

‘FOUND / RECYCLED’ MATERIALS GROUP STOP-ACTION ANIMATION MOVIE PROJECT

THIS PROJECT IS DONE IN 5 CLASS WORK DAYS. THAT’S IT.

DAY 1: _____

DAY 2: _____

DAY 3: _____

DAY 4: _____

DAY 5: _____

IT’S A FACE OFF BETWEEN GOOD AND EVIL, AND YOU ARE MAKING YOUR OWN CHARACTERS FROM RECYCLED OR FOUND MATERIALS.

BUT, YOU HAVE TO PLAY IT SAFE!

Respect peanut allergies, for example, no peanut butter containers can be used, consider sharps, cutting techniques, cutting board and tool safety, cleanup needs, and time constraints. We will confirm you have completed your hand tools and glue gun safety passport, as well and your PASSPORT TO SAFETY certification. Keep it simple and safe. If you are unsure whether a piece of material is ok to use in your character creation, ask your teacher in advance of bringing it to school.

FOR EXAMPLE:

CUT OUT PIECES OF A CHARACTER FROM POP CAN ALUMINUM, OR JUST HAVE MULTIPLES OF THE SAME CAN AND CRUSH THEM DIFFERENT WAYS FOR DIFFERENT EXPRESSIONS OF YOUR CHARACTER.

Wearing gloves not to cut yourself and safety glasses for flying pieces. Use an appropriate surface and tools.

CREATE A PAPER ORIGAMI CHARACTER OR MOVING PARTS.

Use recycled paper or cardboard or packaging, but make sure the source of it is clean and has any printing on it appropriate for a school project. Watch for paper cuts. If cutting with an X-Acto blade, use cutting board, safety glasses

FIND AN OLD SPRING THAT CAN BE POSITIONED IN DIFFERENT WAYS TO MAKE A METAL WORM.

Don’t have it be a rusty or sharp-ended one. Otherwise have a parent or teacher file down the end for safety. Do you know when your last tetanus shot was?

DRESS UP A DISHWASHING SOAP CONTAINER.

**USE FABRIC, ELECTRONIC PARTS (SHOW THE TEACHER).
LEFTOVER CRAFT SUPPLIES.**

TIPS:

SHOOT THE CHARACTERS STILL PHOTOS IN LOW RESOLUTION ON YOUR CAMERAS OR THE PREMIERE SOFTWARE WON'T BE ABLE TO HANDLE THE SIZE OF THE FILES WELL. YOU WILL NEED TO DO A BATCH RESIZE OTHERWISE IN PHOTOSHOP ELEMENTS BEFORE IMPORTING TO PREMIERE.

NO GREEN SCREEN IS INCORPORATED SO WE NEED AN AVAILABLE BACKDROP OR BACKGROUND THAT SETS THE STORY.

WE ARE MAKING A STORY SCENE TOGETHER AS A CLASS.

YOUR SHOT LIST IS: (BOLDED ONES YOU DO IN SMALL PARTNER GROUPS)

	TITLE – GOOD VS EVIL
EWS	TWO SIDES OF SMALL CHARACTERS –EACH APPROACH EACH OTHER (ALL CHARACTERS SEEN EN MASSE FROM SIDE VIEW, TOP VIEW, OS, AND ROS POSITION)
WS	GOOD SIDE (SIDE VIEW)
WS	EVIL SIDE (SIDE VIEW)
POV WS	GOOD SIDE CHARACTER GROUP PAN
POV WS	EVIL SIDE CHARACTER GROUP PAN
LS	OF EACH CHARACTER ANGRY - READY TO CONFRONT BODY POSITION
CU	OF EACH CHARACTER – FACE TURNS ANGRY
(MIX SHOTS)	FIGHT SCENE – BETWEEN EITHER INDIVIDUAL OR GROUPS FIGHTING – INCLUDE OS, ROS, CU, ECU – USE CAMERA MOVES TO SAVE TIME IN THE ANIMATION PROCESS
HS	THEN A STILL SHOT OF EACH CHARACTER FACE WITH AN ANIMATED LIGHTBULB ABOVE IT THAT TURNS INTO A PEACE SIGN
2S	THEN CHARACTERS HUG INSTEAD (GET A PARTNER)
WS	PAN ACROSS ALL CHARACTERS IN A ROW WITH SMILES (NEED TO BORROW A SKATEBOARD FOR A DOLLY SHOT)

Individually, complete a storyboard of how you visualize each of the shots above (11+ frames) – hand it in.

The goal of this is to help you figure out how your character will need to move, and how it will have parts on it to express emotions. Remember – ideally your hands don't appear in any shot – your character needs to be freestanding in the various positions, so you may need to plan for weighting.

DAY 1

CREATE A CHARACTER (APPROXIMATELY 1 FOOT HIGH) OUT OF FOUND MATERIALS FROM A RECYCLING BIN - THEY MUST STAND FREELY AND HAVE 3 MOVING PARTS, AND BE ABLE TO EXPRESS HAPPY, AND ANGRY FACES

BRING IN / CHOOSE CAMERA TO USE – CONFIRM LOW RES SETTINGS ON CAMERA (HOW TO – READ YOUR MANUAL)

CONFIRM SET AND LOCATION, STORYBOARD

DAY 2

SHOOT (OTHER REVIEW AND PRODUCTION PAPERWORK HOMEWORK WILL BE EMAILED)

DAY 3

SHOOT (OTHER HOMEWORK READING AND PREPARATION WILL BE EMAILED)

DAY 4

EDIT IN PREMIERE. IF NEEDED, FIX PHOTOS.

DAY 5

EDIT, SOUNDTRACK (USE ADOBE AUDITION AND SFX LIBRARY.)

AFTER PRODUCTION DAYS:

THEN – WATCHING YOUR CHUNKS BEFORE THEY ARE ASSEMBLED INTO OUR WHOLE BIG MOVIE.

IMPROVE, FIX BASED ON FEEDBACK

ASSEMBLE THE MOVIE. CHECK AUDIO LEVELS ARE CONSISTENT THROUGHOUT. ADD TITLES.

WATCH OUR FINAL 'GOOD VS. EVIL' FILM. COMPLETE WRITTEN REFLECTION ON OUR EXPERIENCE.