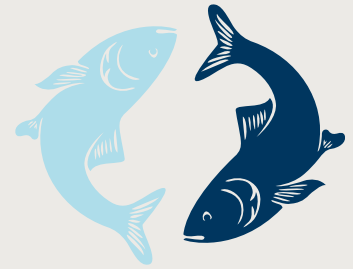


UNLOCKING FISH FUN

Activity Sheet A GUIDE TO ANIMATION

This activity sheet accompanies a matching video tutorial, use them individually or together to best suit you.



UNLOCKING
THE SEVERN

You have probably seen animations before maybe on TV or on the internet, but have you ever fancied having a go yourself? Well now is your chance! This short guide will show you how to make simple animations using a process called 'Stop Motion'.

This is the most technical activity in the Unlocking Fish Fun series because it requires things that don't tend to be found lying around the house. So make sure you ask for some help from an adult to get everything you need.



You will need:

- Art materials to make your props, puppets and anything else you want to include. See our video in the series for a guide on making fish puppets if you need to extra help and inspiration.
- A camera tripod – your family might have one tucked away somewhere or you can find small tripods online.
- A smart phone with a special app installed called Stop Motion Studio (which is free to download).
- A smart phone mount





A bit about the app: Stop Motion Studio

The basic version of this app is free and there are extra in app purchases. It is available for iOS, Windows and Android. Other apps are available, they all do the same thing – they take lots of photographs that can then be linked together and played like a film.

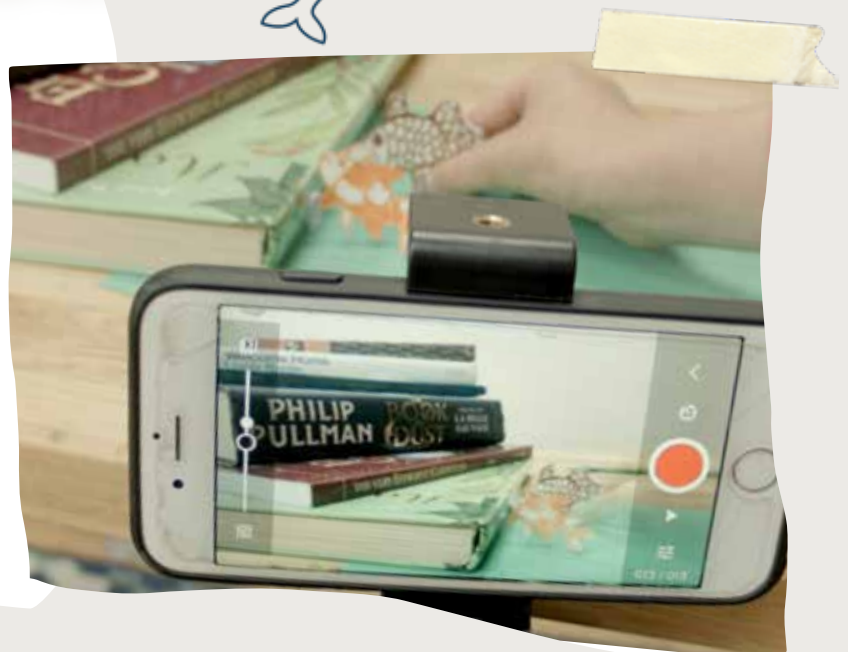
How does it all work?

There are two established ways of making animations:

1. Filming the animation on a flat table where the backgrounds are flat, and the characters lie on top – using this method means you don't have to battle gravity!

OR 2. A standing model. With this method the background is more realistic, but the characters must stand up by themselves. In our example we use blobs of Blu Tack to keep them standing.

This guide uses method 1, a flat background approach, but the principles apply in the same way for option 2. Experiment and see what works best for you!





A note about Blu Tack

Blu Tack is a key animation ingredient, it helps in so many ways! Sticking backgrounds in place, joining characters together while still allowing their joints to move. Blu Tack is key.

STEP 1



- Develop your story.
Who are the main characters?
Where are they?
What are they doing?

- Make your props and characters using the art supplies - get creative and have fun.

You are now ready to start animating.

LET'S GET STARTED



STEP 2

- On a table set up the background and get all the characters ready to go.
- Position the tripod and camera in front of the scene, pointing the camera down. Make sure it only shows what you want in the shot, and not something unwanted like a half-eaten apple! You will need to adjust the tripod by raising or lowering it to get it right. Don't use the zoom function as it reduces the quality of the image.



TOP TIP!

- Stop Motion has a function that shows you a ghost image of the previous frames. This is sometimes called 'onion skinning'. This helps you act and move the characters as it shows a trace of where they have been.

It can also help you line up the shot again if someone accidentally kicks the tripod...

Another top tip... try not to kick the tripod!

STEP 3



- Think about what is going to happen in the shot. Who is doing what and when?
- Start filming. Try and be very gentle when you press the button, so the camera doesn't shake too much. Sometimes working with someone else can help. Take turns as one person moves the characters and props while the other person operates the camera.
- Take a photo then carefully readjust your characters into their new position. Take a second photo, adjust them again and so on. Keep going until you have told the whole story! Small adjustments will make the video look more fluid so try and be precise, it can take practice so have a go and don't worry about it not being perfect!



STEP 4



- When you have made your film, you can change the speed and add music, dialogue and sound effects using the phone's microphone!

- Once you are done you are ready to share the video with your friends and family.

Extra ideas to take it further:

- Practice, practice, practice. The more you animate the more you can start to think about the type of movement you want to create. It's a bit like acting really! How would your character behave if they were happy, sad or scared? How do they move differently to other characters? One effective thing to do is to add in pauses so the characters appear to think about what is happening.

- Write your own stories or act out ones you already know!
- Write a story about a twaite shad who encounters a weir and uses a fish pass to swim up and over, you can see our website for more on this at www.unlockingthesevern.co.uk



We hope that you have lots of fun making your fishy marble run and we would love to see it.

Please share your creations with us on social media and tag us

@SevernUnlocked and use the hash tag **#UnlockingFishFun**.

Or you can contact us via our website:

www.unlockingthesevern.co.uk