

#4.0 1/60 SEC

ISO: 800 WB: AUTO
FL: 29mm PS: (135)
CANON EOS REBEL T6i
JPG 4.7MB 6000 x 3368

DIGITAL DENSITOMETER



COLOR PALETTES



COLOR DETECTION



CAMERA SETTINGS



TEST SHOT

X1

+

-

MOVIE RECORD



3D STEREO REVIEW



CAMERANOTES

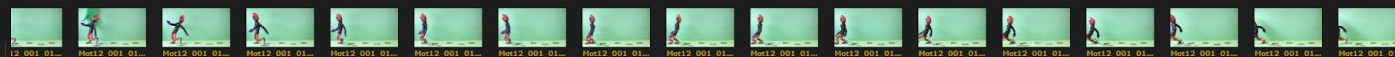


Mot12_001_01_X1_0117.jpg



X1

TEST SHOTS



REFERENCES

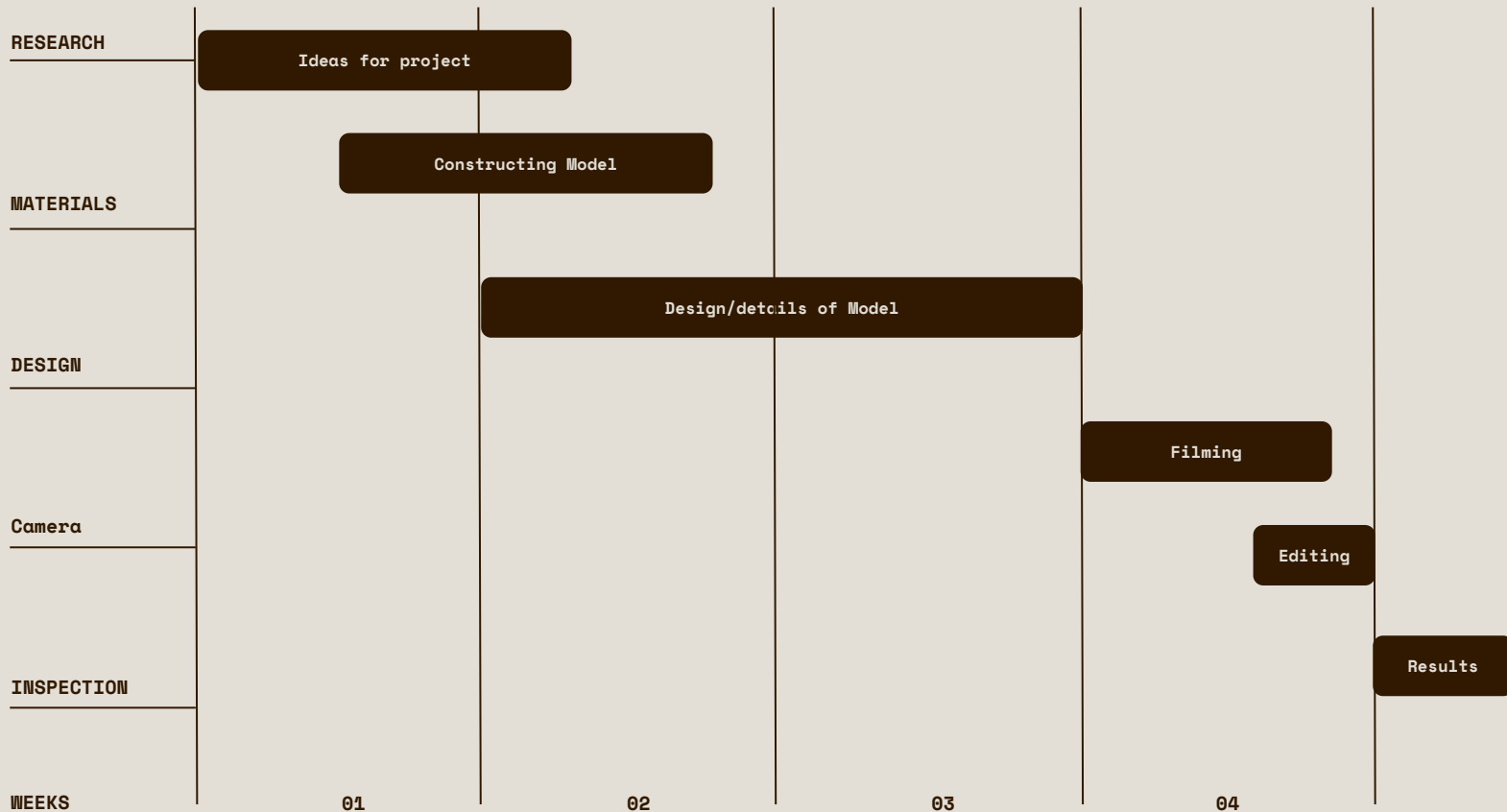
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TIMELINE

Here was the general order of everything I did for this project in the 4~ weeks we had!!!

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Intro

For this project I knew that I wanted to make a Stop Motion Animation, however At first I was very stumped for ideas.

At first...

I wanted to create a make the piece more elaborate, such as a short animation.

Eventually

I realized that most of the hard work needed to be done pre-filming, and that it would be more important to highlight that than overexpand.

Ideas!

I wanted get inspired by pieces of media I found personally unique, in order to create an idea, through the mixture of several and my own ideas, that would be harder but intriguing to design.

A few inspirations include:

Sam, from *Trick R' Treat*(2007)

The Knight, from *Hollow Knight*(2007)

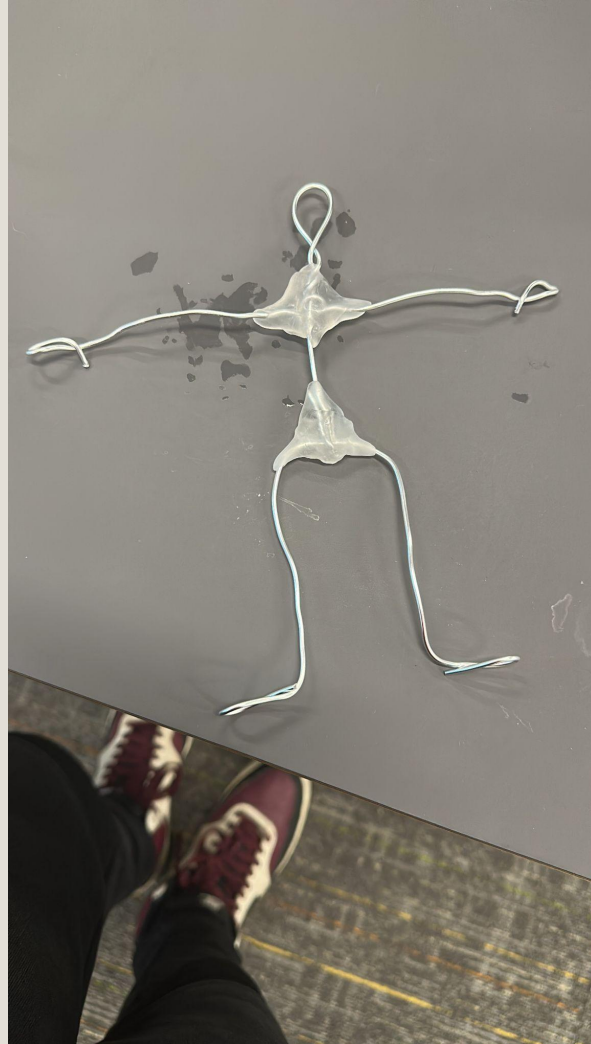


Design

I jumped right into creating the physical prop. I was struggling to come up with ideas without physically getting started.

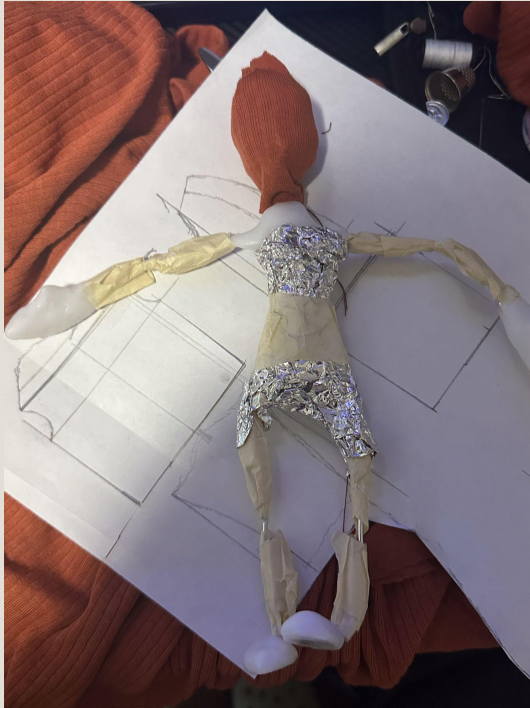
I wanted to create a thing which was lanky, and mostly known human, besides being bipedal and having hands.

The very basic creation of the foundation of the creature was made using Thermoplastic beads, Wiring, and broken up chopsticks!!!! Along with clay for the head, hands and foot on top.



Construction

Using cloth I borrowed from my Uncle(Who sews!) as well as sewing equipment from Mr.Cho I began the process by cutting up cloth, sewing it around certain parts of the body, and scissoring whenever necessary.



Painted using sharpies & water color!!!!

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Filming & Editing

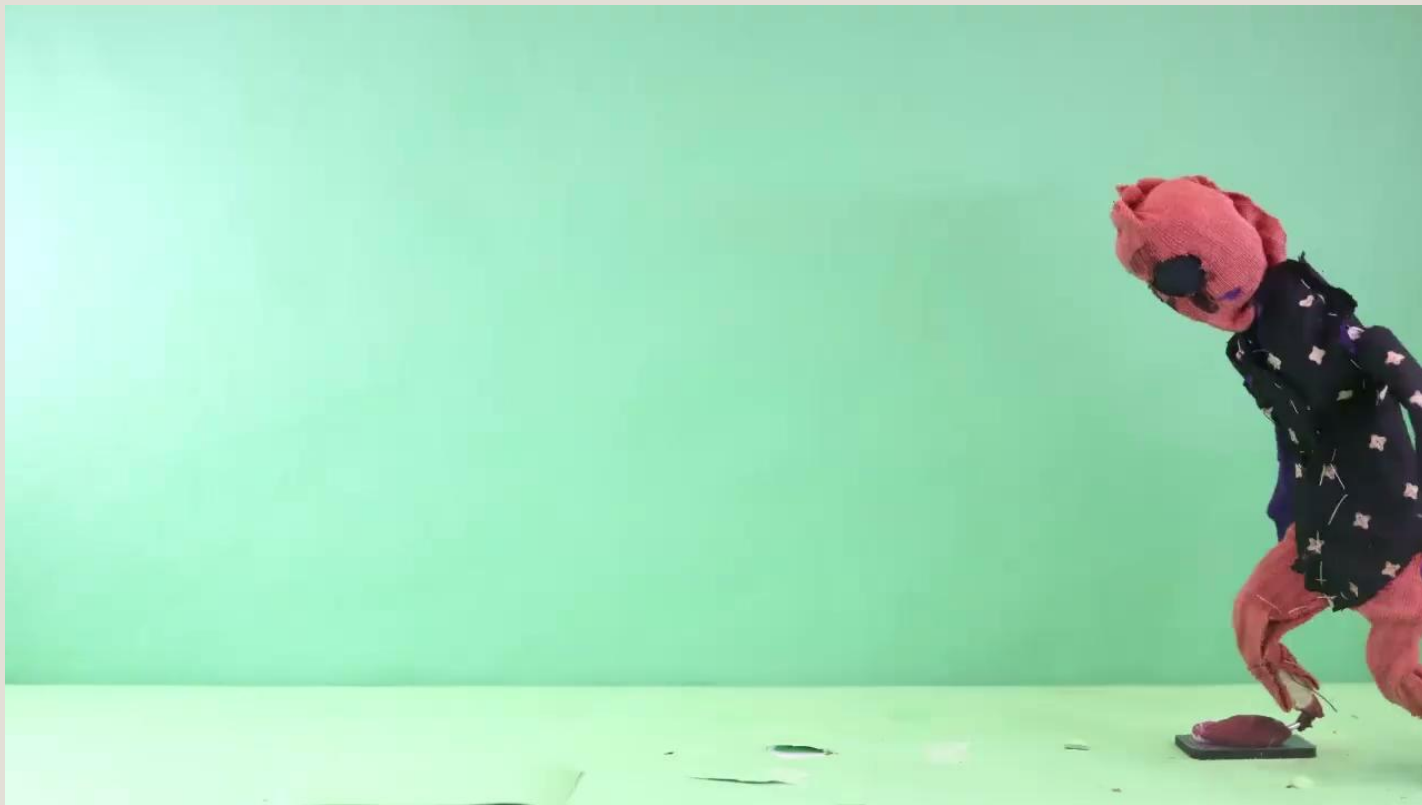
8



Setting up for filming actually took longer than either the Filming or editing itself. Connecting directly to my computer, I used a camera from Mr. Cho and Dragon Frame to capture my footage.

After filming for a day I looked over the animation several times, using the test shot area of dragon frame to edit and cut down unnecessary or inconvenient frames.

Results



Overall...

10

01

I would love to work with stop motion much more in the future, and would like to create more elaborate designs.

02

Using DragonFrame was so much more convenient than combining every single photo frame in premiere. Even if more technically difficult for me.

03

I would love to design more costumes for characters like this, as sewing was a really fun part of the process and super complex in a non stressful way.

04

I still want to learn more about effects post editing, as I still have not been able to delve much into it, such as working on Green Screen.

Thank You!!!!
