# Instructions for creating a film using the stop-motion app



Before shooting your stop-motion film, consider the following points:

- You should record the plot of the film in writing, either in the form of a storyboard or using a timeline
- All the drawings for your film should be completed before <u>THE</u> shooting begins
- You should have all the materials you need for shooting (such as drawings, tablet, props, etc.) at hand
- When shooting the film make sure to use uniform illumination and a light background
- Choose a quiet, spacious workspace for shooting your film



Figure 1: Drawing templates for the film

When you have done all this you are ready to start shooting your film:

# 1. Accessing the 'Stop-Motion Studio' app

When you access the app you can watch a number of existing stop-motion films. By clicking on the Plus symbol + you open your own new project.

# 2. Shooting the film

Now you can start with your own photographs. Do this by placing your object under the camera in the desired position. The press the red 'shutter release button' and the first picture will be taken. Next, move the object a little or add a new object and take another picture. This procedure can be repeated as many times as you need, depending on how many photos you want to take and how long your film is going to be. If you would rather not press the 'shutter release button' for every shot you can set a time for interval shooting using the Clock symbol <sup>(1)</sup> underneath the red 'shutter release button'. For example, you can set this to automatically take a photo every five seconds. But you still have to move the objects yourself.















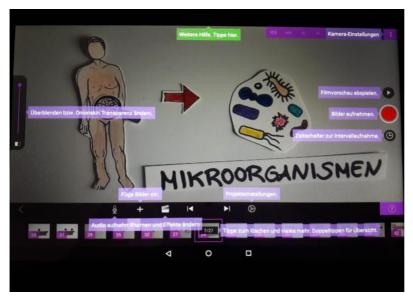


Figure 2: Explanation of tools for operating the stopmotion app

# 3. Crossfading / onion skinning

A technique referred to as crossfading or onion skinning (see Figure 2, far left next to the scale) is applied to allow better orientation of motion sequences of the objects you are using. With the aid of this function the position of the object in the previous frame shines through on the screen. If you now change the position of the object for the next frame the onion skin provides you with a point of orientation. This is activated by sliding the slide bar on the left side of the screen upward (Change Transparency).

### 4. Regulating playback speed

By using the Gear symbol, changes can be made to such project settings as the playback speed. Important note: If playback speed is slowed down, there may be delays in the film sequence. By touching the Play button above the 'shutter release button' you can watch a preview of your film and decide whether your playback speed is appropriate.



Figure 3: Options for using the photo after shooting

### 5. Deleting a photo and setting the image exposure time

By clicking on a photo in the time line you can delete or 'extend' it. A window then opens containing several options to choose from so that you can set this function for every photo.

# 6. Storing and exporting the finished stop-motion film

Once you have finished shooting your film and you are satisfied with the product, you need to store the film one last time and export it. To do this, click on the left arrow in the bottom left of the screen. Your film can now be viewed at 'My Stop-Motion Movie'. To store the film, click on the Share symbol and select Export Film. Then select the first option Store File and store your film in HD720p format in the Movies folder. The name of your film should include the topic of the film, your class and the date.













