ANIMATAZZ

Make your own movie in minutes!

MOVIE MOGUL'S MANUAL

QUICK START GUIDE

for animators from 8 - adult

Sharing your Movie

To get your movie ready for publishing and sharing, go to File/Save Movie. Choose the settings for the format and quality you are going to use, e.g. The Web and Video for Broadband (150 Kbps).

Try these exciting options with your finished movie:

* Put it on your phone.
* Email it to friends.
* Put it up on YouTube.

Making and Editing your Movie

Connect your camera to your computer to transfer your images. Create a folder, call it 'catch_ball' and save your images into it.

Next, open Movie Maker (or whichever movie editing programme you have) on your computer and follow these steps:

1. Import your images into collections where you can view your images.
2. Delete any you do not want to be included.
3. Drag and drop all the images into the timeline.
4. Press Play on the media player to see how they look as a movie.
5. Don't forget to save your work.

Congratulations! You've completed your first animation clip!

It's easier than it sounds, but if you need help, see the manual, DVD or go online to www.animatazz.com

TOP TIP: Set your imported image to 0.125 secs in the View Menu / Options

Character Design

The head is quite large so that the eyes and mouth can be made big and changed easily.

Attach the pupils lightly so that they can be moved about.

The hair is best made separately as a 'wig' and then added. The nose and ears can be stuck on as lumps and then shaped the way you want them.

The whites of the eyes are nice and big so the pupils can be moved about. Keep the white as clean as you can.

The eyebrows are a great way to show emotions: attach them lightly as you'll be moving them a lot.

Shoes stuck on out front help to balance the character. Add laces or lines if you wish!

The hands are shaped like mittens.

Plasticine wrapped around the arms can be part of the top.

You can make the plasticine clothing as simple or as detailed as you like.

I'm just two balls of plasticine stuck together with some other flat bits for wings and a tuft of feathers. Make my eyes and eyebrows similar to Gustoff's and Anna's.
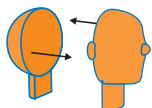
Preparing your Character

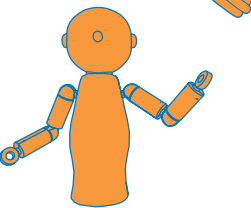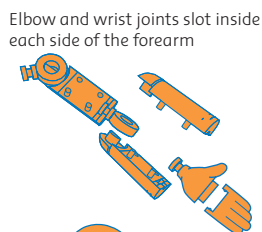The Animatazz Easy-Action Animation Figure is simple to assemble – just follow the diagrams below.
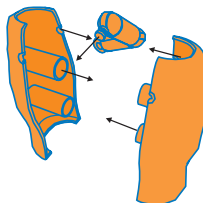
The Head

Press the front and back of the head together

The Arm

Elbow and wrist joints slot inside each side of the forearm

The two arm pieces lock together once you have the joints in place

The head sits loosely into the body so it can be animated easily

The Body

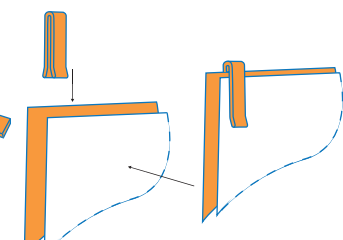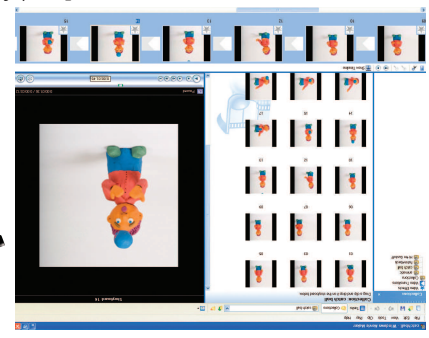Once both arms are in place, join the two body pieces together

Your completed body will look like this

Once assembled, your character can be animated right away, but your Tazzter will be even more lifelike with a plasticine face and body
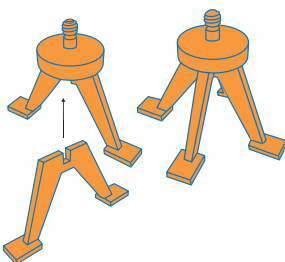
Slot the two halves of the camera tri-pod together

To add another movie set background, print out and use clips provided to attach to the background

Adding your Character's Face

The nose and ears are small balls of plasticine stuck firmly into place and joined up smoothly with the face. Use the Animatazz modelling tool to add holes and other facial features.

Make the whites of the eyes large and make sure they stay clean. Attach the pupils only lightly so that you can move them around easily.

Do the same for the eyebrows so they can be moved and reshaped to show expressions.

Always have two thin disks of plasticine to hand, the same colour as the face. Use them as eyelids when you want to have your character blink for added realism.

Use red or purple plasticine for the mouth. Before you start filming, make up lots of different mouths showing different expressions.
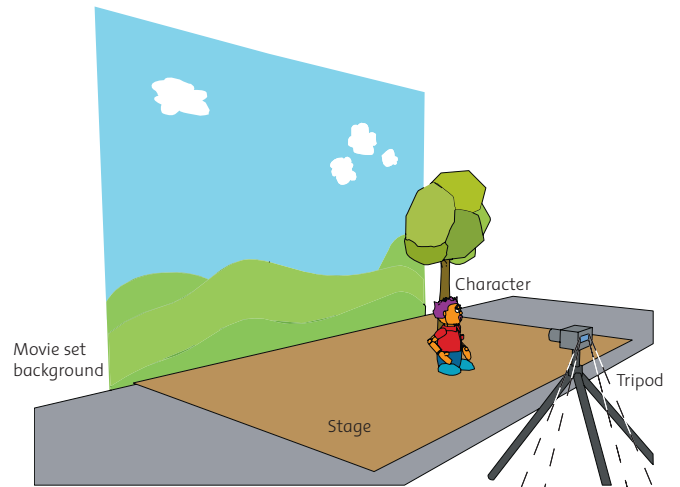
Add hair and details as you wish. Hands are best done in mitten shapes for easy animating.

Setting the Scene

For the movie set, you can either use the background provided or make one of your own using coloured card and various props.

Use either a tripod or a stack of books on a table to keep your camera steady.

For your first animation, 'Catch Ball', place your character centre stage, directly in front of and not too close to your camera. There should be enough space at the bottom to show your character moving about and at the top to allow you to show the ball coming in from above.

Have your character looking up, with arms raised as if preparing to catch. Place the pupils at the top of the eyes and the eyebrows up in a 'surprised' position. Use an O shape for the mouth.

Your image will be framed something like this

Animating your Character

To make a short animation of your character catching a ball, this is a guide to the photographs you need to take. When you have finished, you can compare your animation to the one on the DVD or the Animatazz website.

1 Shoot your first frame to get started.

2 Move your character a step back and turn his head up slightly.

3 Now move him a step to the right, remove the pupils and place eyelids VERY GENTLY over his eyes. Use a W mouth shape.

4 Move one more step to the right, turn to the left, and end the blink by CAREFULLY replacing his eyelids with pupils looking up

5 Move a step back and to the right. Turn back to the left and raise his hands up slightly.

6 Move a step to the left.

7 Move one more step to the left, turn his head up a bit and move his arms out slightly.
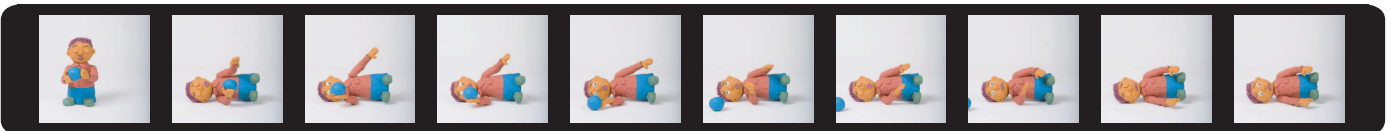
8 Move a step to the left, move his arms down slightly and turn a little to the right.

9 Move a step to the right, and round so he faces you. Tilt his head back a bit and hold the ball at the top of the frame.

10 Move arms up slightly, balance the ball over his head and make him look at it.

11 Turn his head down slightly, place the ball into his hand and start a blink.

12 Turn him on his side, place the ball in his right hand. His left hand goes up in the air.

13 Move the hand with the ball up and away from his body. Stretch his left arm. End the blink with his pupils looking at the ball.

14 Move the hand and ball up and away, just above the ground. Left arm still in the air and use an O-shaped mouth.

15 Place the ball on the ground with the hand just touching it.

16 Move the ball 2 steps to the left. Make the pupils look at the ball. Move the right arm up and the left one down.

17 Move the ball 2 more steps left. Pupils follow the ball. Move the right arm up, the left one down and blink.

18 Move the ball half out of the frame. End the blink, move the right arm up, the left one down. Use a flat mouth.

19 Move the ball out of the frame. Slide the right hand down, lift his head slightly and start to blink.

20 End the blink and add a sad mouth.

Shoot this last frame twice.