



INCLUSIVE EDUCATION USING ANIMATION AND MULTIMEDIA

# MOVIE CREATION GUIDE FOR TEACHERS

## A simple step-by-step movie creation guide for EDUCATIONAL STAFF



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You have an idea in your mind,  
and you want it to be a movie.

## **Have you thought about creating it with the art of animation?**

By following the steps below, you can make  
your first animated film.

step one

### **\* The Idea**

**What is your idea?**

**What's the story that you want to tell?**

Write your story briefly in a short paragraph.

step two

### **\* Script**

Write the script of your story, the detailed version. It is important to include all places, the protagonists/ characters, and the dialogues. Divide it into scenes and shots.

step three

### **\* Storyboard (visualized script)**

The most helpful tool for shooting a movie is the storyboard, ie the visualized script.

**Draw small frames on A4 paper or download a ready-made storyboard from our website.**

Based on the scenes that you have divided your film, draw each of its shots in a separate frame of the storyboard, making sure to note next to it the movement of the characters and the sounds you want to be heard in the final film.

step four

### **\* Create environments and characters**

Stop motion animation movies are two-dimensional or three-dimensional.

Depending on the aesthetics you want your film to have, choose the materials you will use and make the environments and characters. For two-dimensional films, it is better to choose flat or almost flat materials such as papers, or thin objects (tree leaves, brushes, staples, etc.), while for three-dimensional films, objects with volume (plasticine, bottles, boxes, tin cans, etc.).

**Attention: start first with the construction of the set and then with the characters and the smaller elements so as not to create problems of proportion of the materials.**



step five

## \* Shooting

Shooting a stop motion movie is nothing more than frame by frame photography.

Choose a stable surface to set up your plan. Place your camera, smartphone or tablet in front of (for 3D photography) or above your backdrop (for 2D photography), on a tripod or makeshift stand (related photos). Then observe the natural light and amplify it with artificial if necessary.

Stabilize very well with paper tape the tripod, the backdrop, all the static objects and the lights. Then, in case you are working with a smart device, download a stop motion animation shooting application (Stop Motion Studio application is recommended). Everything is ready and you start shooting your film.

You make small movements of each object, take photos, and repeat the process until the movement/ movements are completed. Always have next to you the storyboard that is the helper-reminder of the process. The smaller the moves, the more natural your movie will be at the end.

**If you choose to take photos using the suggested app, see more here <https://www.youtube.com/watch?v=DzV3-1InTQ>**

step six

## \* Image editing

Once the photo shoot is complete, there are two ways to edit the film:

1. Through the application. Play the movie in the application by following the relevant buttons.

Observe the speed at which the images are projected and with the tools of the application change the speed of playback/ flow of the images until it is the one you want.

2. In a video editor for PC such as Videopad, Adobe Premiere and so on. Prerequisite for this is you know the basic video editing tools.

step seven

## \* Sound and final editing

Once the film's rhythm is finalized, add the sounds, music, and dialogs to the editing program or application by following the steps below.

This is the stage where you synchronize the image with your sound to produce the final film.



step eight

## \* Export Movie

When the editing of the film is completed, you proceed to the last step, ie the export of the film. As you cannot share your movie while playing in the program or application, export it to the program or follow the steps of the application and then save it to your device files. It is recommended that you export your movie to .mp4 so that it can play on all the devices you want to project it (TV, PC, etc.)

Congratulations!

**You have completed your first stop  
motion animation movie!**

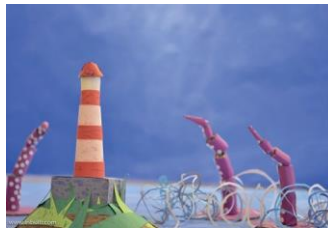
Do not keep it for yourself, upload it to your social media accounts, send it to your friends or screen it at home and elsewhere.



# ANIMATION TECHNIQUES

The art of animation is a cinematic genre with many forms and expressions that are mainly divided into two-dimensional (2D) and three-dimensional (3D) techniques.

**The following are techniques used in the animation workshops of Animasyros International Animation Festival.**



## 1. 2D traditional or Traditional animation

The term traditional or classical animation as it is also called, refers to painted images on paper or other media. Traditional animation is also known as cell animation. Here the creator draws by hand drawings called frames.

## 2. 2D/3D Stop Motion Animation

The term stop motion animation is used to describe works where the creator, by moving objects from the real world and photographing the movement in separate frames, creates the illusion of movement.

## 3. Cartoon / drawing on paper Cartoon / drawing on paper

The most common two-dimensional animation technique where the creator draws the action frame by frame on papers which are then filmed one by one.

## 4. Computer animation / digital animation Computer animation

The most modern method of creating two-dimensional and three-dimensional animation films.

## 5. Clay animation/ Claymation

3D animation technique with characters made of plasticine. The action develops with the gradual deformation of the original form of plasticine.

## 6. Decoupage materials Cut - outs

Two-dimensional technique in which various objects (paper, fabric, photographs) move in front of a fixed camera, the parts of which can be independent, moving with joints or magnets.

## 7. Movement with Pixilation actors

Intermittent shooting with live actors. The actors pose, are filmed, change positions and are filmed again. As the shot is discontinuous the result is a spasmodic movement.

## 8. Puppets animation

3D animation technique starring dolls with joints that the creator moves at will.

