

COURSE CONTENT

Course Code	DT3015
Course Title	Advanced Stop Motion
Pre-requisites	DT2011 Stop Motion
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

This advanced level course will introduce you to the advanced theoretical and production processes of stop motion animation. You will analyse a range of stop motion animations, explore and develop industry-level production methods, and employ these to create a stop motion movie in collaboration with fellow students. This practical approach will provide an advanced 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 advanced stop motion animation.
2. Demonstrate a range of methods required to create advanced stop motion animation.
3. Proficiently employ advanced methods to create an original stop motion animation.
4. Present and discuss how the production methods employed contributed to the storytelling effectiveness of your project.
5. Critique ideas and methods employed by peers in their advanced stop motion projects in a constructive manner

Course Content

Materials

An introduction to material use in stop motion. You will learn about different types of materials and the situations that they are used in contemporary stop motion animation. You will learn how to design, construct and animate with different materials and surfaces, and how to select the appropriate material workflow for your own work.

Mechanics

An introduction to the mechanics of stop motion. You will learn the construction and use of wire-armatures, ball and socket armatures. You will explore possibilities and limitations imposed by mechanics, as well as ways to work around these limits in order to animate freely.

Rigging

An introduction to stop motion rigging. You will learn the construction and use of stop motion rigging systems for a variety of situations, both for character and supporting actors and objects.

Stop motion Cinematography

An introduction to stop motion camera systems. You will learn the construction and use different devices to move cameras and lenses frame by frame. You will gain familiarity with the camera tools available, and how to use these to best effect.

Artificial environment

An exploration of advanced stage building techniques in stop motion animation. You will learn how to create three dimensional sets for animation by using light and set design. This will include the use of industry “tricks” and illusions that give the best effects for your project.

Post Production

An exploration of digital production techniques in stop motion animation. You will learn how to combine digital elements with real life set structures, using such processes as matting, green-screen, masking, and other tools of digital compositing.

Class assignments

Four creative projects, which explore the creation of narratives for animated storytelling – including concept, dramaturgy, character-development.

Assessment (includes both continuous and summative assessment)

Component	ILO Tested	Programme LO	Weighting	Team/ Individual
Continuous Assessment Stop motion animation practice	1,2,3	N.A	40	Individual
Final Project: A narrative stop motion animation, at least two minutes long.	1,2,3,4	N.A	40	Individual
Continuous Assessment: Participation	5	N.A	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.

Shaw Susannah. *Craft skills for model animation*. CRC Press, Taylor & Francis Group, 2017

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 students' progress, public holidays and unforeseeable circumstances.

Week	Topic	Course LO	Readings/ Activities
1	Writing stop motion Introduction to the basics of writing screenplays for stop motion animation. Students explore the differences and similarities between stop motion films versus other animated media.	1,2,3,5	Introductory Lecture In-class discussion on personal favourites in stop motion. Class story-making exercise

2	<p>Animating and Directing</p> <p>An investigation of the basic structures of Stop motion animation and directing.</p> <p>Students will learn about the relationship between directors and animators and the parallels/differences between acting and animating</p>	1,2,3,5	<p>Lectures on writing techniques, screenplay formats, story structures and narrative elements</p> <p>Assigned Project 1: Create several plot-based treatments for an animation short.</p> <p>Presentation of the assignment Critique and feedback.</p>
3-4	<p>Materials and Mechanics</p> <p>In-depth exploration of strategies and techniques to create stop motion animations using a variety of materials, including:</p> <ul style="list-style-type: none"> - metal (steel, brass, aluminium) - wood - silicone - plasticine - paints and varnishes 	1,2,3,5	<p>Lectures on:</p> <ul style="list-style-type: none"> - Materials - Puppets - Animation in a three-dimensional space
5	<p>Metal working</p> <p>An introduction in advanced metal working techniques, including:</p> <ul style="list-style-type: none"> - Threat cutting - Soldering/Brazing - Lathing /Milling 	1,2,3,5	<p>In-class exercise Working with metal, learning how to use the required tools.</p> <p>Assignment: Creating and animating different objects using metal working.</p>
6	<p>Wood working</p> <p>An introduction in advanced woodworking techniques, including:</p> <ul style="list-style-type: none"> - Sawing - Dressing 	1,2,3,5	<p>In-class exercise Working with wood, learning how to use the required tools.</p> <p>Assignment: Creating and animating different objects using wood working.</p>
7	<p>Silicon-Casting</p> <p>An introduction in silicone-casting and moulding techniques</p>	1,2,3,5	<p>In-class exercise Working with silicone, learning how to use the required tools.</p> <p>Assignment: Creating and animating different objects using silicone casting.</p>
8	<p>Painting</p> <p>An introduction in advanced painting techniques, including:</p> <ul style="list-style-type: none"> - Spray-painting - Airbrushing 	1,2,3,4,5	<p>In-class exercise Working with painting, learning how to use the required tools.</p> <p>Assignment: Creating and animating different objects using painting.</p>

			Presentation of the projects. Critique and feedback.
9	Creating sophisticated stop motion animation 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.	1,2,3,5	Lectures on: <ul style="list-style-type: none"> - Light-setting - Production pipelines - Animating In-class exercise Interactive storytelling Continuous review Final assignment In-class exercise different working steps Continuous review Final assignment Assigned Projects Final assignment: Full audio-visual, narrative animation in stop motion.
10-13	Continuous review of final assignment through various stages of completion 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-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.	1,2,3,4,5	Student Presentations on final assignment with critique and feedback