



# HOW TO ANIMATE



Stop motion animation is actually very simple. You take a picture of an object, move it slightly, then take another picture. Repeat this process until your sequence is complete. It can be a very slow and technical process but you don't need elaborate sets, props or high-tech equipment. You can set up a simple studio in your home and animate absolutely anything – clay models, toys, food, cutlery, clothes . . . even your friends! Here are some top tips to help you get started.

- ★ Create a character and think about what they are going to look like. All of our characters start off as simple sketches which evolve, so get drawing!
- ★ Think about what you are going to make your character out of. Aardman are famous for using clay but you can make your character out of whatever you like, and could even use an action figure. Anything that will hold its position when you animate it.
- ★ You also need to think about the unique traits of your character. How will it move, and what will make it special for your film?
- ★ Size and scale of your characters is very important. You don't want your character to be so small that they are too fiddly to animate, but also don't want them to be so big that you have to create a massive set.
- ★ What is your character going to do? Use a storyboard to plan your sequence before you start animating. Think about dialogue and sound effects as well as the action.
- ★ On set – think about lighting. At Aardman we use lots of lights to affect the mood and atmosphere of our animation but you can achieve this at home using desk lamp.
- ★ Once you start animating, make sure your characters are really well fixed down. It's very easy to knock them over and lose hours of animation.
- ★ Practise makes perfect so keep practising animating! A good way to learn to do it is to think about how your own body works, where do you start a movement and how do you finish it – then try and make your puppet move the same way.
- ★ Once you've finished your animation, show it to your friends and family and ask them for their feedback. Constructive criticism will help improve your work.
- ★ Most importantly, animation should be fun. Stretch the boundaries of reality. The only limitation is your own imagination.