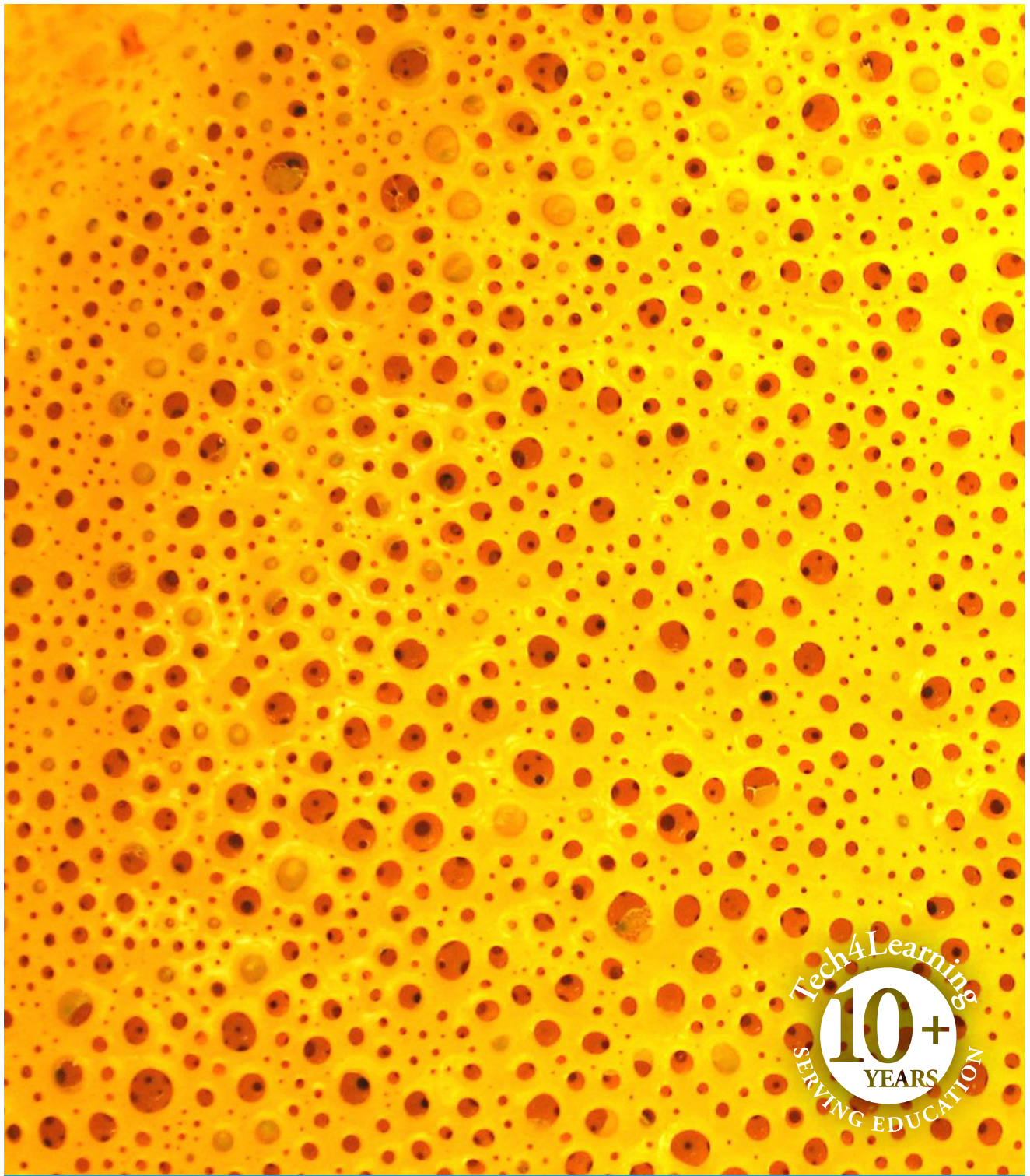


Claymation Workshop Kit Materials





While participants can make claymations on any topic, providing a specific topic helps focus effort and save time. This full-day agenda is based on animating idioms and has participants first create an idiom claymation in Frames using existing images before creating their own characters and original animation.

Introduction (10-15 minutes)

- Introduce yourself and the workshop goals and agenda

- Participants introductions - name, grade, subject (to help you customize/differentiate)

Claymation presentation (30-45 minutes)

- What is claymation and why use it?

- What does claymation look like? (samples)

- The process of claymation in the classroom

Tutorial and Overview (30-45 minutes)

- Complete the Frames claymation tutorial to give an overview of possibilities and technology steps

- Use the Making Claymation with Frames tutorial using the ducks images in the Frames library

- Answer questions

Building Claymation

Project planning (15 minutes)

- Form small teams of 2 or 3

- Distribute sample idioms and have teams choose the one they will animate

- Brainstorm ideas and storyboard

Building the characters and set (45-90 minutes)

- Create clay characters

- Design Background

Taking pictures (15-30 minutes)

- Set up scene – characters and background, camera and tripod

- Take pictures while moving characters

Building the animation on the computer (45-60 minutes)

- Transfer images from the camera to the computer and import into Frames

- Arrange and duplicate scenes, adjust timing

- Add text, titling, music and narration

- Make – export for presentation, web, or podcast

Claymation Premiere! (30 minutes)

- Clean up room and collect and completed student projects

- Show from presenter station or walk and talk amongst computers

Conclusion (10 minutes)

- Share additional resources: www.tech4learning.com/frames - Samples, tutorials, lesson ideas

- Share Connect: <http://connect.tech4learning.com> - Sample videos, claymation group



While participants can make claymations on any topic, providing a specific topic helps focus effort and save time. Completing a claymation with participants who are unfamiliar with the process is a lot to pack into three or so hours, so be sure to keep everything simple. With the limited amount of time, this workshop needs to be about process, not final product!

Introduction (10 minutes)

Introduce yourself and the workshop goals and agenda

Ask participants (by a show of hands) to share grade level, subject, and computer expertise

Claymation presentation (20 minutes)

What is claymation?

Why use claymation in the classroom?

What does claymation look like? (samples)

The process of claymation in the classroom

Create clay characters (30 min)

Keep these simple, like worms (clay around a pipe cleaner, add eyes and details)

Completing a person in this short of time will be difficult.

Design Background (15 minutes)

Provide calendars and ready-made backgrounds to save time

Take pictures (30 minutes)

Set up scene – characters and background, camera and tripod

Take pictures while moving characters

Transfer images from the camera to the computer

Build the animation on the computer (45 minutes)

Import into Frames

Arrange and duplicate scenes, adjust timing

Add text and titling

Add music and narration

Make – export for presentation, web, or podcast

Claymation Premiere! (20 minutes)

Clean up room and collect and completed student projects

Show from presenter station or walk and talk amongst computers

Conclusion (10 minutes)

Share additional resources: www.tech4learning.com/frames

Samples, tutorials, lesson ideas

Share Connect: <http://connect.tech4learning.com>

Sample videos, claymation group



Claymation makes a great topic for summer camp or an afterschool program with students. Here are some ideas for modifying the process for students over the course of a week.

Day 1

Introduction (10-15 minutes)

Introduce yourself and the workshop goals and agenda

Participants introductions - name, grade, subject (to help you customize/differentiate)

Claymation presentation (30 minutes)

What is claymation?

What does claymation look like? (samples)

The process of claymation in the classroom

Building Claymation – Part 1: Project planning (10 minutes)

Form small teams of 2 or 3

Distribute sample idioms and have teams choose the one they will animate

Brainstorm ideas and storyboard

Day 2

Building Claymation – Part 2: Build characters and set (50 minutes)

Write Script

Create clay characters

Design Background

Day 3

Building Claymation – Part 3: Taking pictures (15-30 minutes)

Set up scene – characters and background, camera and tripod

Take pictures while moving characters

Transfer images from the camera to the computer

Import images into Frames and save

Day 4

Building Claymation – Part 4: Building animation on the computer (45-60 minutes)

Arrange and duplicate scenes, adjust timing

Add text and titling

Add music and narration

Day 5

Claymation Premiere! (60 minutes)

Complete claymations in Frames

Make – export for presentation, web, or podcast

Show from presenter station or walk and talk amongst computers



Getting Started

Remember the KISS (Keep is Super Simple) principle the first time you tackle a claymation project. You may want to start the process with existing claymation images from the tutorials folder or have students capture images for an claymation that repeats (music video style).

A great animation starts with a great story. Be sure you have a strong script and storyboard before you begin working on the claymation itself.

Practice reading your script to see how long it takes. You will need to capture enough frames so that movement matches the length of the script.

Building Characters

It takes a bit of time to develop clay characters. While you want to keep them fairly simple, but sure to use enough detail on the character to make it appealing and interesting.

Claymations are like cartoons, so it is almost expected that details like eyes and ears can be out of proportion. And be sure to make the feet extra large or the heavy head of the character will make it unstable.

Building Backgrounds

If your animation is about habitats or a different culture, by all means create an elaborate backdrop that can stand on its own as part of the learning process. But elaborate backdrops can detract from the character and story, so it is often just as effective to use simple shapes and solid colors.

If you are looking to save time, collect old calendars to use as instant backgrounds.

Make sure the background is not too big, you don't want to have to create really big clay characters!

Taking Pictures

Set your camera to approximately 2 megapixels (1600 x 1200). Most people share their movies on the computer and via the Web, so you will likely create a movie at a small size anyway.

It is essential to keep the camera still during image capture. Connect the camera to a tripod, clamp or somehow attach it to the table (tape!) so that it doesn't get bumped during the image capture.

Make sure you can see the entire scene through the camera and that cropping will not need to be done later (this takes too much time).

When you are ready to take pictures, practice a run through of the animation. One person should move the character while another person takes the pictures. If there is a third person have them direct from behind the photographer.

Try to shoot the entire sequence at one time and take more frames than you think you need.

Building Claymation in Frames

If you place all of your images into one folder, you can easily import the entire folder of images into Frames. Frame menu>Add Frames From a Folder.

Move to the beginning of the animation timeline or storyboard and record all of your narration. Then adjust the timing/duration of the frames to match the narration.

The default frame duration in Frames is .5 seconds for each frame. To change the duration, simply select the frame, or group of frames, you want to change and adjust the duration at the bottom of the Options panel.

You can also add a soundtrack, but be sure to adjust the volume so that you can hear any narration you have added.

Be sure to Make your movie into a file format that can be shared. Make button on the toolbar.

Celebrate!

Be sure to host a claymation premiere to show off all of your hard work. Bring out the red carpet, share on your web site, or even submit to local access television.



A chip on your shoulder

Being upset/having an attitude because of something that has happened in the past

A picture paints a thousand words

A visual presentation is far more descriptive than words

All bark and no bite

When someone is threatening and/or aggressive but not willing to engage in a fight

An arm and a leg

Very expensive A large amount of money

Back seat driver

People who criticize from the sidelines, much like someone giving unwanted advice from the back seat of a vehicle to the driver

As easy as ABC

Very easy

As easy as pie

Very easy

"I thought you said this was a difficult problem. It isn't. In fact, it's as easy as pie."

At the eleventh hour

At the last minute; almost too late

"Yes, I got the work done in time. I finished it at the eleventh hour, but I wasn't late."

Bite off more than one can chew

Taking responsibility for more than one can manage

"I'm really behind with my project. Can you help me? I'm afraid I bit off more than I could chew!"

An eager beaver

A person who is always willing to volunteer or do extra work

"Jan is certainly an eager beaver. Any time there's work to be done, She's the first to say she'll help."

Go with the flow

To take things as they come

"There's no need to worry. Everything will be ok if you just go with the flow."

Hit the books

To study

"I wish I could go to the movies, but I've got to hit the books."

In over one's head

In a situation that is too much/too difficult for one to manage

"Do you have time to help me? I thought I could do this myself, but I'm afraid I'm in over my head. I just can't handle this alone."

Keep one's nose to the grindstone

To stay diligent; steadily work hard, without breaks or an uneven pace

"If I keep my nose to the grindstone, I should be finished by the end of the day."

Know something backwards and forwards

To know/understand something completely and thoroughly

"If you have a question about html tags, ask susan. She knows HTML backwards and forwards."

Learn something by heart

To memorise something in such a way that you can say it from memory

Make a mountain out of a molehill

Make something seem much more important than it really is

"Calm down. There's really nothing to worry about. You're making a mountain out of a molehill."

On the cutting edge

Using the most recent technology

"The university's computer lab is on the cutting edge. It has all the latest hardware and software."

Rub someone the wrong way

To irritate, bother, or annoy someone

"All my little brother says is 'why?' Usually I'm patient with him, but sometimes all of his questions rub me the wrong way."

Online Sources

You can find more idioms online at these sites:

<http://www.eslcafe.com/idioms/id-list.html>

<http://www.idiomsite.com>

<http://www.goenglish.com/idioms.asp>



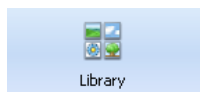
In this tutorial, you will learn how to create an animated movie using Frames 5. You will import a folder of images, add a title, credits, text effects, music, shapes, and transitions, and then export the animation as a movie.

Step 1: Launch Frames

Launch Frames. You will see the program interface and a blank frame.

Step 2: Add a Folder of Images

You can add images to an animation by dragging them in from the library. Click the Library button.

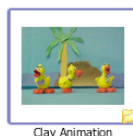


You will see the folders in the Library.

Double-click the Tutorials folder to open it.

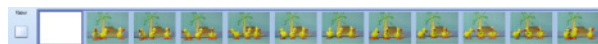


Click the Clay Animation folder to select it.



Click and drag this folder onto the blank frame in the middle of the workspace and let go of the mouse button.

You will see each frame in the storyboard at the bottom of the window.



Step 3: Preview the Animation

You can preview the animation. Click the Rewind button on the toolbar to move back to the first frame.



Click the Play button on the toolbar to watch the animation.



Step 4: Clone Frames

You can clone frames in the animation to have frames and actions repeat.

The last frame of the animation is selected in the storyboard.

Press and hold down the Shift key on the keyboard.

Click the first frame of the duck animation in the storyboard.



Click the Clone button on the toolbar.



The selected frames will be duplicated and added after the last selected frame.

Step 4: Save the Animation

Click the Save button on the toolbar.



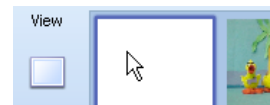
You will see the Save Animation As dialog. Type a name for the animation and choose a place to save the file.

Click the Save button.

Step 5: Change the Background Color

You can change the background color of a frame.

Click the first frame in the storyboard.



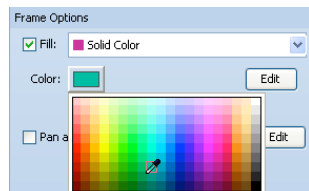
Click the Tools button.



Click the Color box in the Frame Options area of the Tools panel.



Click a new color on the palette.



The background of the frame will fill with this color.

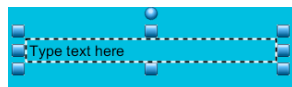
Step 6: Add a Text Object

You can add text to create a title for the animation.

Click the Text tool on the Tools panel.



You will see a text object in the middle of the frame.



Type: What's the Idiom?

You will see this text in the text box.



Step 7: Format Text

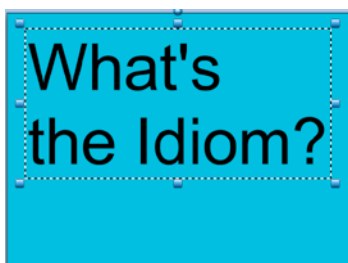
You can change the way text looks.

Move the cursor over a corner handle.

It will change to two arrows.

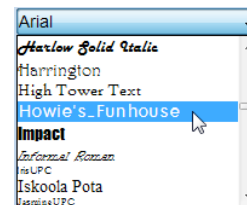
Click and drag the handle away from the center of the text box. This will make the text larger.

Click and drag the handles until the text fills the frame.

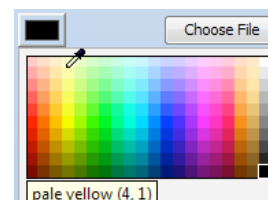


You will see font options in the Tools panel on the right.

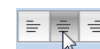
Click the Font pull-down menu to choose a new font.



Click the Color box and click a new color.



Click the Align Center button.



Move the cursor over the middle of the text box. The cursor will change to show four arrows.



Click and drag the box to center it on the frame and then click the frame outside of the text box to deselect it.



Step 8: Change Frame Duration

You can change how long a frame is shown. The first frame is still selected.

Click and drag the Duration slider on the Tools panel to the right to make the frame show for 3 seconds.



This will give viewers longer to read the title of the animation.



Step 9: Add and Move a Frame

You can add new frames to the animation.

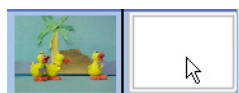
Click the New frame button on the toolbar



You will see this new frame in the storyboard behind the first frame.

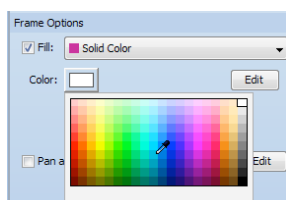


Move the cursor over this frame. Click and drag the frame to the right until it is at the end of the storyboard.



Let go of the mouse button. The frame will move to the last position and show in the preview area.

Click the Color box on the Tools panel to change the background to the same color you used on the title frame.



Click the Text tool on the Tools panel.



You will see a text object in the middle of the frame.

Use the skills you have learned to add and format text that says: *Get your ducks in a row!*

Step 10: Animate Text

You can animate how text appears on a frame.

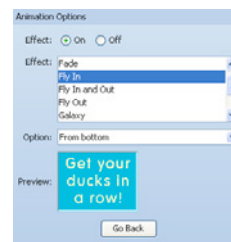
Click the Effect check box on the Tools panel.



Click the Edit button to see the text animation options.

Choose the animation you want for your text from the Effect pull-down menu. Adjust how this animation plays by choosing direction from the Option pull-down menu.

You will see a preview of how your text will animate.



Click the Save button on the toolbar to save the changes you have made.

Step 11: Add a Transition

You can add transitions between frames.

Click the Rewind button to go to the first frame.



Click the Library button.



Click the Home button at the top of the window to return to the main categories.



Double-click the Transitions folder.



You will see thumbnail previews of the transitions. Find the transition you want to use. Click it to select it.

You will see a green arrow in the lower right corner. Click the green arrow to add the transition to this frame.





You will see the transition in the storyboard at the bottom of the window.



Step 12: Add Sound

You can add sound to an animation.

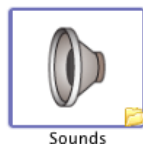
Click the Rewind button on the toolbar so when you add the sound it will start at the beginning of the animation.



Click the Home button at the top of the Library panel.

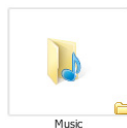


Double-click the Sounds folder.



You will see the folders in the Sounds library.

Double-click the Music folder.



<music2.png>

You will see the sounds in the music folder.

Click the cartoon music file. Click the green arrow to add this sound to your animated movie.



The sound will be added to the animation starting at the first frame.



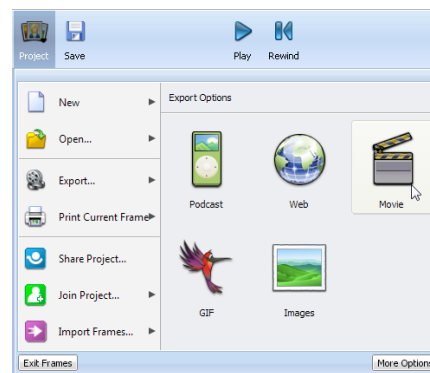
Step 13: Make a Movie

You can export the animation as a movie file you can share with other people.

Click the Project button on the toolbar.



Move the mouse over the Export option and then click the Movie option.



You will see the Save Movie As dialog. Type the name you want for the file. Choose a place to save the file.

Click the Save button.

Frames will create the movie.

When it is finished, you will see a Finished Exporting dialog. Click the Launch button to watch the movie.

Close the movie player when you are done watching it.

If you are using Windows, go to the File menu and choose Exit.

If you are using Macintosh, go to the Frames menu and choose Quit Frames.

Congratulations! You have created an animated movie using Frames.



A storyboard is a combination of outlines and visual sketches that map out the contents and direction of your story. Use the storyboard to show what will happen in each scene of your animation. A scene can be made up of multiple frames.





