

## Spectacular Animation Trick Film Assignment

Due in class Thursday 11/18

- 1) In your group, develop a piece using at least one puppet from each member that shows a transition from one state of mind or reality to another. **Storyboard it.** (Bring a draft of storyboard, or sketches of ideas to class on Thursday 11/11. You must hand the complete storyboard in on Thursday 11/18.)
- 2) Design simple sets and how you will light them. Plan to use 3 different lighting set-ups as well as a variety of camera angles (most trick films actually had simple wide shots as if staged in a theater, but I want you to practice using more than that. Create your sets so that you can put them together quickly before you begin shooting.
- 3) Incorporate at least one "matte" shot in the piece (this will need to be assembled in post production, in Final Cut, but you need to plan it well before shooting). This could be a pixillated or live action element. You could use it to manipulate scale (for example showing an object we know to be big in a context that makes it seem tiny), or time (for example by mixing animation and live action in the same frame), or to put drawn elements into the animation such as lightening sketches or metamorphosis.
- 4) Other characteristics of Trick Films include reflexivity (as in displaying virtuosity or showmanship), fascination with new technologies (science fiction), adaptation of folk lore or other popular texts (stories such as Rip Van Winkle or gags derived from comic strips), so include these strategies as you like.
- 5) Compose a soundtrack to be performed live at the final critique. (These will be recorded and mixed as you perform them). You will have 4 mics. Find objects which make the right sounds, use musical instruments or your own voice. **NO PRE-RECORDED SOUNDS!!** Bring objects and instruments you want to test for use in your soundtrack to class on Thursday 11/11. **Rehearse your soundtrack before performance.**
- 6) Sign up for time in the 3d Mac as soon as you can. You will need at least 4 hours, probably more (include set-up time, scene changes, etc.). Remember to also book editing time.

**Mediaworks 04-05**

**Fall Animation Workshop 2: Roots of Mass Culture**

**Spectacular Animation Syllabus: Trick Films**

**Tuesday 11/9**

Stop Motion, Pixillation and Puppets

1) Making Puppets

2) Assignment (see reverse)

Form production groups

Proficiency sign-up

**Thursday 11/11**

Sound Effects workshop (Bring objects and instruments you think you might want to use in the soundtrack to class)

Storyboarding. Bring your ideas to class in the form of preliminary sketches, descriptions, etc.

**Tuesday 11/16**

Walk cycle (drawing exercise)

Free work time

**Thursday 11/18**

Trick Film performance and critique