Animation Transition activity

We would like you to produce a 20 – 30 second stop motion animation

The topic needs be one of the following:

* Highlighting a **social issue** of your choice: This could be climate change, Brexit, COVID-19, loneliness, child obesity, Veganism, animal cruelty..
* An **advert** for a product of your choice
* A **short story** aimed at children under 10

You can use up to 2 materials form:

* Humans
* Chalk
* Sticky notes
* Clay
* Lego
* Paper cut outs
* Whiteboards
* Everyday objects

Examples of animations to give you inspiration

<https://youtu.be/_5IqwECL6bo> Humans

<https://youtu.be/_NZce-x6GKI> Chalk

<https://youtu.be/WQNl5nlG0Ec> Sticky notes

<https://youtu.be/moqR8DPzuXI> Clay

<https://youtu.be/oCY_Pp3qz28> Lego

<https://youtu.be/Xo2ioUYugMA> Paper cut outs

<https://youtu.be/-izpKjUPcNc> Whiteboard

<https://youtu.be/nhklwNDQ9bo> Everyday objects

What to come to class with

1. Take pictures / film yourself making your animation characters / sets
2. Write a short brief on what your animation is and why
3. Your 20 – 30 second animation (either on your phone or transferred to a storage space)

Reading list

**Online magazines and podcasts**

* Animation Magazine at [www.animationmagazine.net](http://www.animationmagazine.net)
* Animation World Network at [www.anw.com](http://www.anw.com)
* Stop motion Magazine at [www.stopmotionmagazine.com](http://www.stopmotionmagazine.com)
* Skwigly for podcasts and news at [www.skwigly.com](http://www.skwigly.com)
* 80 Level at <https://80.lv>
* ArtStation at <https://www.artstation.com>
* So You Wanna Make Games <https://youtu.be/RqRoXLLwJ8g>

**Books**

* **The Animator's Survival Kit (ASK)** We recommend that any serious student of animation should buy a copy of The Animator's Survival Kit (ASK), by Richard Williams.
* **Animation Methods by David Rodriguez** Animation Methods is an excellent book on learning animation in Maya. It is a book that focuses primarily on 3D Character Animation, a step-by-step guide for learning Maya, and the Maya animation tools.
* **The Illusion of Life** The Illusion of Life was written by Disney animation legends Frank Thomas and Ollie Johnstone, and represents the accumulation of knowledge of the first "Golden Age" of Disney animation..
* **Cartoon Animation** Cartoon Animation by Preston Blair was the first available book on animation, and has been in print since the early 1950s.
* **Timing for Animation** by Harold Whittaker and John Halas
* **Character Animation Crash Course** by Eric Goldberg - the man behind the genie in Disney's Aladdin.
* **The Complete Digital Animation Course** The Complete Digital animation Course by Andy Wyatt is a very useful overall guide to all the processes involved in digital animation and film-making.
* **12 Principles of Animation Video**written by Ollie Johnston and Frank Thomas

**VFX**

* **Compositing for VFX:**Essentials for Aspiring Artists by Steve Wright
* **Nuke 101:** Professional Compositing and Visual Effects by Ron Ganbar
* **The VES Handbook of Visual Effects:** Industry Standard VFX Practices and Procedures by Jeffrey A. Okan and Susan Zwerman
* **Rotoscoping:** Techniques and Tools for the Aspiring Artist by Benjamin Bratt

**Gaming**

* **Level Up!**The Guide to Great Video Game Design by Scott Rogers
* **How to Draw:**Drawing and Sketching Objects and Environments from your Imagination by Scott Robertson with Thomas Bertling