StopMotion Practice

📑 Module II	📰 Course Animation	🔍 Topic History and legacy of animation	💡 Lesson II

Activity

- **Short Description**: Make a short animation with the StopMotionStudio application to understand traditional animation in digital.
- **Methodology**: Research-based learning
- **Duration:** 2h
- **Difficulty (high - medium - low)**: medium
- **Individual / Team**: Individual
- **Classroom / House**: Classroom/house
- **What do we need to do this activity?**
    - **Hardware** Smartphone or tablet, camera or phone camera
    - **Software** Smartphone app, Camera
    - **Other resources.** different elements that can be deformed to animate like modeling clay or other real life objects.

Description

- **Text description**: Make a small animation in stopmotion studio

Instructions

1. Come up with an idea for a simple 2-second animation, animated at 12 frames per second.
2. Make it in the application to understand the movement of the photographs as animation
3. Share it with classmates

Expected outcomes

• Understand the capture of reality and know how to alter it to create stop-motion animated content

• Identify the group's ideas about the themes and movements of the animation.

DIGICOMP (Competences developed):

ENTRECOMP (Competences developed): 3.1 Taking the initiative

Example (when necessary):

https://www.youtube.com/watch?v=8NMAt8yEjMI&ab_channel=FountaindalePublicLibrary