September 2013

"Animate the Giraffe"

Don't be scared! This is going to be super fun, and the resulting COLLABORATIVE ANIMATION will be so worth it! With your permission, I will be putting this animation up on youtube, vimeo, my blog and my website, and I would love to have as many of your unique visions as possible in this animation!

Before we get started, take nine seconds to watch this again:

http://youtu.be/3bVtgZd4GIE

We are going to do this, x20, but...

TOGETHER!

26

:D

Collaborating on a Giraffe-Themed Animation

Since the beginning of the year I've been wanting to collaborate on an animation with all of you. But logistics kept stopping me... I just couldn't figure out how to make each of the individual segments flow into each other seamlessly. But then I saw a brilliant 2-minute animation uploaded by Denver friends of mine, Peter and Anne Thulson.

The Thulsons are educators (Anne is an artist and adjunct professor at Metropolitan State College of Denver, and Peter is a long-time kindergarten teacher). This summer they held an animation camp for kids, and here was the resulting (fabulous) collaboration:

https://www.youtube.com/watch?feature=player_embedded&v=ULGqMJGnbX4

So that's what we are going to do! (And we don't NEED to make each segment flow seamlessly together... I realized when watching the above video that it will work beautifully when disjointed, too!)

For those who choose to accept the mission, you will need to create 10-50 images that take the giraffe from one point to another (these can be VERY simple!) and either mail the artwork to me via regular mail, or upload the jpeg images to an ftp site.

* * *

YAY! There are two ways you can create your segment: Stop Motion & Cel Animation. Let's get started!

[1] Stop Motion
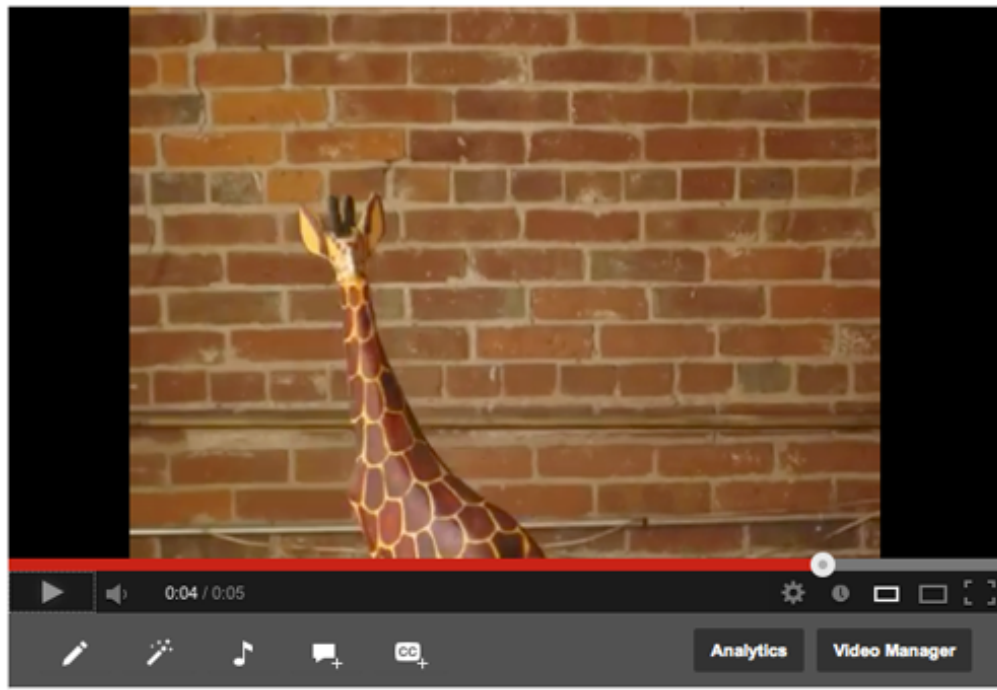
Stop Motion is a technique in which we can put our photo skills to work again!

From Wikipedia:

> **Stop motion** (also known as **stop frame**) is an animation technique to make a physically manipulated object appear to move on its own. The object is moved in small increments between individually photographed frames, creating the illusion of movement when the series

of frames is played as a continuous sequence. Dolls with movable joints or clay figures are often used in stop motion for their ease of repositioning.

Here's a little stop motion I did today in about an hour, with about 50 shots total (making a 7-second animation):

http://youtu.be/VS85BvfkpRc

I set up my camera on a tripod and moved the giraffes bit by bit between taking each shot. I didn't have the whole idea in my head when I started, but the ideas came to me as I went along. The actual shooting took about 25 minutes. See the next page for the sequence and how much I moved the giraffes each frame, etc.

Once I downloaded my images to the computer (there were about 50 total), I re-sized them all to be 700 wide and then imported them into the animation program (in my case, Adobe Flash CS3). BUT, you don't need to have a program... I can do that part!

Once you have your 10-50 images sized to 700 pixels wide , email me for instructions on how to upload them to a ftp site.

Deadline: September 30!

IMG_0032.JPG IMG_0033.JPG IMG_0034.JPG IMG_0035.JPG IMG_0036.JPG IMG_0037.JPG

IMG_0038.JPG IMG_0039.JPG IMG_0040.JPG IMG_0041.JPG IMG_0042.JPG IMG_0043.JPG

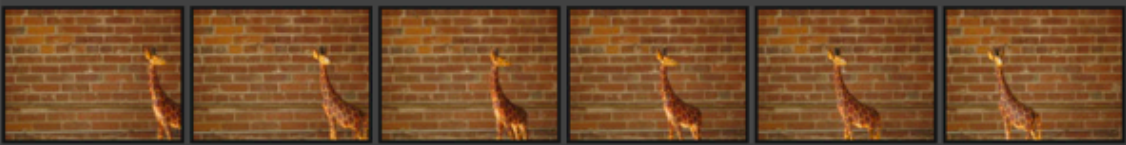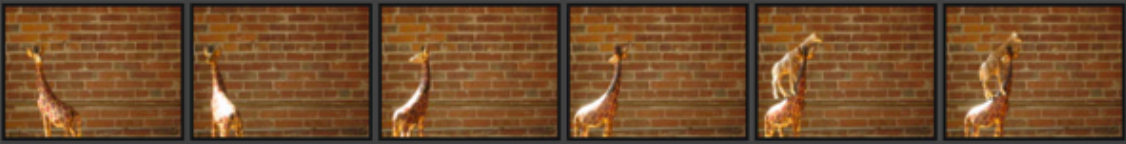IMG_0044.JPG IMG_0045.JPG IMG_0046.JPG IMG_0047.JPG IMG_0048.JPG IMG_0049.JPG

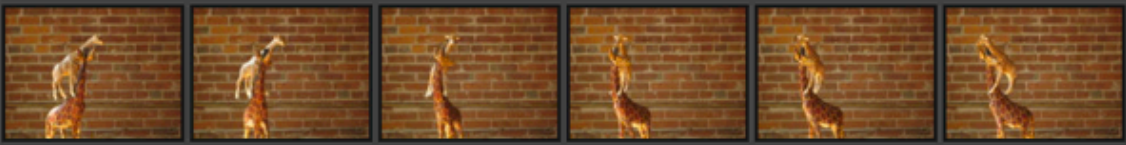IMG_0050.JPG IMG_0051.JPG IMG_0052.JPG IMG_0053.JPG IMG_0054.JPG IMG_0055.JPG

IMG_0056.JPG IMG_0057.JPG IMG_0058.JPG IMG_0059.JPG IMG_0060.JPG IMG_0061.JPG

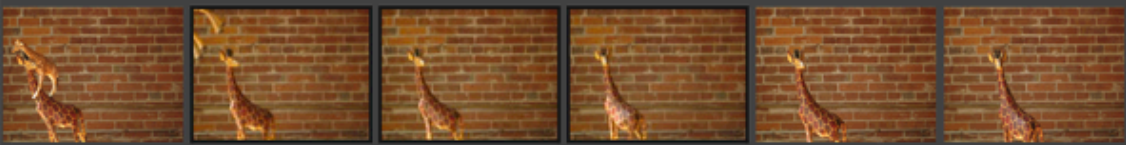IMG_0062.JPG IMG_0063.JPG IMG_0064.JPG IMG_0065.JPG IMG_0066.JPG IMG_0067.JPG

IMG_0068.jpg IMG_0069.JPG IMG_0070.JPG IMG_0071.JPG IMG_0072.JPG IMG_0073.JPG

IMG_0074.JPG IMG_0075.JPG IMG_0076.JPG IMG_0077.JPG IMG_0078.JPG IMG_0079.JPG

[1] Cel Animation

From Wikipedia:

> **Traditional animation**, (or **classical animation**, **cel animation**, or **hand-drawn animation**) is an animation technique where each frame is drawn by hand. The technique was the dominant form of animation in cinema until the advent of computer animation.

We can do this one traditionally (as I did above, where I hand-drew each cel), or using simple computer animation!

The process of making this animation:

1. I cut about 30 sheets of "typing paper" in half. I then took the first piece of paper, numbered it "1" in the lower left-hand corner, and then drew a small circle (see next page for the full sequence). I used a black Sharpie so I could see through on the next stage.

2. Next I took the second sheet of paper, placed it on top of the first, and then numbered it "2". Then I drew a second, larger circular shape, expanding what I had done before because I could see the previous image on the sheet underneath. (If you have a light table, you can see even better! I don't.) On the computer this is called onion skinning (definition: http://animation.about.com/od/flashanimationtutorials/qt/flashonionskin.htm)

3. Then I kept adding new pages and expending my "blob" circle into a giraffe, frame by frame. I did 26 frames total:

auggiraffe1.jpg

auggiraffe2.jpg

auggiraffe3.jpg

auggiraffe4.jpg

auggiraffe5.jpg

auggiraffe6.jpg

auggiraffe7.jpg

auggiraffe8.jpg

auggiraffe9.jpg

auggiraffe10.jpg

auggiraffe11.jpg

auggiraffe12.jpg

auggiraffe17.jpg

auggiraffe18.jpg

auggiraffe19.jpg

auggiraffe20.jpg

auggiraffe21.jpg

auggiraffe22.jpg

auggiraffe23.jpg

auggiraffe24.jpg

auggiraffe25.jpg

auggiraffe26.jpg

4. Next I went back in and added my text. I had to re-trace the text on every frame.

5. I messed up a bit in the end, but that's okay! Remember the charm of Anne and Peter's class video? Let's remember that this month as we just experiment playing with animation and what we can do. Honestly, don't sweat it. Whatever we do will be AWESOME!

6. Then I scanned them all in, cleaned them up a bit, and re-sized them to 700 pixels wide.

The drawing part took about an hour, and the scanning part about 2 hours.

If you don't have a scanner or would rather not scan them yourself, pop them in the mail to:

Carla Sonheim
321 3rd Ave. South #209
Seattle, WA 98104

Deadline: Postmarked by September 30! (If you're a tad late, don't worry… email me and/or send anyway! Steve and I will be working on building the animation in October, so there will be some extra time.

Some Animation Inspiration

Here are some giraffe animations I found during a quick youtube search that might give you an idea or two. However, don't forget the power of just diving in and seeing what happens, too!

https://www.youtube.com/watch?v=XG_izfnpe_g

https://www.youtube.com/watch?v=7mT0n6_zbPY&feature=player_detailpage

https://www.youtube.com/watch?v=GRYc9Q1EFGo

https://www.youtube.com/watch?v=Rct9ofjWPBk

https://www.youtube.com/watch?v=Qv-OTNRX4FY

https://www.youtube.com/watch?v=Ywe7EDPuibU

https://www.youtube.com/watch?v=tKyCfh1AUCY&feature=player_detailpage

Have fun!

PS… Make it your special mission to add cool giraffe animations to this list!