

Assignment 03 (due: 10/28/09)

Stop Frame

Bringing together sound and still images in a stop frame animation.

In this assignment, I ask you to create a stop frame animation of not more than 60 seconds in length. Find an interesting/unique theme for your animation and think about how you can realize in a 60 seconds (or less) video. Use your digital photo cameras to record the video frame by frame and use Final CutPro to put together images and sound. You can animate anything you like and that you can capture with your still camera – from ready-made objects to clay to paintings or abstract graphics. It is however important to acquire the data outside of the computer frame by frame and not just to animate content that is already in a digital form (e.g. images or Quicktime movies from the internet). If you wish to use found, already digitized content be sure to modify it sufficiently enough outside of the computer (i.e. through print outs, etc.) before integrating it in your animation.

Points to Remember:

- Start with an idea first and sketch it out in a storyboard (sketch over time). We will have individual meetings to discuss your ideas before you start to realize them.
- Think about how the sound relates to your images and vice versa. Use your own recorded sounds (you may use the contact microphone that we build in the previous assignment).
- What does the short duration of the animation mean for your project? How does it influence your idea? Remember to try and develop simple ideas (without being simple-minded!). Do remember that at least 15 still frames per second are needed to create fluid animations – 60 seconds add up to 900 individual frames!
- Be prepared to describe the idea behind your project in class during your presentation and turn in a written 2–3 paragraph long description with the work.
- Always work at an NTSC resolution of 720x480 pixels for the images, 44.1/48kHz and 16bit for the sound and 29.97fps for this project.

Goals:

- Understand better the relationships between sound and visuals.
- Practice conceptual skills, the idea behind your project is very important!
- Practice using video editing software.
- Apply all the skills and knowledge you have gained in this class so far to the realization of this project.