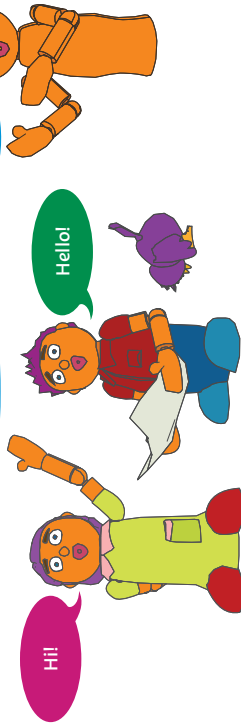


Oh, hi! I'm Tazzier. I'm just helping my friends Gustoff and Anna here. They're the stars of our animated movie!

You're here to learn about movie-making too, aren't you? Well, you've come to the right place!

Read on and enjoy.

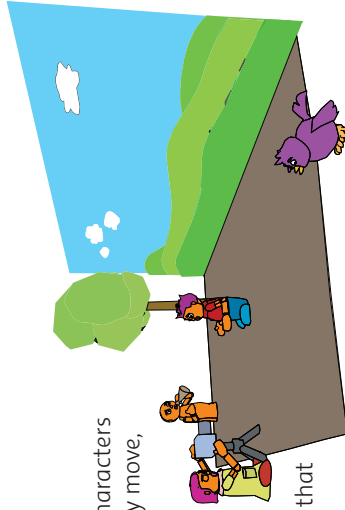


#### PRE-PRODUCTION:

- 1 Think up a story, use your imagination, but make sure you can tell your story through simple animation.
- 2 Design and make your characters, build sets that fit in with the story you want to tell.
- 3 Write out the details of your story (the 'script') and figure out how you will show the audience what happens in the story (the 'treatment' as they say in showbiz).

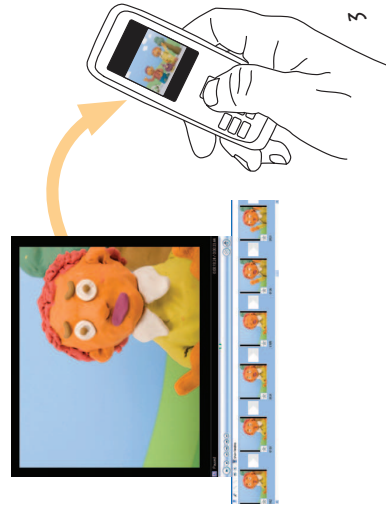
#### PRODUCTION:

- 1 Rehearse and animate your characters on the set, shooting it move by move, scene by scene.
- 2 Record voices and sound effects.
- 3 Load the shots and sounds onto your computer, checking that they are good enough for your movie.



#### POST-PRODUCTION:

- 1 Arrange all your best shots into the right order so you can tell the story - this is called 'editing'.
- 2 Join up the sound effects, voices and special effects.
- 3 Put your final cut (the finished animation) on DVD or the Internet.



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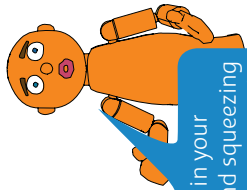


## COVERING THE BODY WITH PLASTICINE

1. Pinch and press small pieces of plasticine all over the Easy-Action Animation Figure. Press out the edges until you have the thickness you want.



Soften the plasticine in your hands by pressing and squeezing it. Take very small amounts and roll into small balls. It will soften quickly and can then be more easily applied.



2. Flatten a small ball of plasticine and wrap it around the wrist and hand - no flimsy fingers to fall off! For the thumb, roll a very small ball and blend it on at the side.



## HAIR

3. With the tip of the modelling tool or a pencil, draw a hairline. Place small pinches of plasticine inside the line, then shape and style as you like! Try spikes or a bob!



4. Roll small pinches of face-coloured plasticine into balls for the nose and ears. Pop them in position, give them a shape... then use our modelling tool or a pencil to make small holes.



## NOSE & EARS

## ADDING BROWS

7. Roll two small pinches of dark plasticine into a balls and stretch out slightly into arches. Place these above the eyes lightly - you will want to be able to move them easily.

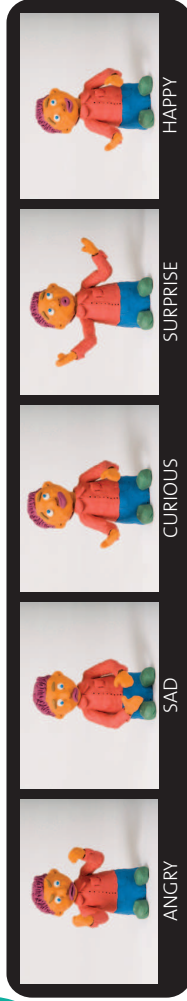
Giving your character a pair of shoes will help to complete the look of your character and give it more balance. Roll two balls of plasticine in a colour of your choice, shape and detail as shoes and attach at the base.



## MOUTH



6. The mouth is actually mouths! At least five different shapes made from small pinches of red or pink plasticine, rolled into balls and flattened into sound shapes and facial expressions.



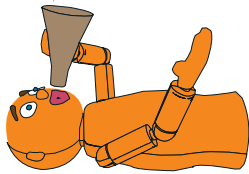
## EYES

5. Roll out two eyeballs using white plasticine. Press flat against the face.

Roll a smaller ball of dark plasticine as the centre of each eye - you need to be able to move them around to show eye movement.

Bring your eyes to life with eyelids that blink! Roll two pinches of face-coloured plasticine into balls, flatten into a disk shape big enough to cover the whites of the eyes.





OK, story time!

Start with a short and simple story - one you can tell with just one or two characters and simple props. I've decided to tell a story about Gustoff, and the day he tried to fish for a bird! To make it more fun, I've written out my story as a poem.

### FISHING FOR BIRDS

One day, Gustoff had a crazy notion  
And began to put his plan in motion.  
Holly was completely lost for words:  
He said 'I'm going fishing for birds!'

Hed train the birds to be his mate,  
Gustoff thought the idea was great!  
He fetched a net to make a trap  
And found a bird out eating scraps.

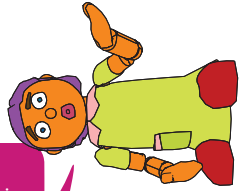
Just about to drop the net,  
His sister ran to save the pet:  
'Stop! What are you doing, lad?  
You're nuts! Have you gone mad?'

Gustoff hadn't heard a word,  
But set about trapping the bird.  
As he stepped up, it got a fright  
And in a flash took off in flight.

I'm the director, Gustoff.  
I say when we start!



Action!

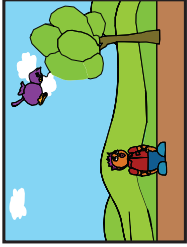


Startled, he tried to go after it,  
But caught his feet up in his kit.  
His contraption worked alright -  
It tangled Gustoff up real tight!

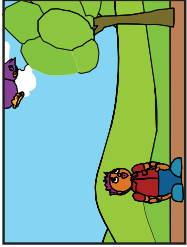
Gustoff let out a mighty yelp,  
Looking far and wide for help.  
Lurching around, this way and that,  
Crashing down with a great big splat!

Thanks to Anna, he was freed  
But only after hed agreed,  
I Gustoff will keep my word,  
I'll never again go fishing for birds!'

### TYPES OF SHOTS



**XLS means 'extreme long shot'** - one that is filmed from far away and takes in all of the set. Sometimes called an 'establishing shot'.



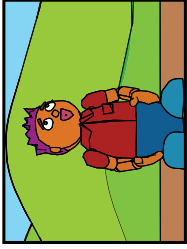
**LS is a long shot** - a bit closer to the scene.



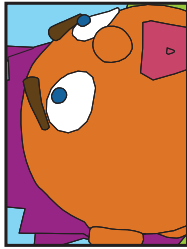
**MS is a medium shot** - from the waist up. Good for 'exposition scenes', movement and some dialogue (speech).



**CU stands for close up** - not much background left, but good for detail.



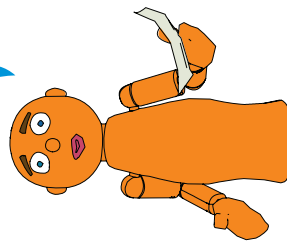
**Full Shot** - one that includes most of the body.

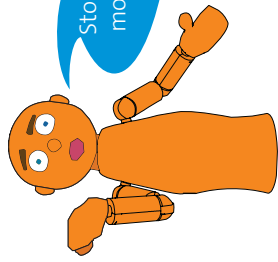


**XCU is an extreme close up** - no background but just the subject itself.

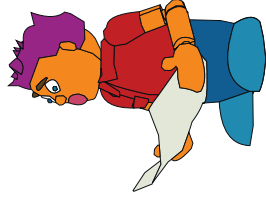
Shot list - Fishing for birds
Shot 1 - LS Gustoff enters from the left
Shot 2 - LS Birdie flying overhead
Shot 3 - LS Gustoff comes up with a cunning plan
Shot 4 - LS Gustoff exits left of screen and Birdie enters right pecking the ground
Shot 5 - LS Gustoff enters from the left with his net
Shot 6 - LS Anna enters right of screen ('Stop!')
Shot 7 - CU Anna saying her lines
Shot 8 - MS Gustoff setting his trap
Shot 9 - CU of Birdie almost under the net / trap
Shot 10 - CU Anna telling Gustoff to stop (rumble tumble noise to the left)
Shot 11 - MS Gustoff entangled in the net
Shot 12 - CU Anna asking for help
Shot 13 - LS Gustoff, Anna & Birdie (pecking crumbs) tangled net on the ground, they wave goodbye

This 'shot list' helps me work out and plan my movie, step by step.



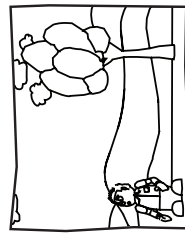


Storyboards help you prepare each movie scene and keep unexpected surprises to a minimum.

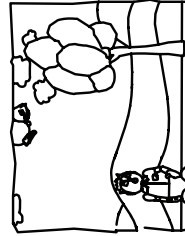


The storyboard is an important part of planning your movie before you start shooting. It will help you to work out how best to tell your story through pictures, and how to get around any challenges that may lie ahead. Otherwise, you might only spot a problem when you are in the middle of shooting, when it may be too late and require you to go 'back to the drawing board'.

Sketched frame-by-frame, a storyboard shows how your movie will look. You only need a pencil and paper, so it's a fast yet thorough way of working out how you're going to set up and photograph each shot. It also helps you check that your audience will follow your story.



Shot 1



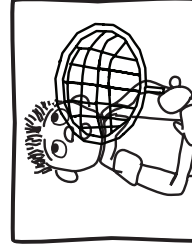
Shot 2



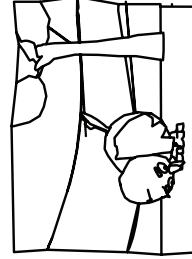
Shot 3



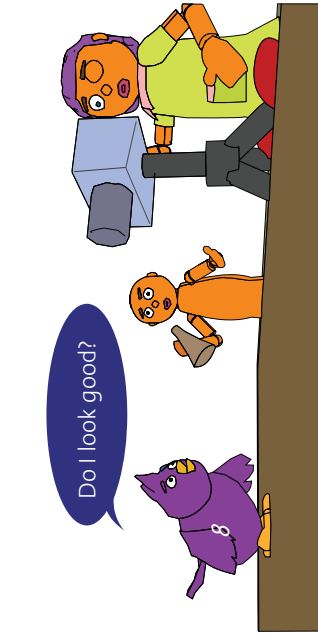
Shot 7



Shot 8



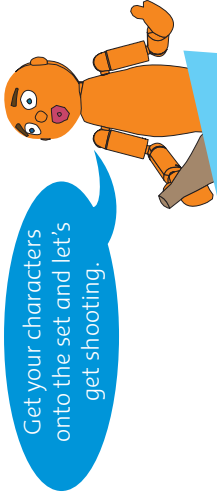
Shot 9



Do I look good?



I'm the star.



Get your characters onto the set and let's get shooting.



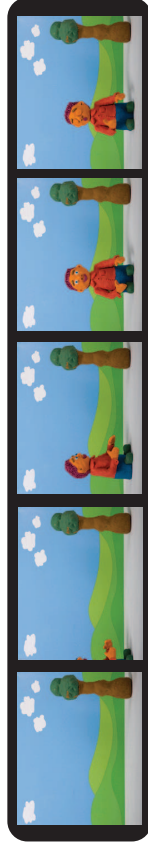
Positions, PLEASE, everybody!



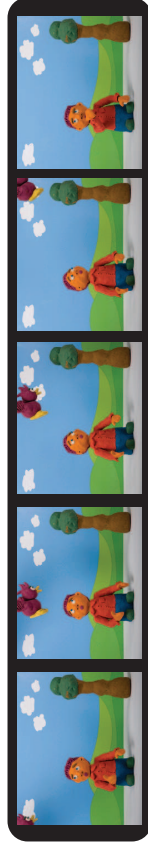
For our first scene - we want to show Gustoff looking up at the sky. He spots a bird and suddenly has an idea.

I've got Gustoff looking up at the bird - you can see that his pupils are at the tops of his eyes and his eyebrows are arched. I take a picture of him right there, and then I get him to move one step forward and lift his arm up to his chin. Then I take the next picture.

I get him to turn bit by bit, taking a shot after each movement, following the path of the bird across the sky. I show the bird flying across the top edge of the frame.



Then we get shots of him as the idea of catching a bird comes to him, and then smiling.

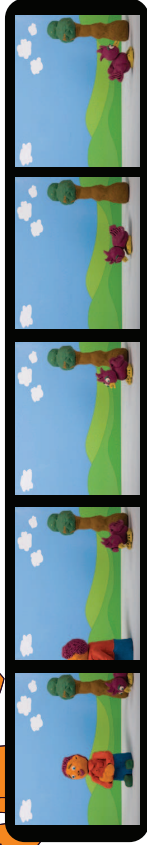


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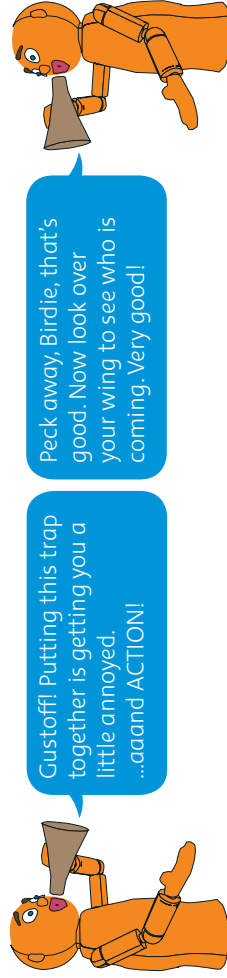
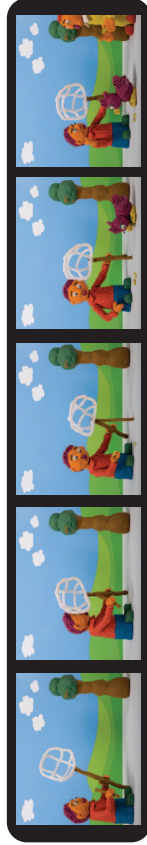




Keep looking up, Gustoff, but turn your head slightly towards the camera, and I'll take another shot.

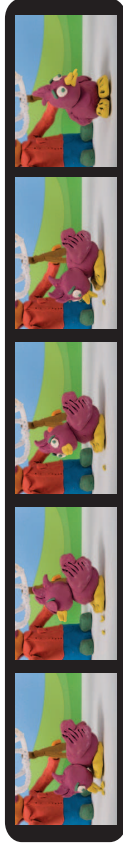


Gustoff then goes off to get his net. He comes back into the frame with it, sets up his trap and throws some crumbs on the ground to tempt the bird.



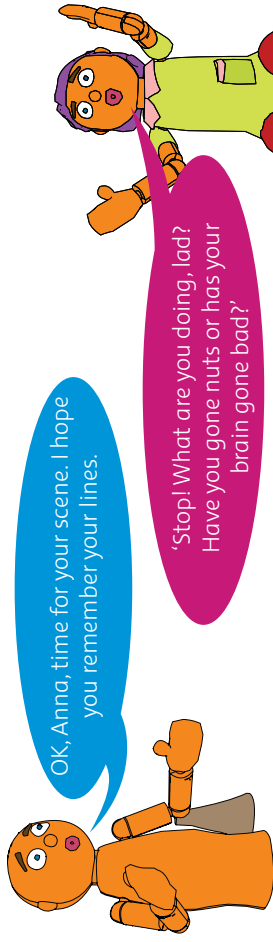
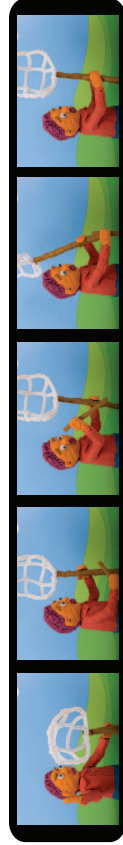
Gustoff! Putting this trap together is getting you a little annoyed. ...aaand ACTION!

Peck away Birdie, that's good. Now look over your wing to see who is coming. Very good!



Now we need to get a close up of the bird pecking the crumbs right under the net – to show Gustoff plan.

Next we need to pull back from the shot of the birdie, and show Gustoff trying to adjust the net. He stops and is just about to drop the net when he sees Anna coming.



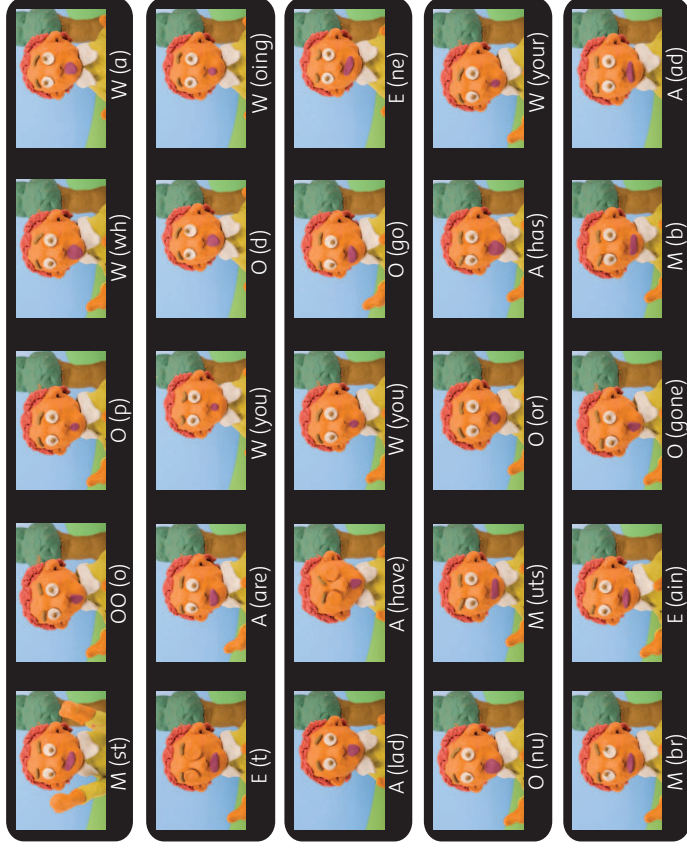
OK, Anna, time for your scene. I hope you remember your lines.

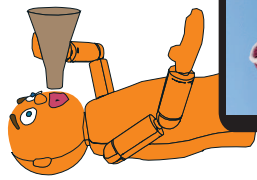
'Stop! What are you doing, lad? Have you gone nuts or has your brain gone bad?'

You will need to take photos of Anna with these mouth shapes to make it look like she is talking. Don't forget to change her facial expressions, too. We will be matching them to sound after we have finished taking all the photographs.

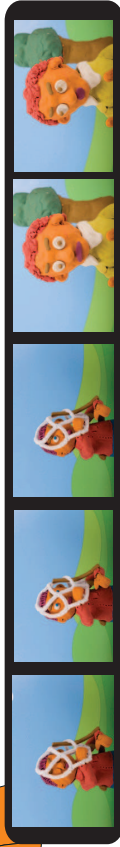


Here are the shots that we have taken of Anna as she says her lines to Gustoff. If you are having any difficulty working out the expressions and mouth shapes for your character, why not act out the lines yourself in front of a mirror?

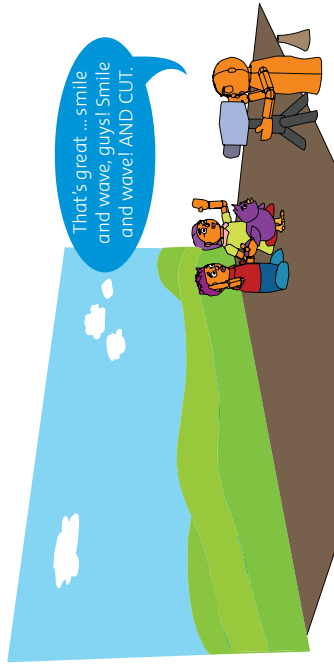




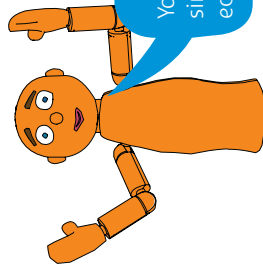
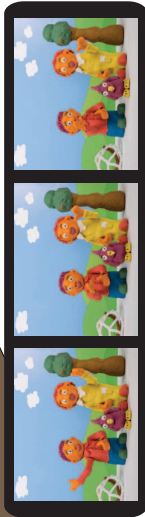
OK! Remember Gustoff... act as if you are really tied up in the net. Very Good... aaand ACTION!



Our story ends with Gustoff caught up in his own trap and Anna releasing him only after he promises never to try this kind of thing again. Poor Gustoff - he really doesn't like having his sister come to the rescue!



That's great... smile and wave, guys! Smile and wave! AND CUT.



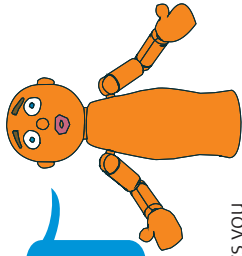
### CONGRATULATIONS!

You've come to the end of the animating. Did you try something similar? Great! Now let's get the results onto the computer for editing right away. I can't wait to see how it all looks!

### UPLOADING YOUR IMAGES

Getting your photographs from your camera to your computer should be just a matter of connecting up the camera and turning it on.

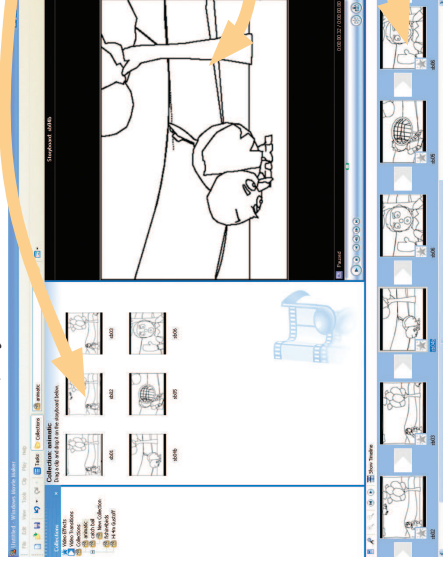
Follow the on-screen options: your computer will ask you to save your photos. Create a new folder specially for this animation - let's call it 'Fishing for Birds'.



Our first shoot is over. LET'S GET EDITING AND SEE HOW IT LOOKS!

Most PCs will have a programme like Movie Maker, for example, that allows you to edit movies, while on Mac, it will probably be iMovie. There are many others - they all work in much the same way, but with different labels for the same things.

A movie editor programme has three main features

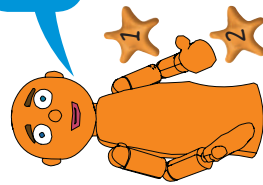


1. The storage, where we store and find all the files - images and sounds - that we can mix and edit together.

2. The monitor, where we view the results of the editing.

3. The timeline, where we put the movie together and add special effects and sound.

Spend a few minutes exploring the movie editor programme. **Make sure you set your imported image to .125 seconds in the View Menu / Options**



Under the File menu or from the shortcut links, choose the Import task, and browse through your computer to where you have saved your images. Select all your images into one group and hit Import.

Once the images are imported, they will appear in the storage area under Collections. Now is a good time to save this project, so go to the File menu again and save 'Fishing for Birds' as a Movie Maker project.

Now, to see how those photographs you have taken work as a movie: highlight all your stills and drag them down into the timeline. Once they are all lined up in the timeline, click on the Play button and enjoy the MAGIC OF ANIMATION! View it a few times before doing any editing.

4 If you need to delete a frame that you don't want, just click on it in the timeline and hit Delete.

5 To make a frame last longer or shorter, select the frame and drag the 'handles' outwards or inwards – changing the image width changes the time it lasts in the movie.

6 You can change the order of frames and re-use certain frames (for example, mouth shapes and facial expressions, etc.) by using the usual copy and paste/drop and drop methods. To give Anna a voice, you need to click on the microphone icon on the timeline.

**Narrate Timeline**  
Drag the playback indicator on the timeline to an empty point on the Audio/Music track, click Start Narration, and begin your narration.

Steps:

1. Start Narration
2. Stop Narration

Input level  
Microphone

Learn more about narrating the timeline

Just pull it into the timeline

Timeline showing frames 0102 to 0107.

Now match up your images to the voice you have just recorded by dragging the right image for the right sound into the timeline at the point where you need it. As you go along, you can press Play on the monitor to see how well the sounds fit with the pictures ('lip-syncing'). It's easy then to move the images about to match the right mouth shape and face expression to the word or sound. You can also easily pull in extra images or a better image from your image collection folder. Just drag and drop it on the timeline where you think it should go. Remember: if it's the wrong image, you can just delete it from the timeline and try a different one.

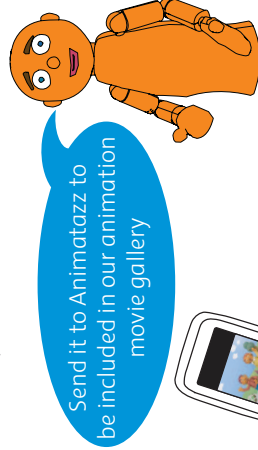
7

You can also experiment with a range of effects under the Tools menu and Video Effects.

8

Finally, to publish your animation, go to File / Save Movie. In Settings, select Other ... and scroll down to Video for broadband file content (150 kbps total) and click OK.

### YOU HAVE A RANGE OF OPTIONS FOR WHAT TO DO WITH YOUR MOVIE:



#### GOOD NETIQUETTE

When posting movies on the internet, keep your credits short. Open with your movie title and place all other credits at the end.



Put your movie on your phone. Email it to friends. Put it up on YouTube. Send it to Animatazz to be included in our animation movie gallery!



#### USING THE ANIMATAZZ WEBSITE

If your movie meets our approval, Animatazz.com will host your movie in our movie gallery and on the Animatazz channels of other sharing sites such as YouTube.

Animatazz.com is a secure resource for people interested in the making of stop-motion animation movies, bringing together information and resources from many areas of stop-motion animation movie-making.

Animatazz.com has a blog where you can share animation tips with other enthusiasts. The site is packed with technical hints and links to other animation services that you may want to try, for example, applications for audio editing and frame capturing.

Animatazz.com also helps teachers, parents and guardians get the most from the Animatazz experience as edutainment.

Note to parents: Animatazz.com adheres to a strict child protection policy and applies firm web ethics in its running. It is a safe environment for children to exhibit their movies as well as enjoy those of others. The Animatazz team checks every movie from start to finish before it is posted.



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## FISHING FOR BIRDS

