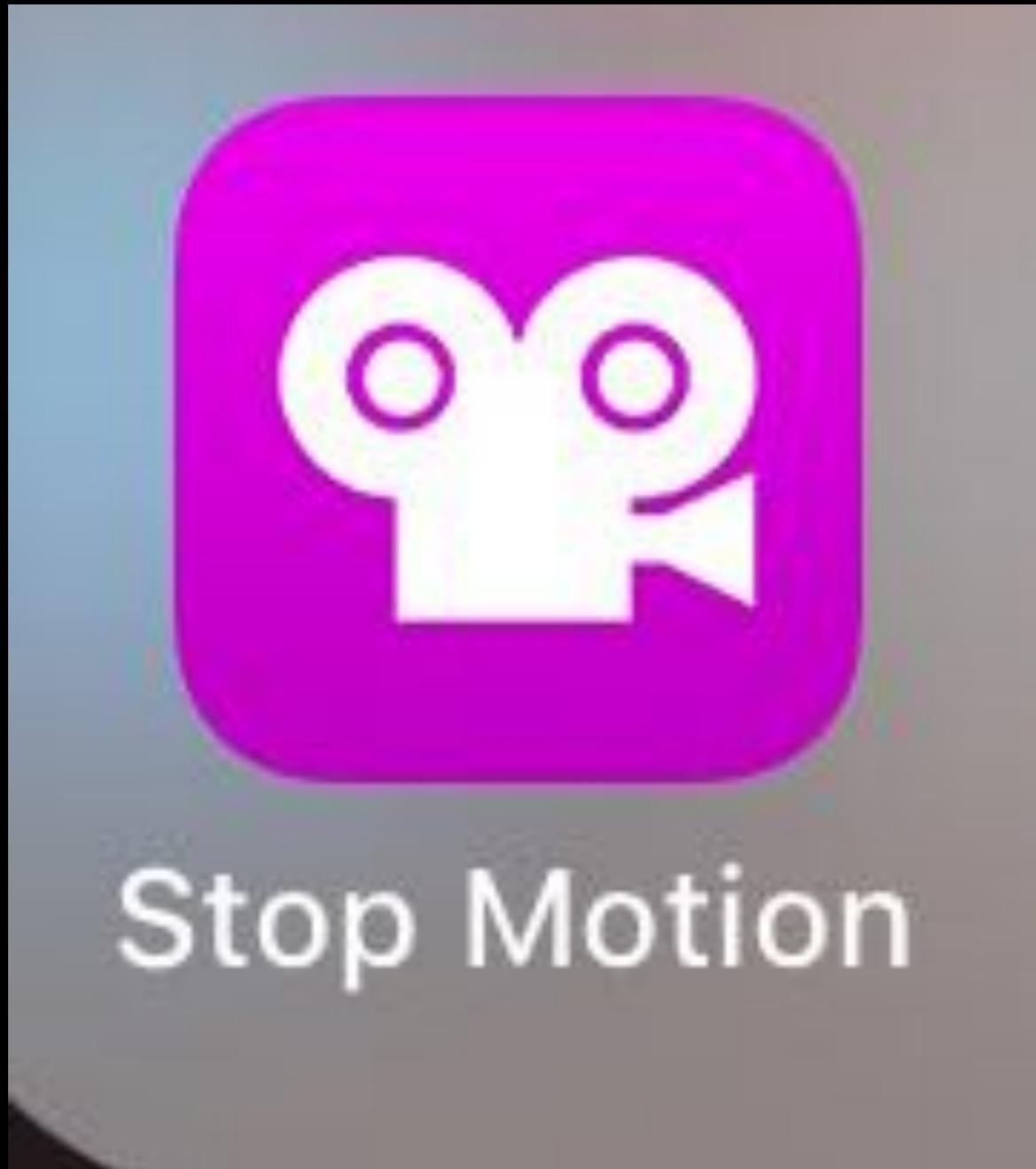
stopmotion studio



make sure your device is as stable as possible - this will be easier with 2D animations

**Idea 1**

**Idea 2**



there are a TON of animation apps. This is the one you want to use bc it has an ONION SKIN functionality.

0005 / 0005



M



Onion skinning - so you can see the frame before hand. Greater control over movements.



Cancel

Done



Timer

You can set it on a timer so it automatically takes a picture.



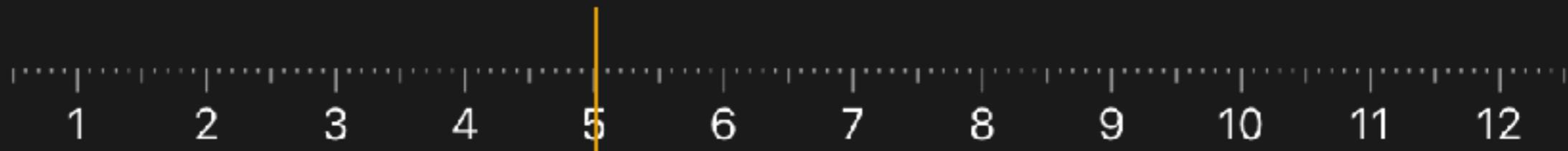
Cancel



4K



Done



Movie Speed (frames/sec.) 00:05 at 5 FPS

You can change your frame rate.



Cancel



4K



Done



Square

And the format - but do the default 16:9!!!



Cancel



4K



Done

SD

HD

HQ

4K

Quality

HD Video is **1920 x 1080** !!!!

< Projects

# My Stop Motion Movie



Modified **Today** Duration **00:04** Frames **24** Size **13 MB**



...



Make individual “movies” and export them to your computer. You should have many video files - not one long one!!! We will later bring these into Abode Premiere.

1920 x 1080 px

Name: myStopMotion

Location: /Volumes/makingAreWe/QC/2018/myStopMotion

[Browse...](#)[General](#)   [Scratch Disks](#)   [Ingest Settings](#)

## Video Rendering and Playback

Renderer: Mercury Playback Engine GPU Acceleration (OpenCL) ▾

## Video

Display Format: Timecode ▾

## Audio

Display Format: Audio Samples ▾

## Capture

Capture Format: HDV ▾

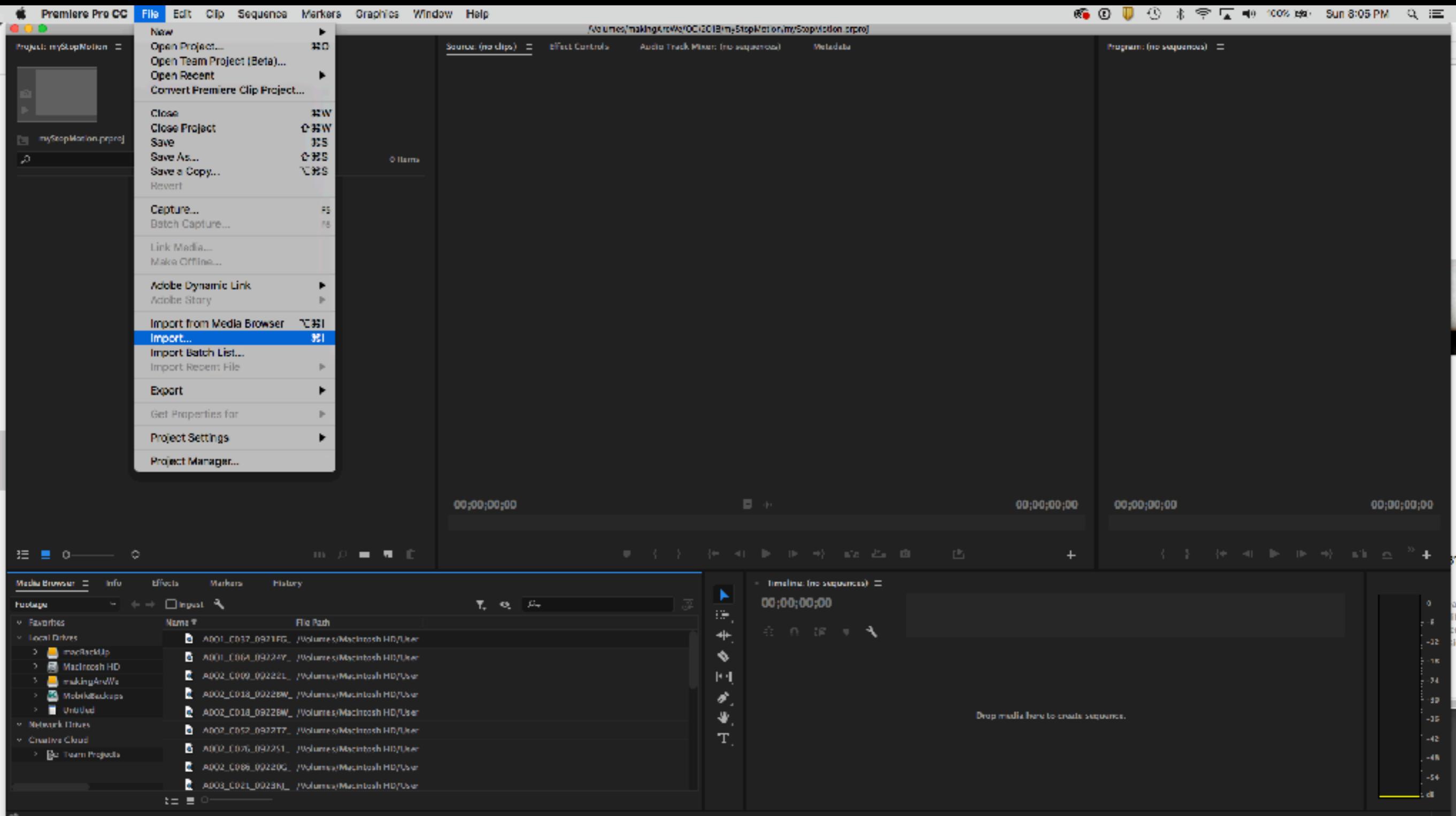
 Display the project item name and label color for all instances

# Adobe Premiere

Open a new project.

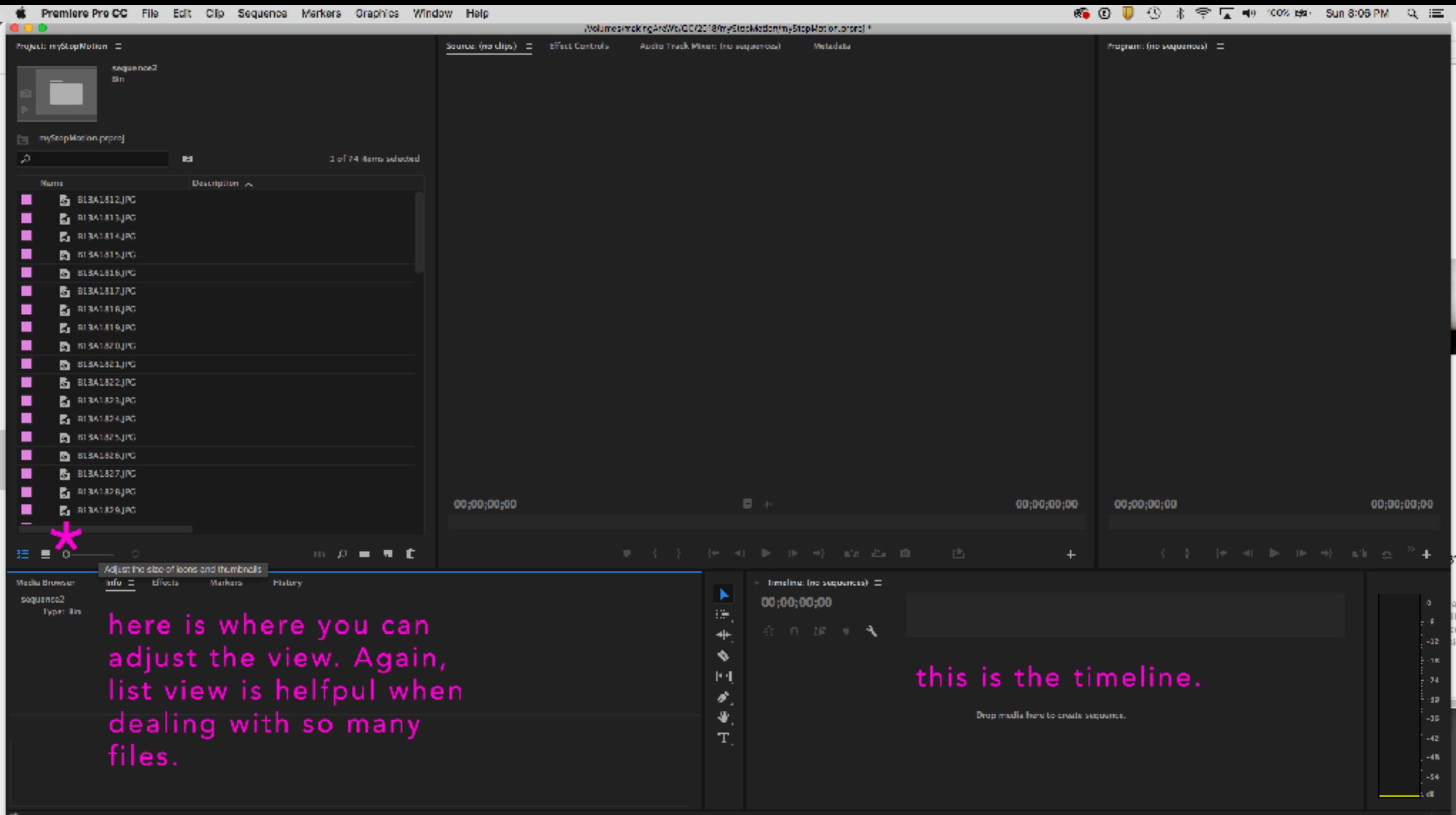
You should set the FILE PATH. And that all of your assets are in your project folder.

[Cancel](#)[OK](#)



File > Import...

Import the sequences



Organize your files.  
Make bins - folders for each scene/sequence

CTRL + click > New Bin

this is the timeline.

File Edit Clip Sequence Markers Graphics Window Help

Project: myStopMotion

New Project... Open Project... Open Team Project (Beta)... Open Recent Convert Premiere Clip Project... Close Close Project Save Save As... Save a Copy... Revert Capture... Batch Capture... Link Media... Make Offline... Adobe Dynamic Link Adobe Story Import from Media Browser Import... Import Batch List... Import Recent File Export Get Properties for Project Settings Project Manager...

Sequence... Sequence From Clip Bin Search Bin Offline File... Adjustment Layer... Legacy Title... Photoshop File... Bars and Tone... Black Video... Captions... Color Matte... HD Bars and Tone... Universal Counting Leader... Transparent Video...

Effect Controls Audio Track Mixer (no sequences) Metadata Program (no sequences)

00:00:00:00

Media Browser Info Effects Markers History

Favorites Local Drives Network Drives Creative Cloud

Name File Path

- A001\_0037\_0921F0\_ /Volumes/Macintosh HD/User
- A001\_0064\_09224F\_ /Volumes/Macintosh HD/User
- A002\_0009\_09222L\_ /Volumes/Macintosh HD/User
- A002\_0018\_09228W\_ /Volumes/Macintosh HD/User
- A002\_0018\_09228W\_ /Volumes/Macintosh HD/User
- A002\_0052\_0922T7\_ /Volumes/Macintosh HD/User
- A002\_006\_09225L\_ /Volumes/Macintosh HD/User
- A002\_0088\_09220G\_ /Volumes/Macintosh HD/User
- A003\_0021\_0923KL\_ /Volumes/Macintosh HD/User

Volumes: /Volumes/Macintosh HD /Volumes/MyStockMotion/myStopMotion/orc01

New Sequence

Sequence Presets Settings Tracks VR Video

Available Presets

- ARRI
- AVC-Intra
- AVCHD
- Canon XF MPEG2
- Digital SLR
  - 1080p
    - DSLR 1080p24
    - DSLR 1080p25
    - DSLR 1080p30
  - 480p
  - 720p
- DNxHD
- DNxHR
- DV - 24P
- DV - NTSC
- DV - PAL
- DVCPro50
- DVCProHD
- HDV
- Mobile & Devices
- RED R3D
- VR
- XDCAM EX
- YUV422 4K

Preset Description

For editing most DSLR formats (like the Canon EOS Movie Full HD series) recorded in 1920x1080 square pixels (non-anamorphic).  
16:9 Progressive HD video at 23.976 frames per second.  
48 kHz audio.

General  
Editing mode: DSLR  
Timebase: 23.976 fps

Video Settings  
Frame size: 1920x1080v [1.0000]  
Frame rate: 23.976 frames/second  
Pixel Aspect Ratio: Square Pixels (1.0)  
Fields: No Fields (Progressive Scan)

Audio Settings  
Sample rate: 48000 samples/second

Default Sequence  
Total video tracks: 3  
Master track type: Stereo

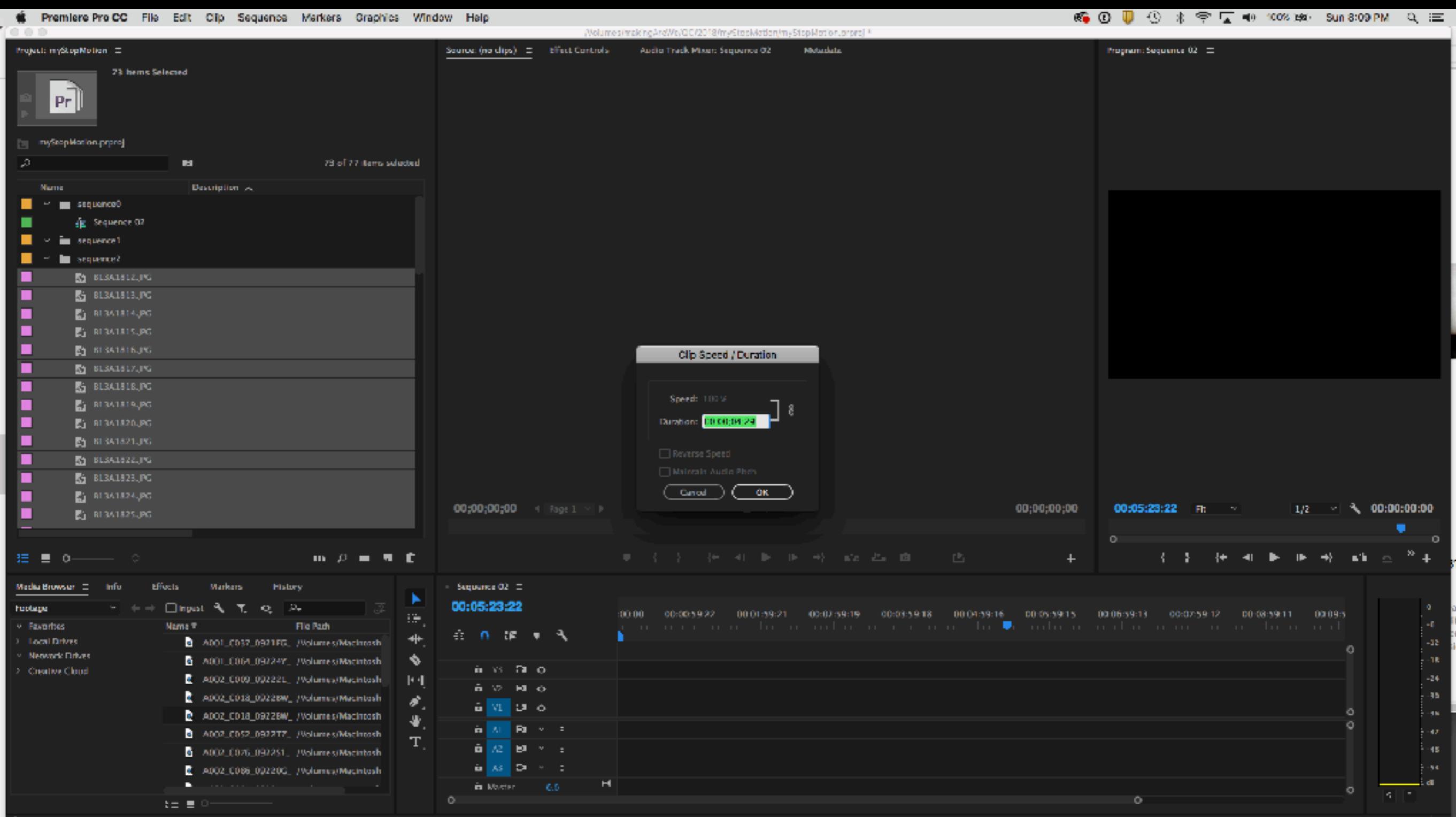
Audio Tracks:  
Audio 1: Standard  
Audio 2: Standard  
Audio 3: Standard

Delete Preset

Sequence Name: Sequence 02

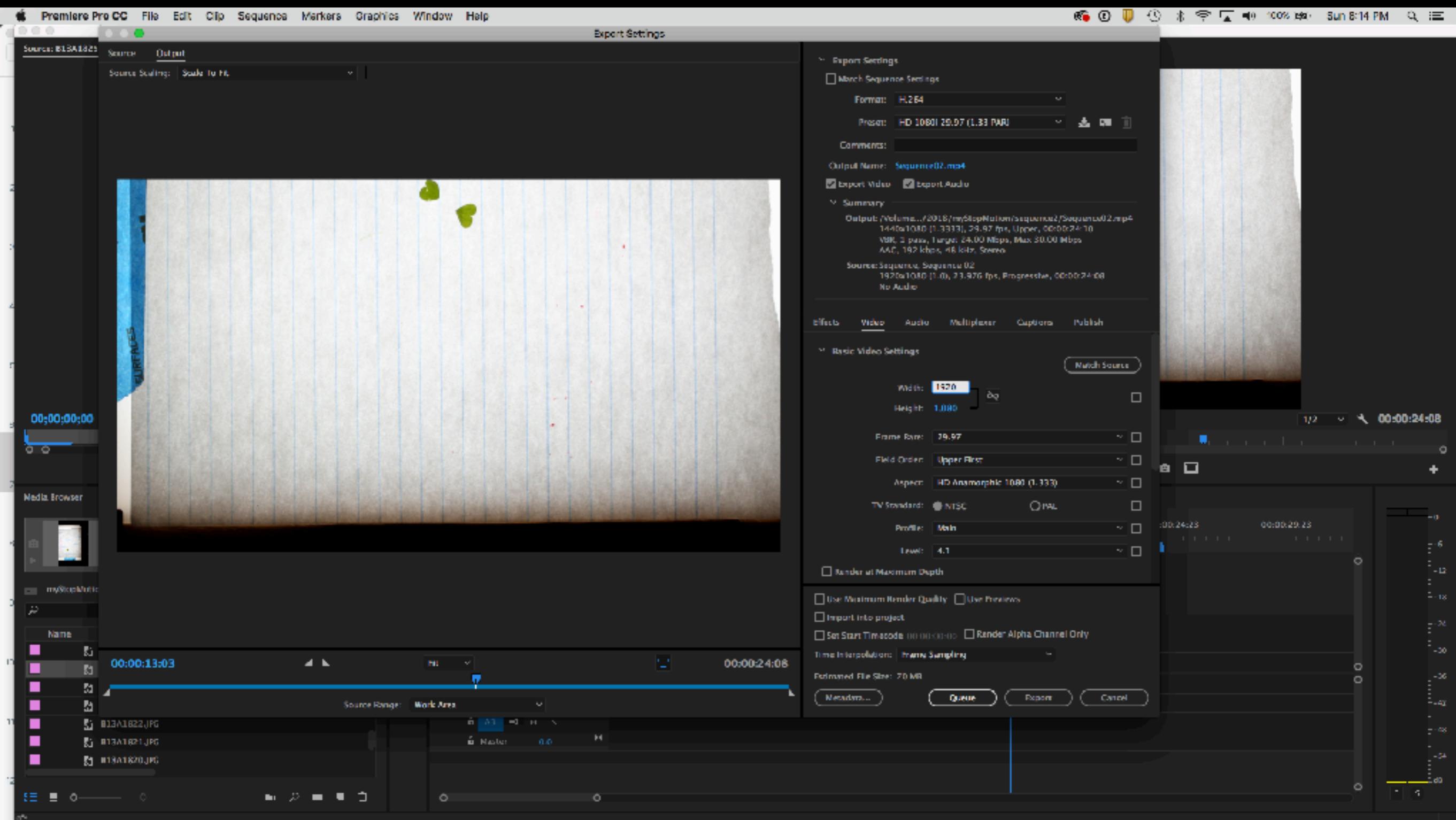
Cancel OK

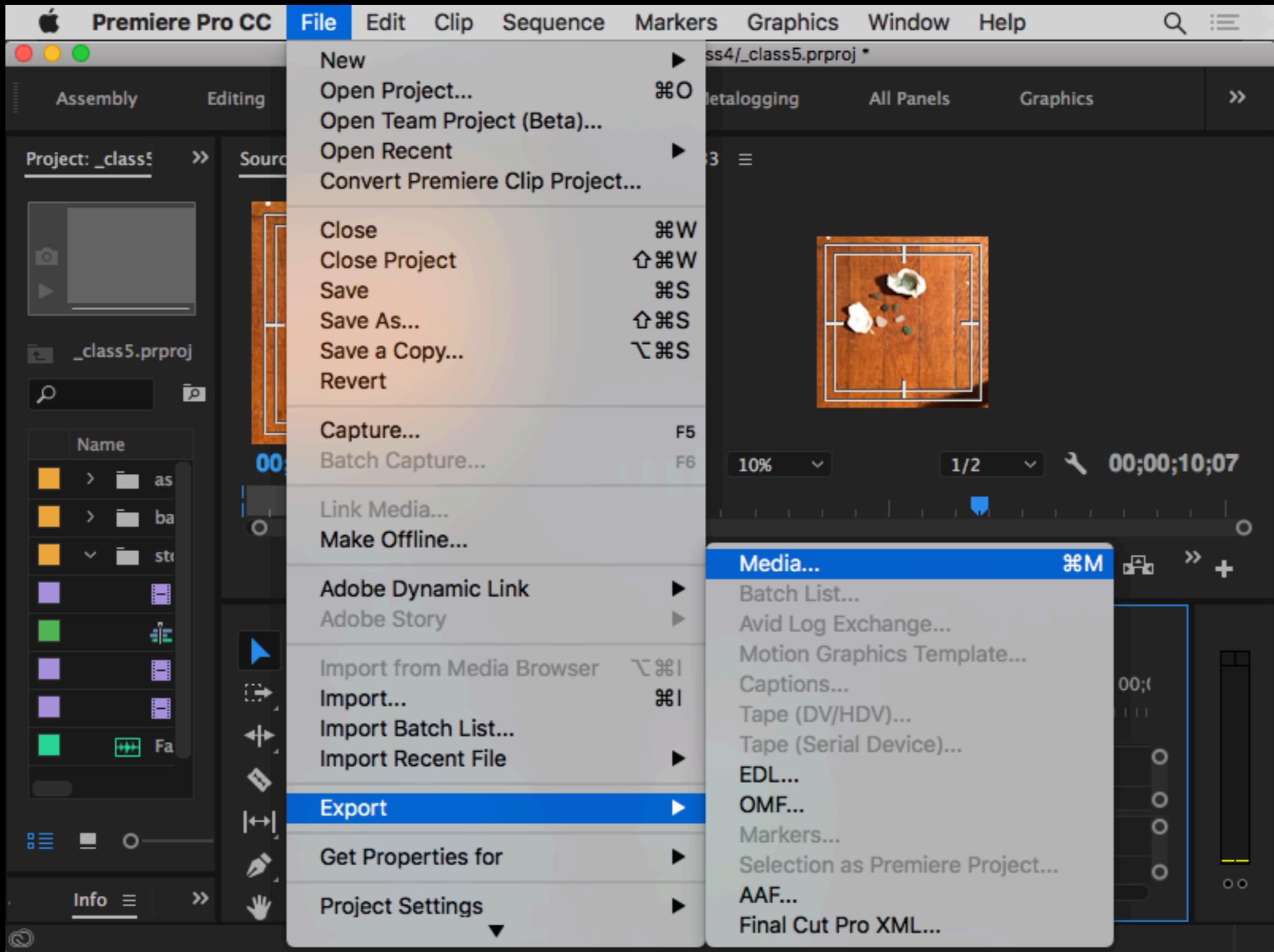
# Make a new sequence



You can change the duration of each video

Hold down CONTROL + click on the flies.  
Select Clip Speed / Duration





Exporting in Premiere - Make sure your sequence is highlighted.

## Export Settings

**Source**   **Output**

Source Scaling: Scale To Fit



00:00:02;01      00:00:06;25

Fit

Source Range: Work Area

**Export Settings**

**Quicktime or H.264**

Match Sequence Settings

Format: H.264

Preset: Match Source – High bitrate

Components:

Output Name: **IMG\_0033.mp4**

Export video    Export Audio

Summary

Output: /Users/Rebecca/Desktop/qc/class4/IMG\_0033.mp4  
 1080x1080 (1.0), 15 fps, Progressive, 00:00:06;25  
 VBR, 1 pass, Target 10.00 Mbps, Max 12.00 Mbps  
 AAC, 320 kbps, 48 kHz, Stereo

This should be 1920 x 1080 for dslr footage

Source: Sequence, IMG\_0033  
 1080x1080 (1.0), 15 fps, Progressive, 00:00:06;25  
 No Audio

Effects   **Video**   Audio   Multiplexer   Captions   Publish

**Basic Video Settings**

Width: 1,080  

Height: 1,080  

Frame Rate: 15  

Field Order: Progressive  

Aspect: Square Pixels (1.0)  

TV Standard:  NTSC    PAL  

Profile: Main  

Level: 4.1  

Render at Maximum Depth

Use Maximum Render Quality    Use Previews

Import into project

Set Start Timecode 00:00:00;00    Render Alpha Channel Only

Time Interpolation: Frame Sampling

Estimated File Size: 8 MB