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 Stop motion animation, by it's very nature is a multi skill endeavor. You need to know about timing, how bodies move, the effects of gravity, how to shoot video, how to take pictures, how to tell a story, and how to make movie sets and miniature figures!

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To make great animation, you need to know how to control a whole world: how to make a character, how to make that character live and be happy or sad. You need to create four walls around them, a landscape, the sun and moon - a whole life for them. You have to get inside that puppet and first make it live, then make it perform. Susannah Shaw provides the first truly practical introduction to the craft skills of model animation. This is a vital book in the development of model animation which, following the success of Aardman's first full-length film, Chicken Run, is now at the forefront of modern animation. Illustrated in full colour throughout you are shown step by step how to create successful model animation. Starting with some basic exercises, you will learn about developing a story, making models, creating set and props, the mechanics of movement, filming, postproduction and how to set about finding that elusive first job in a modern studio. Susannah Shaw is Programme Development Manager for the Animated Exeter festival. She was head of the Bristol Animation Course from 1996 to 2000 at the University of the West of England and former camera assistant at Aardman (working on 'A Close Shave' among other films).

Stop-motion puppet animation is one of the most unusual and demanding art forms in the world. It uses a variety of skills, including design, sculpting, metal work, mold making and casting, taxidermy, filmmaking, storytelling and acting, and can be seen in the simplest commercial spots on television to more complex animated shorts and science fiction and fantasy feature films. This work explains research and design of puppets, and details the fabrication of stop-motion puppets around a metal armature skeleton using the build up and foam injection processes. The former technique uses pre-cut blocks of foam formed with a pair of scissors or other instrument into the shape desired and attaching them to the armature. In the latter technique, the character is sculpted in clay over the armature. This clay sculpture is then replaced with foam by using a plaster mold and injection gun techniques. Finishing techniques described include the making of hair, eyes, eyelids, teeth, horns, nails, and chitinous (insect-shell-like) surfaces. The manual also covers the process of creating replacement heads using rubber molds (such as RTV) and urethane castings. A glossary and bibliography complete the extensively illustrated work.

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Based on a world-class curriculum and cutting-edge industry practices, Stop Motion Filmmaking offers step-by-step instruction in everything from puppet making and studio set-up to animation and filmmaking. Reflecting exciting advancements in the medium, animator and educator Christopher Walsh focuses closely on digital filmmaking techniques, and offers specific instruction for creating 3D designed and printed puppet components as well as hand-crafted elements. The book is enriched by exclusive online content in the form of detailed tutorials and examples, and by dynamic sidebars and inserts. Further accented by interviews with leading professionals from both the independent and major studio worlds, Stop Motion Filmmaking is designed for dedicated students of the art form, and provides invaluable training for any serious artist who is driven to bring frame-by-frame worlds to life through puppet animation.

Be inspired by award-winning animator Barry Purves' honest insight into the creative process of making stop motion animations, using his own classic films to illustrate every step along the way. With Barry's enthusiasm for puppets in all their many guises and in-depth interviews from some of the world's other leading practitioners, there is advice, inspiration and entertainment galore in Stop Motion: Passion, Process and Performance. And there's more! Many of the artists and craftsmen interviewed have contributed their own specially drawn illustrations - showing their inspirations, heroes and passion for their craft. These beautiful images help make the book a truly personal journey into the heart of the animation industry with broad appeal for anyone with a love of animation.

Stop-motion animation has long been perceived as a technical practice rather than a creative, demanding art. Though stop-motion requires considerable technical knowledge, it also involves aesthetics and artistry that go beyond the technician's realm. Just as important as puppet mechanics are lighting, filters, lenses, camera angle and placement, and dramatic pose and movement. This manual is a complete guide to the aesthetics of stop-motion animation. Information is organized in an intuitive, easy-to-use structure, following the order an animator uses in setting up and then executing a scene. The first half concentrates on the aesthetics of lighting and cameras, a primary concern in any shot, with details of camera placement, various lenses and myriad lighting techniques. The second half deals with the process of performance art, an oft-overlooked aspect of stop-motion animation. Included is a commentary on body language, facial expression, gesture, movement and emotion—key concepts that are exemplified through the acting process. The work also offers an introduction to narrative form and a glossary of related terms.

Stop-motion Animation teaches the skills required to develop as a creative stop-motion animator. It explores how all the elements of film-making - camera work, design, colour, lighting, editing, music and storytelling - come together in this unique art form. With advice on how to use the particular types of movement, characters and stories that typify stop-motion, this book is packed with tips and suggestions to help you get the most out of your stop-motion films, accompanied by illustrations and case studies demonstrating how film-making masters through the years have used it in feature films, short films and television. This second edition also introduces and explores two of the biggest innovations of recent years - at opposite ends of the industry: At the top-end, for film-makers with serious budgets, there is 3D printing in the creation of replacement parts for stop-motion characters while at the amateur/student end of the industry there are a variety of cheap, but effective, apps that can turn your smartphone into a mini stop-motion studio. The new edition also includes an extended project in each chapter, covering storytelling techniques, selecting an appropriate style, developing a character, set building and lighting, creating a performance and adding music. These projects combine to lead you through the creation of your first one-minute stop-motion animation.

Packed with step-by-step tutorials and inside tips and advice from professional animators, Stop-motion Animation is the ultimate handbook for anyone seeking to explore the exciting possibilities afforded by stopmotion animation. With its highly accessible approach and use of inspirational, bang up-to-date examples, the book is guaranteed to appeal to a hip new generation of recreational animators, as well as artists, photographers, and creatives of all stripes seeking new outlets for their creativity. Combining a winning formula of practical instruction and creative inspiration, Stop-motion Animation examines a wide range of stop-motion techniques, covering traditional forms such as claymation and cut-out animation, as well as innovative new techniques that use everyday items such as Lego and post-it notes. Engaging interview-style case studies explore the work of some of today's most exciting stop-motion practitioners, providing readers with an invaluable insight into their working processes, while detailed tutorials illustrate a range of both basic and more advanced techniques, from making a basic puppet to shooting with an iPhone. QR codes (readable from any smartphone) accompany each tutorial, linking directly to online videos which reveal the finished piece of animation, as well as to videos of digital tutorials which provide a moving screen capture. Readers will also learn easy post-production techniques for editing files and creating animated movies on both Macs and PCs.

In a world that is dominated by computer images, alternative stop motion techniques like pixilation, time-lapse photography and down-shooting techniques combined with new technologies offer a new, tangible and exciting approach to animation. With over 25 years professional experience, industry veteran, Tom Gasek presents a comprehensive guide to stop motion animation without the focus on puppetry or model animation. With tips, tricks and hands-on exercises, Frame by Frame will help both experienced and novice filmmakers get the most effective results from this underutilized branch of animation. Practical insight and inspiration from leading filmmakers like PES (Western Spaghetti Creator, Time Magazine's #2 Viral Video of 2008), Dave Borthwick, of the Bolex Brothers and more! The accompanying website will include further content driven examples, indexes of stop motion software, a recommended film list and tools and resources for the beginner and intermediate stop motion artist, animators and filmmakers.

A new edition of the guide to stop-action animation, published to include coverage of new innovations since the creation of Chicken Run, discusses achievements that have taken place since the book's original publication in 1998 and surveys the latest computer technologies. 15,000 first printing.

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