

Grade 12 Stop Motion Animation With Dragonframe

Your task is to create a short, stop-motion animation. The goal of this project is to explore the visual phenomenon of how the mind remembers an image that it sees for a split second after it changes. By altering and moving objects in succession you can trick your viewer's mind into thinking the object is really moving.

Use the armatures provided or supply your own characters.

You must:

- ✓ Have between 1-4 Students in your group
- ✓ Complete a proper storyboard
- ✓ Be at least 15 seconds.
- ✓ Have at least 1 character per students in the group to animate
- ✓ Use lighting successfully
- ✓ Have natural movement created by enough frames for fluidity
- ✓ Have voice-overs (sound or dialogue)
- ✓ Have creativity and effort
- ✓ Have multiple camera angles
- ✓ Go about your work professionally
- ✓ Understand and care for materials, time and other student wellbeing
- ✓ Create credits and edit Dragonframe footage using Final Cut Pro
- ✓ Not permanently alter the armatures in any way.

	Level 4 Demonstrated a very high understanding of concepts and exceeds expectations	Level 3 Demonstrated a high understanding of concepts and met expectations	Level 2 Demonstrated considerable understanding of concepts, nearing expectations	Level 1 Demonstrated limited understanding of concepts and ideas	Achievement Not Demonstrated
Completed storyboard	10	8	6	5	0
Animation has natural movement created by enough frames for fluidity.	10	8	6	5	0
Understand and care for materials, time and other student's well being	5	4	3	2.5	0
Used proper editing techniques in DragonFrame plus interesting credits in Final Cut that is not included in the timing	10	6	6	5	0
Different camera angles that add to your animation	5	4	3	2.5	0
Professionalism	5	4	3	2.5	0
Voice-overs and sound were added effectively	5	4	3	2.5	0
Extras/background, set	5	4	3	2.5	0

Total: /55