

Assignment: Motion - Create

Please review the handout Motion – Research:

<http://wkr1.comm.msstate.edu/4423/handouts/Mot-1.pdf>

USE A TRIPOD!!!!!!!!!!!!

The key to working with animated media in any form is planning. You will need to ask yourself many questions BEFORE you start shooting.

- What I am trying to accomplish in this project?
- How long do I think it should run?
- How many steps are needed to ‘show’ my scene?
 - What is necessary to show in each step?
- Especially for Stop-Animation / Time lapse:
 - What is the timing/distance between steps?
- Is Audio necessary? Is it music or voice?
- Do you need any title cards?

dSLR VIDEO

Theme: Open as long as there is a strong element of storytelling. Your scene should have a clear beginning, middle and end.

REQUIREMENTS:

You must use at least 7 separate video segments and 3 still photos. All separate scenes need some type of transition between them.

EXTRA CREDIT OPTIONS:

- Add Audio
- Add Title Cards
- Use additional video segments and or still photos
- Apply filters or other adjustment layers to the video

OUTPUT – Export your Video (Export→ Render Video) with the H.264 Codec at High Quality at the frame rate you shot the video.

SAVE with a title of FirstNameLastNameVID (ex: janeDoeVID)

Tips:

- Shot segments of at least 10 seconds and generally no longer than 45 seconds
 - Exception: non moving spot of a static object should only be a few seconds
- Vary your scenes with a combination of establishing shots, medium close-ups and tight close-ups. Try varieties of each style of shot for each ‘scene’
- Shoot more than you think you will need
- Shoot some B-Roll (details to set the scene, or help with the story)
- Shutter speed should be at roughly double the frame rate – avoid too much slower or faster to avoid footage looking sloppy or jittery (ie: if shooting at 30 fps, shutter of 1/60 is a good bet).

- Pick a single frame rate and stick with it for the entire project.
- 24 fps gives a cinematic look, 30 fps is used for normal broadcast TV, and 60 fps can be viewed either at normal speed or half-speed for slow motion effects.
- Manual focus is preferred for video. A medium to long depth of field is also best for most video projects to help guarantee focus where objects may be moving.
- HOWEVER – if your camera offers a full time autofocus mode for VIDEO – USE IT

Animation

Theme: Open

You may choose to do either a stop-animation or a time-lapse video.

REQUIREMENTS:

You must use at 20 and no more than 50 separate still shots

EXTRA CREDIT OPTIONS:

Add Audio

Add Title Cards

Add special effects to some, by not all 'frames'

OUTPUT: Export your Video (Export→ Render Video) with the H.264 Codec at High Quality
SAVE with a title of firstNameLastNameTL or firstNameLastNameSA
(ex: janeDoeTL or janeDoeSA – TL for Time-lapse, SA for Stop Animation)

Tips:

- Try different frame rates
- If your camera has an interval timer, it can be helpful to keep a consistent look between frames
- If you input your images as an image sequence, you can't adjust the delay between frames because the animation will be ready to export as a video
- You can use the Animation panel in either frame or timeline animation mode. Frame mode shows each separate frame, letting you set unique duration and layer properties for each. Timeline mode shows frames in a continuous timeline, letting you animate properties with keyframes and play video layers.

Due:

Tuesday April 16