

COURSE CONTENT

Course Code	DT2011
Course Title	Stop Motion
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 Contact Hours

Course Aims

This foundation level course will introduce you to the theoretical and practical basics of stop motion animation and its different techniques. You will analyse stop motion animations from different periods and create a number of animations including one extensive one at the end of the semester. This practical approach will provide a foundational context for contemporary stop motion practice.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Identify and discuss techniques used in stop motion animation.
2. Demonstrate the use of the different techniques required to create stop motion animation.
3. Apply learned techniques to create an original stop motion animation.
4. Present stop motion stages and final work in a clear and cohesive manner.
5. Critique and assist with stop motion class activities and peer collaborations.

Course Content

Sequencing frames

Overview and history of different frame sequencing techniques: Pixilation, object animation, sand animation, puppet animation, experimental frame-by-frame animation.

Introduction to basic software and tool use.

Moving material

An exploration of different materials that are being used in stop motion animation. You will learn about the material properties and ways to process and manipulate materials for stop motion animation.

Puppets

An Introduction into the history and usage of puppets. You will learn about different types of puppets, cultural context and their use in contemporary media. You will learn how to design, construct and animate puppets for stop motion animation.

Mechanics

An Introduction to the mechanics of stop motion. You will learn the construction and use of wire-armatures, ball and socket armatures, supporting rigging systems and different devices to move

cameras frame by frame.

Artificial environment

An exploration of stage building techniques in stop motion animation. You will learn how to create three dimensional sets for animation by using light and set design. Furthermore, the combination of digital elements with real life set structures will be taught.

Class assignments

Creative projects which develop and expand on class content. Animation of different materials, puppet construction and building, character animation. Developed through lectures, tutorials, class exercises and peer/instructor feedback sessions.

Assessment (includes both continuous and summative assessment)

Component	ILO Tested	Programme LO	Weighting	Team/ Individual
Continuous Assessment Stop motion animation practice	1,2,3	--	40	Individual
Final Project: A narrative stop motion animation, at least one minute long.	1,2,3,4	--	40	Individual
Continuous Assessment: Participation Workshop-discipline	5	--	20	Individual
Total			100%	

Reading and References

Lord, Peter, and Brian Sibley. *Cracking animation: The Aardman book of 3-D animation*. Thames & Hudson, 2010.

Priebe, Kenneth A. *The advanced art of stop-motion animation*. Cengage Learning, 2011.

Purves, Barry JC. *Stop motion: passion, process and performance*. CRC Press, 2012.

Course Policies and Student Responsibilities

(1) General

You are expected to complete all assigned readings, activities, assignments, attend all classes punctually and complete all scheduled assignments by due dates. You are expected to take responsibility to follow up with assignments and course related announcements. You are expected to participate in all project critiques, class discussions and activities.

(2) Punctuality

You are expected to be punctual for all classes. If you are more than 30 minutes late, you will be deemed as absent and will not be able to sign on the attendance register.

(3) Absenteeism

In-class activities make up a significant portion of your course grade. Absence from class without a valid reason will affect your participation grade. Valid reasons include falling sick supported by a medical certificate and participation in NTU's approved activities supported by an excuse letter from the relevant bodies. There will be no make-up opportunities for in-class activities.

(4) Laboratory & workshop discipline

You are expected to keep the workshop and the stop motion lab orderly at all times. Cameras, cables, lights and tools must be returned immediately after use. Tools and camera equipment must be treated with care. Working material consumption must be responsible. The workshop rules must be followed under all circumstances.

Academic Integrity

Good academic work depends on honesty and ethical behaviour. The quality of your work as a student relies on adhering to the principles of academic integrity and to the NTU Honour Code, a set of values shared by the whole university community. Truth, Trust and Justice are at the core of NTU's shared values.

As a student, it is important that you recognize your responsibilities in understanding and applying the principles of academic integrity in all the work you do at NTU. Not knowing what is involved in maintaining academic integrity does not excuse academic dishonesty. You need to actively equip yourself with strategies to avoid all forms of academic dishonesty, including plagiarism, academic fraud, collusion and cheating. If you are uncertain of the definitions of any of these terms, you should go to the [academic integrity website](#) for more information. Consult your instructor(s) if you need any clarification about the requirements of academic integrity in the course.

Planned Weekly Schedule*

*Subjected to adjustment by instructor according to your progress, public holidays and unforeseeable circumstances.

Week	Topic	Course LO	Readings/ Activities
1	<ul style="list-style-type: none">• Sequencing frames. An introduction to the history of stop motion. Different techniques and methods of sequencing frames will be shown and discussed.	1,2, 3, 5	Introductory Lecture Assignment Creating a short animation with smart phones using pixilation in a group of

			up to four people
2	<ul style="list-style-type: none"> • How to use the studio <p>An introduction to the stop motion lab at ADM. Basic knowledge about camera, stands and lights. Basic tool use. Safety-instructions.</p> <p>Students will learn the functions of line-testing and frame-recording software.</p>	1,2, 3, 5	<p>Presentation of the first project. Critique and feedback.</p> <p>Lecture on equipment usage and laboratory safety</p> <p>Assignment Creating a first stop motion animation in the lab.</p>
3-7	<ul style="list-style-type: none"> • Working with the stop motion table <p>In-depth exploration of strategies to create stop motion animations using a variety of materials, including:</p> <ul style="list-style-type: none"> -paper -sand -plasticine -clay -pastels <p>The basics of puppet building</p> <p>A theoretical overview of puppets. Instruction of how to use a stop motion armature. Working with flexible 3 dimensional objects. First exercises on</p>	1, 2, 3, 5	<p>Lectures on:</p> <ul style="list-style-type: none"> - Materials - Puppets - Animation in a three-dimensional space - Lip synchronisation <p>In-class exercise Working with different materials, learning how to use the required tools.</p> <p>Assignments: Creating small animation exercises in the learned techniques. Group size can't exceed three people.</p> <p>Presentation of the projects. Critique and feedback.</p>
8-13	<ul style="list-style-type: none"> • Creating sophisticated stop motion animation <p>Through analysis of a variety of examples from animation and demonstrations, students will learn about the different working steps of creating sophisticated stop motion animation.</p> <ul style="list-style-type: none"> • Continuous review of final assignment through various stages of completion <p>Throughout the last 5 weeks of the semester the final assignment will be subject to review through its various stages of completion. This will be carried out in class presentations by students and will allow for a peer-</p>	1, 2, 3, 4, 5	<p>Lectures on:</p> <ul style="list-style-type: none"> - Set building - Rigging - Postproduction <p>.</p> <p>In-class exercise different working steps</p> <p>Continuous review Final assignment</p> <p>Assigned Projects</p> <p>Final assignment: Full audio-visual, narrative animation in stop motion.</p> <p>Student Presentations on final assignment with critique and feedback</p>

	<p>review-based examination of the works in progress. In this highly interactive process you will learn through and from the work of your peers and the advice offered by the lecturer. These reviews will take all previously learned concepts into account and test the students in terms of their understanding of applying these to practice.</p>		
--	---	--	--