

## assignment #11: stop-motion

For this project, bring an inanimate object (or objects) to life using stop-motion techniques. You can work with 3D objects & space, 2D objects & space (collage), or a combination of both. Make the objects as abstract or personified as you like.

Keep the plot simple, and don't get caught up in detailed storytelling. Your project should involve a very basic plot based on one of the following:

**Cause & Effect** — The actions of an object changes its environment and/or affect another object (or objects). Think carefully about *how* things move and *why* they move.

**Transformation** — An object (or objects) goes through a physical transformation. Again, think carefully about *how* it changes and *why* it changes.

The camera should be stationary in all of your shots — use a tripod for maximum control and flexibility (check tripods out from the lab office). Plan your composition and movement along different axes — **X** and **Y** in 2D space and **X**, **Y**, and **Z** in 3D space — to make it dynamic. Think *diagonal*.

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### FILMING STOP MOTION WITH FRAME RECORD

To film stop-motion animation, set your camera to 'FRAME RECORD': activate the **Menu**, then scroll to **Camera Set** (or **Tape Settings** or **Picture Applic.**), then set FRAME REC to ON. Each time you press the Record button, the camera will automatically record a 6-frame increment and then stop.