COURSE CONTENT

Course Code	DT3015
Course Title	Stop Motion Seminar
Pre-requisites	Nil
No of AUs	3
Contact Hours	39 hours total studio contact

Course Aims

This course will introduce you to the theoretical, experimental 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 a collection of knowledge and practices that can be applied to 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 a range of stop motion animation.
2. Demonstrate a range of methods required to explore and create stop motion animation.
3. Proficiently employ methods to create an explorative and 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 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 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.