

## Fun animation! Stop Motion Studio

Stop Motion Studio permits you to create short stop-motion animation videos.



Required knowledge... Basic lpad operation Basic lpad camera operation Helpful knowledge... Animation theory Understanding of frames per second

The Videoshop app is available free on LRMS Ipads. If it is not installed on your iPad, see the Media Center to have it installed on device(s).

It is available for free for other iPads via the App Store, at:

https://itunes.apple.com/us/app/videoshop-video-editor/id615563599?mt=8

## **Stop Motion Animation: The Process**

Standard video in the Unites States runs at 30 frames per second (fps). That means there are 30 still images that create the illusion of motion when shown, one after another, very quickly. To create a stop motion video, here's what you do...

## 1. Set your scene up

Most stop motion animations utilize miniature models, though it can be done using real, live subjects. Pay attention to lighting and your background. It's best to work in an isolated area where your miniature sets will not be disturbed. The slightest movement of the camera or your miniatures will result in mistakes in your animation.



Here is a sample setup. The model is carefully lit against its backdrop. The camera is set in place, not to be moved.

2. Set your iPad up in a position facing your scene. Once the iPad is in place, it cannot be moved. You also can't move any parts of your scene (such as the backdrop) unless it needs to be moved as part of the animation.

3. You then trigger the camera (iPad) to record 1 frame. You move the object to be animated a fraction of an inch, and then trigger the camera to record a second frame. The process repeats itself - with the animator continuing to move the object ever-so-slightly, to create the illusion of motion.



Here you can see the different frames taken of this object. We move the object slightly as we progressively record the frames.



Now you'll see the main app interface. Tap the red record button to record a frame. You'll need to record 2 frames before you can alter other settings.





You'll see the frames you record as a timeline at the bottom of the screen. Tapping on one of the images will permit you to make changes (or delete) the frame.

Tapping the "Settings" button above the timeline will give you options. The default frame rate is 5 fps, but you can alter this setting all the way up to 30 fps. The higher the frame rate, the more frames you'll have to record per second of finished footage.

Once all your frames are recorded, you can add a soundtrack by tapping the microphone button. The movie will playback, permitting you to perform vocally to the image.

Music can be added using the next button, but school iPads don't have music files on them.



Once you've recorded all your frames and recorded any narration you'd like to place over your movie, it's time to RENDER your final product. Rendering is a process where the app compiles all the frames and audio and creates a single new video file, which is your finished animation.



You can find additional resources and tutorials for this app at:

http://www.cateater.com/inapphelp/wp/stopmotion/