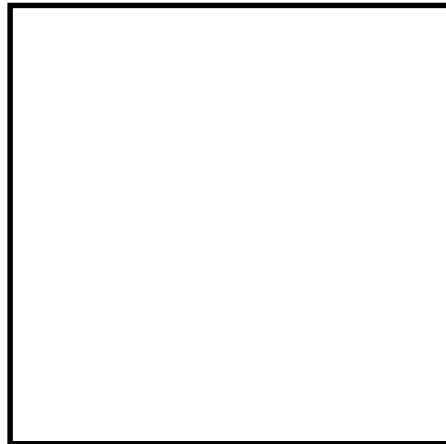




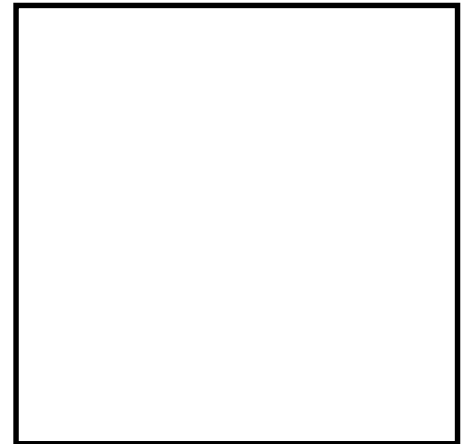
PROJECT STORYBOARD

PROJECT NAME: _____ DATE: _____

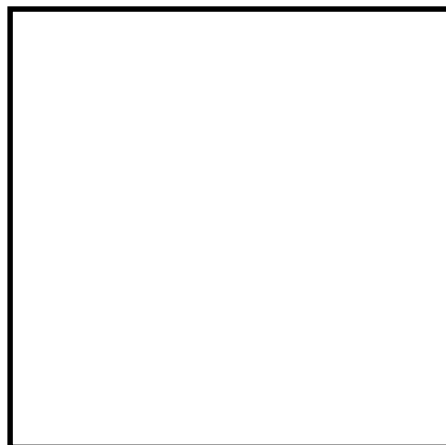
PROJECT MEMBERS: _____



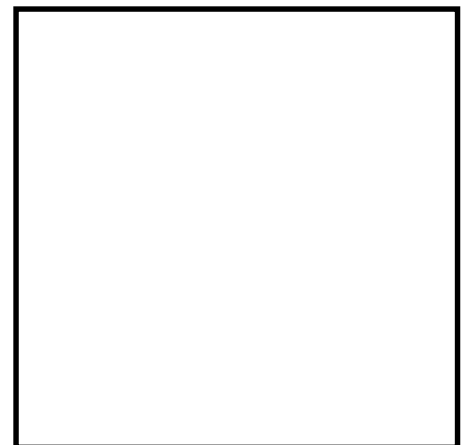
SCENE: _____
_____ (#) FRAMES TO SHOW:



SCENE: _____
_____ (#) FRAMES TO SHOW:



SCENE: _____
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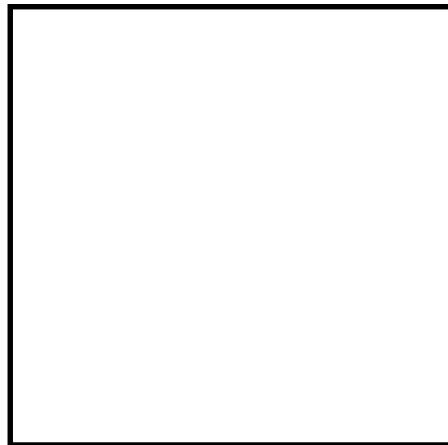


SCENE: _____
_____ (#) FRAMES TO SHOW:

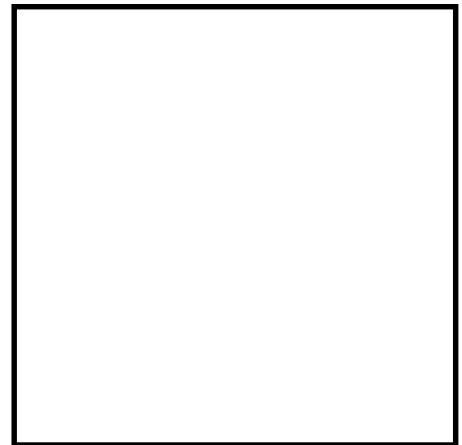




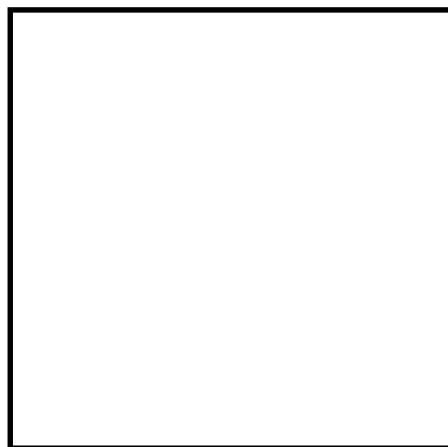
PROJECT STORYBOARD



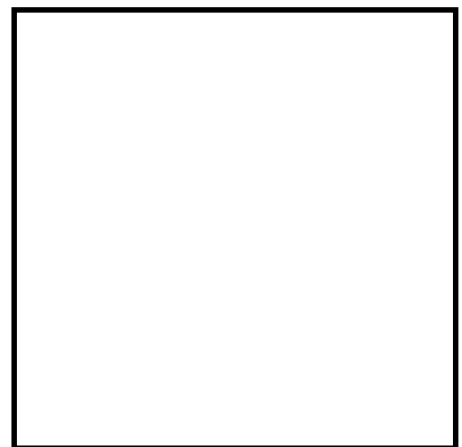
SCENE: _____
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SCENE: _____
_____ (#) FRAMES TO SHOW:



SCENE: _____
_____ (#) FRAMES TO SHOW:



SCENE: _____
_____ (#) FRAMES TO SHOW:



Setting Up Stop Motion Animator

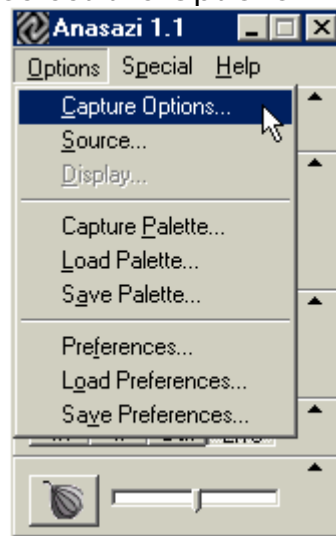
Assuming that you have installed the camera drivers software that came with the camera – remember it needs to be a web cam – not a still image camera....

1. Launch the Stop Motion Animator program by opening the Claymation folder (ie double click the folder) and then double click SMA.exe to start the software ...wait about 30 seconds as it takes some time to access the camera – don't double click it a second time.

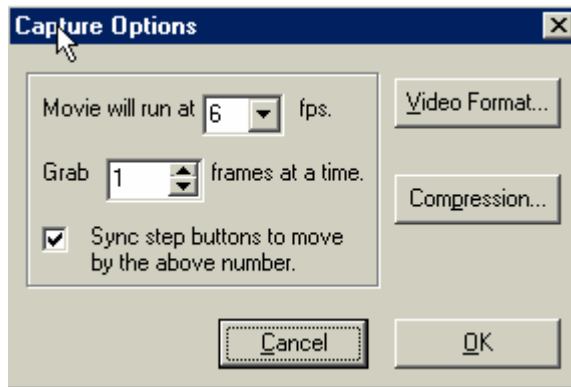


2. You will see two windows – the small Control Pad window and the video window that shows the camera input.

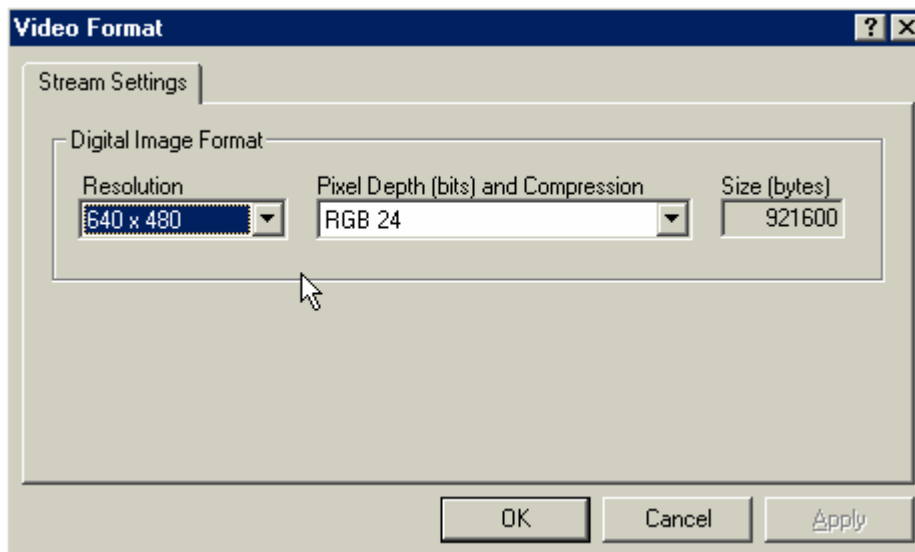
3. In the Control Pad window select the Options menu ...Capture options...



You will see a window where you can set the frame rate – 6 frames per sec is the minimum suggested for young students – 8 to 10 frames for older students. (Professional animation is 25 frames per sec). The more frames per second the smoother the motion but the longer the process as the large number of frames and therefore smaller movement of characters is much more time consuming.

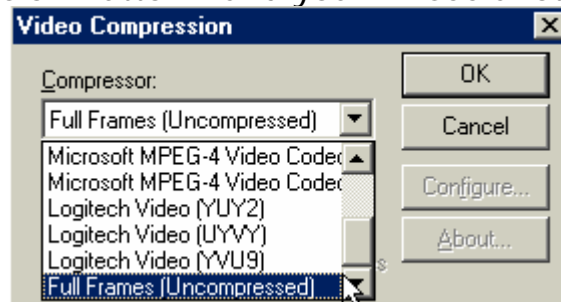


Now click on the Video Format button and you will see the next window....



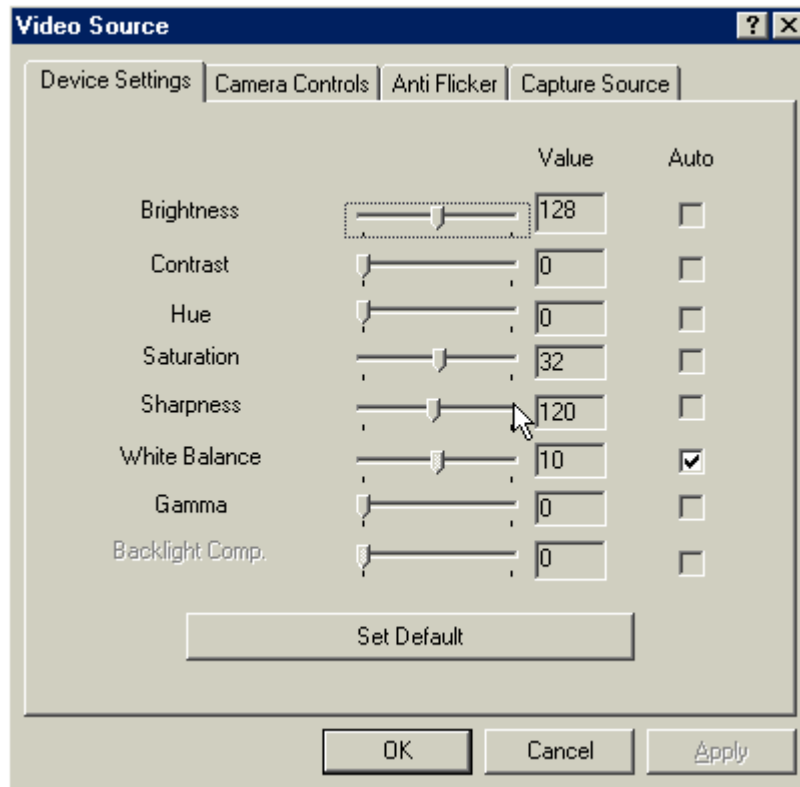
Select the highest resolution supported by your camera – typically 640 x 480 pixels. And also choose RGB 24 for the Pixel Depth. Click OK.

Now click the Compression Button... and you will see another window..



Scroll down and select the Full Frames Uncompressed option. We will keep our files (avi) large and uncompressed initially for maximum quality and compress the file at the end of the process. Click OK.

4. Click Options Source...and you will see a window that gives control of the camera settings. These will look different depending on the capabilities of the camera. Only adjust these settings if necessary or if special effects are the aim eg lightning flashes etc. This window can be kept open prior to grabbing frames but will not be available if you have already begun grabbing frames.



5. You are now ready to animate your scene. Click the Start button in the Control Pad window. Move the characters slightly and then click Grab to capture each frame.



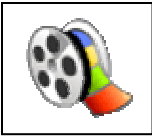
Continue moving characters and clicking grab. Once you have completed a scene Click Done and save your AVI file. Capturing scenes rather than the whole animation overcomes a situation where for example you may have grabbed 100 or more frames and then made a mistake like capturing a hand in the scene. As the SMA software has no frame remove capability this would result in having to reshoot everything. If you have to reshoot a short scene it is not as traumatic! Once you have captured the frames for a scene click the "Done" button to save your avi movie file. IMPORTANT -check that it saved correctly by finding where you saved the avi file – double click to view it.

6. You can use the Onion skin option in the bottom left of the Control Pad window to see an opaque image of the previous frame. This option makes

precise movements possible. The process is to click the onion skin button then the grab button .. then repeat these two steps.

VERY IMPORTANT!!!: If you use onion skinning be sure to turn it off AND Grab one more frame before saving or you will lose your work.

7. Once you have completed all your scenes you can piece the scenes together with an audio track in Microsoft Movie Maker on Windows ME or XP. Other alternative software to piece your footage together includes Ulead Video Studio, Sonic Foundry Video Factory, Adobe Premiere, Pinnacle etc.



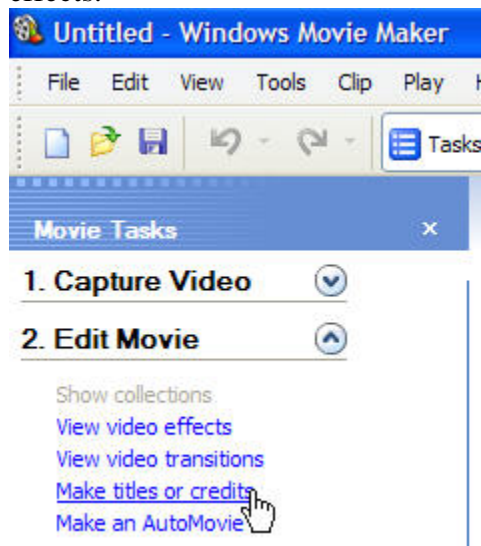
Using Windows Movie Maker software



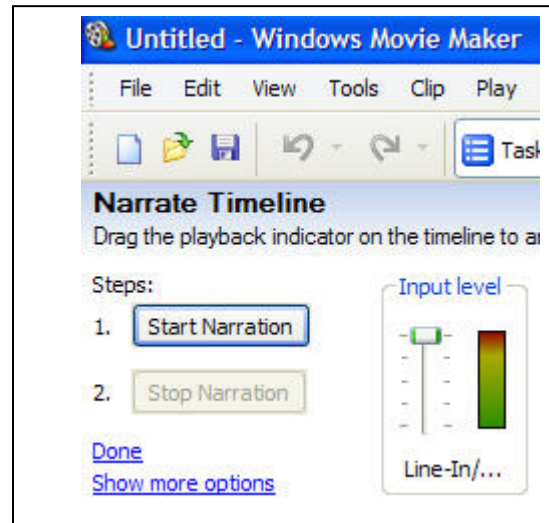
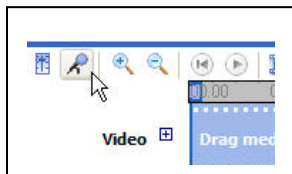
1. Launch the software by clicking ..Start...Programs ...Accessories....EntertainmentWindows Movie Maker.
2. If you cannot see the Collections Pane click the View menu and click Collections button to show the collected movie clips and audio clips.
3. Position the windows so that you can see your avi movie clips in your folder on the desktop and the Windows Movie Maker software on the screen.
4. Drag your avi movie clips from your folder into the centre Collections Pane of Windows Movie Maker.
5. In the Windows Movie maker software drag the clips from the centre pane down to the timeline in the order that the scenes should go.

Making Credits and Titles with Windows Movie Maker

Although you can make interesting animated titles and credits using clay and art materials Microsoft Movie Maker also has some good features to achieve this. Simply ensure that the Task Pane is in view by clicking the View menu and selecting Task Pane. The Task Pane has a step 2 Edit Movie section with a drop down menu. Select “Make Titles or Credits” and follow the range of possible fonts, sizes, colours and transition effects.



6. To record a **simple** audio track click the microphone icon and a level meter will appear.



7. Click Start Narration and speak up close to the microphone. At the end of the recording process a save dialogue will appear. Save your audio file into the folder on the desktop that contains your avi movie clips.
8. The audio file will appear in the timeline.
9. To add a more **complex** audio file from Audacity audio editing software first Export as wav from Audacity. The file should be saved to your folder on the desktop. As with the avi files now drag the wav file from your folder into the Collections Pane in Microsoft Movie Maker. Now drag the audio file on to the timeline's audio track.
10. Now that your movie is finished we need to "render" the saved movie. ie create a single file with all the avi movie clips and audio track.
11. Click ..File...Save movie and follow the prompts. Remember to select Save a file for playback on your Computer...click Next.
12. Type a name for your finished movie and select your folder on the desktop to save the finished file. Click Next.
13. Select Best Quality for my computer and then click Next. Your movie will be saved and you will be asked if you want to view the finished movie. Click yes and watch your finished movie. If you need to re-edit the movie later you can Save the Project in Windows Movie Maker by going File...Save Project – again save into your folder on the desktop.