COURSE CONTENT

Course Code	DT2011
Course Title	Stop Motion Principles
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 (total contact hours)

Course Aims

This foundation level course will introduce you to the theoretical and practical basics of stop motion animation and its different techniques. You will analyse stop motion animations from different periods and create a number of animations including one extensive one at the end of the semester. This practical approach will provide a foundational context for contemporary stop motion practice.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Identify and discuss techniques used in stop motion animation.
2. Demonstrate the use of the different techniques required to create stop motion animation.
3. Apply learned techniques to create an original stop motion animation.
4. Present stop motion stages and final work in a clear and cohesive manner.
5. Critique and assist with stop motion class activities and peer collaborations.

Course Content

Sequencing frames
Overview and history of different frame sequencing techniques: Pixilation, object animation, sand animation, puppet animation, experimental frame-by-frame animation.
Introduction to basic software and tool use.

Moving material
An exploration of different materials that are being used in stop motion animation. You will learn about the material properties and ways to process and manipulate materials for stop motion animation.

Puppets
An Introduction into the history and sage of puppets. You will learn about different types of puppets, cultural context and their use in contemporary media. You will learn how to design, construct and animate puppets for stop motion animation.

Mechanics
An Introduction to the mechanics of stop motion. You will learn the construction and use of wire-armatures, ball and socket armatures, supporting rigging systems and different devices to move cameras frame by frame.

Artificial environment
An exploration of stage building techniques in stop motion animation. You will learn how to create three dimensional sets for animation by using light and set design. Furthermore, the combination of digital elements with real life set structures will be taught.

Class assignments

Creative projects which develop and expand on class content. Animation of different materials, puppet construction and building, character animation. Developed through lectures, tutorials, class exercises and peer/instructor feedback sessions.