

ANIMATION GUIDE

Model making:

- Keep the model simple
- 2 or 3 features on face and head 3 features on body to animate.
- Make sure the features are big.
- The model must be able to stand up.
- keep model designs simple and bold.

Get Plasticine from: New Clay Products, 1 Battle Rd, Heathfield Industrial Estate, Newton Abbot, TQ12 6RY Tel: 01626 835700 (Boxes of 20 Bars)

Story board:

- Make a list of bullet points.
- Write times for the action in the bullet points.
- Draw a story board.

Shooting:

- Make sure camera is on and plugged in when launching software.
- Set up software to work at 12 FPS
- 12 shots to start a scene
- 1 Shot per move
- 6 Shots for a pause
- 3 Shots for a blink
- 12 shots to end the scene.
- movements must be small.
- Save

Editing in iMovie and publishing:

- Export to iMovie
- Then add sounds and titles
- Share to Quicktime, burn onto CD or DVD, Share on the web e.g. upload to google video and post a link on a blog.