

## **Programming Blizzard Day 2 Assignment**

Take pictures of your project. This will take considerable time. You can use a digital camera or a phone. This assignment will be a stop action commercial, so take frequent shots of your commercial. For a 20 second commercial, you will need approximately 200 pictures, however you may find you actually need more.

You may wish to make an inanimate object appear as though it is alive; for example, a sock inching its way across the floor or a piece of paper that crumples itself up. While brainstorming, keep in mind that you can expect to shoot around 10 photos for every second of film.

Second, you'll need a digital camera. Since you won't be printing these photos, you can set your camera to the lowest size image setting. This will let you fit more images on your memory card at a time. Depending on how long you'd like your movie to be, you may need to "fill and dump" your camera (copying the photos to your computer and erasing the memory card) multiple times before you are finished.

Finally, in order to turn your images into an animated video you will need video editing software. We will do this at school upon your return.

Please read through the next few pages and check out the website listed. It will also give you some links to some examples of animations.

When you are ready to begin, start taking your still pictures. I would try to get started with the photos today and do at least 50. The go pretty fast, as you will only be moving the object ever so slightly.

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## STEP 1: SHOOT YOUR ANIMATION

Let's say, for example, that you would like to make that sock move itself across the floor. Start at the beginning: place the sock somewhere and take your first photo. Remember, you want to use camera (still frame) mode, not movie mode.

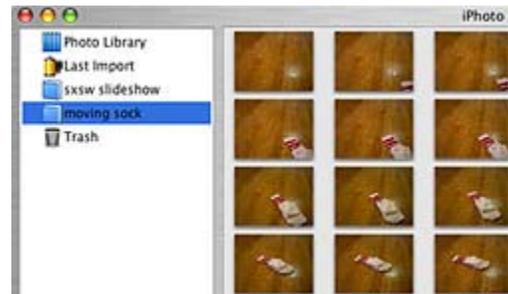
Using a tripod and only moving your object will make it appear as though your object is moving through your frame. Keeping the object in the same general area in each frame by moving the camera along with it will make it appear as though you are traveling with the object. It's up to you.

After you've taken your first photograph, move the sock slightly in the direction you want it to travel and take another photo. Move it again by the same distance, and take one more. Continue this until the sock reaches where you want it to stop. You can manipulate your object in creative ways to add visual interest to your film, just make sure that whatever movement your object makes is done slowly over several frames.

Finally, if you make a mistake while shooting, delete that picture on your camera and take another. This will save you from having to edit your film later.

## STEP 2: DOWNLOAD YOUR PHOTOS

Now that you've captured your images, you'll need to get them onto your computer. This process varies widely from camera to camera and computer to computer. Consult your camera guide and software "Help" if you are unfamiliar with this process.



Copy your photos to a FLASH DRIVE so you will be able to use them at school.

<http://content.photojojo.com/tutorials/stop-motion-digital-camera/>