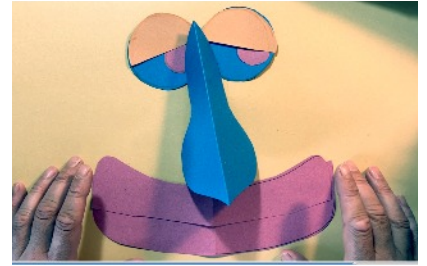


MODEL MAKING FOR ANIMATION



During this workshop we will be creating a model of a face that we will manipulate to animate.

For this activity you will need...

PLAIN PAPER

COLOURED PAPER

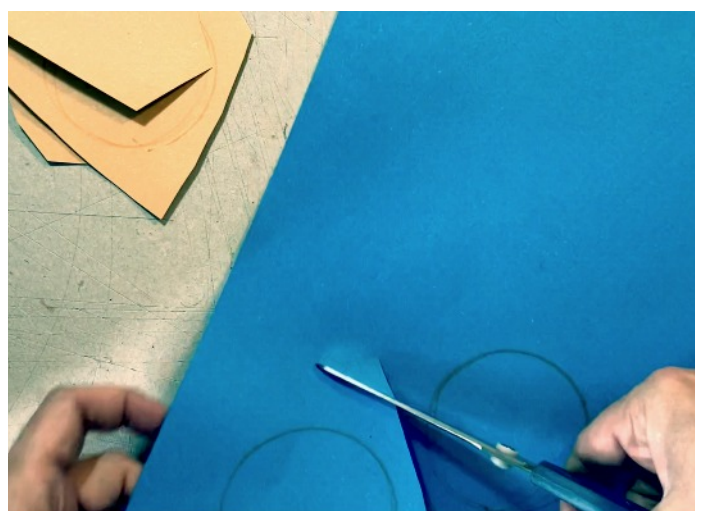
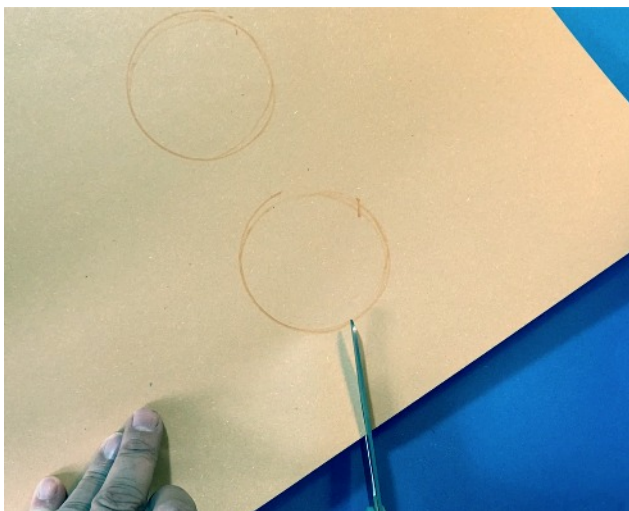
SCISSORS

GLUE

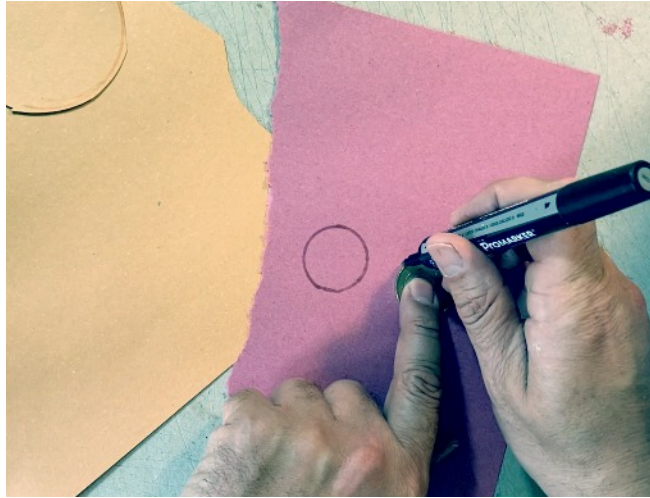
COLOURED PENS, CRAYONS OR SIMILAR

ROUND THINGS TO DRAW AROUND.

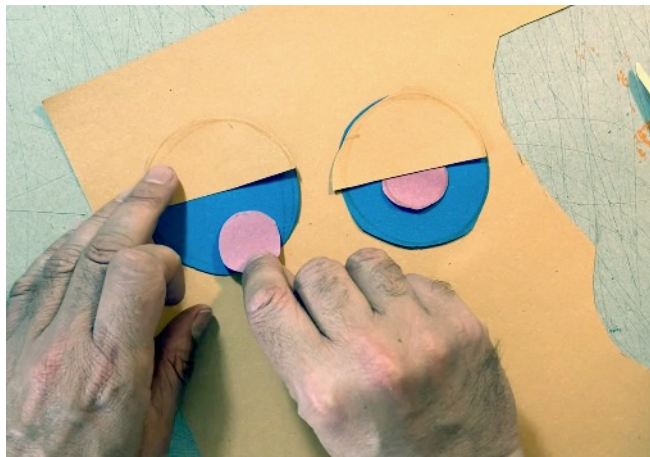
First of all you will need to cut 4 large circles from 2 different coloured pieces of paper. Approximately the size of a cup or the inside of a roll of tape. Theses will form part of the eyes and eye lids.



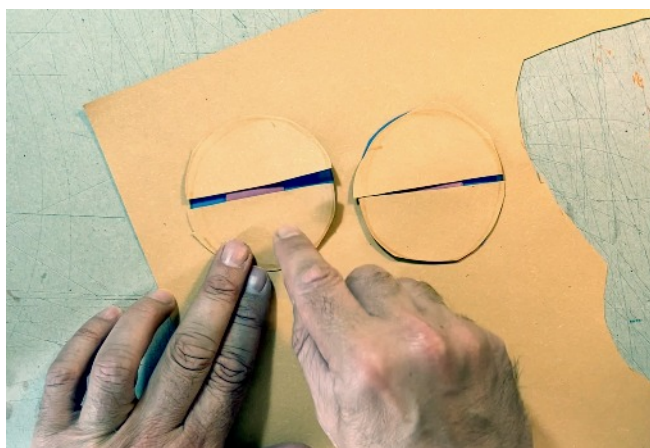
Next, you will need to cut 2 smaller circles. These will form a part of the eye balls.



Now lay all three circles on top of each other and cut the top circle in half.



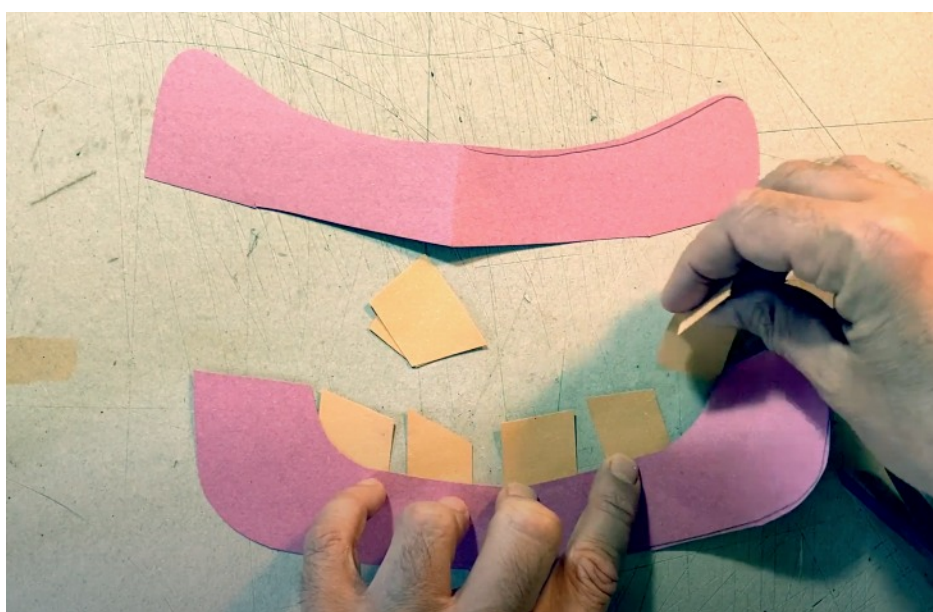
Keep hold of the lower part of the circle cut offs as we will be using these to animate our eyes blinking.



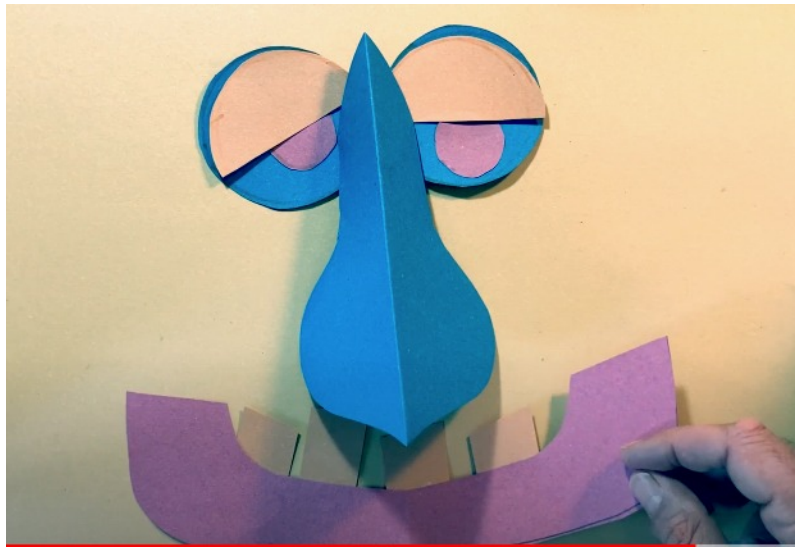
Next we will be cutting out our 3D nose. The best way to create this is to fold a piece of paper in half and cut a nose shape into the fold. When you open the cut out up you should have a symmetrical nose shape and the fold will make the nose lift a little to give a more 3D feel.



Finally we will be making our mouth. This can be made in the same way as the nose by cutting into the fold of a piece of paper. Your mouth can be any shape and have as many teeth as you like (if that's what you want). In order to make the mouth open and close in the animation you will need to cut the mouth in half .



We are now ready to animate so lay down your eyes, nose and mouth in a shape that you like .



The aim is to make the paper face move.

Eyes blinking

Nose twitching

Mouth opening and closing

Animation works by taking a single photo of an object, moving it slightly, then taking another another photo. This is repeated as many times as you need.

So

Take a pic

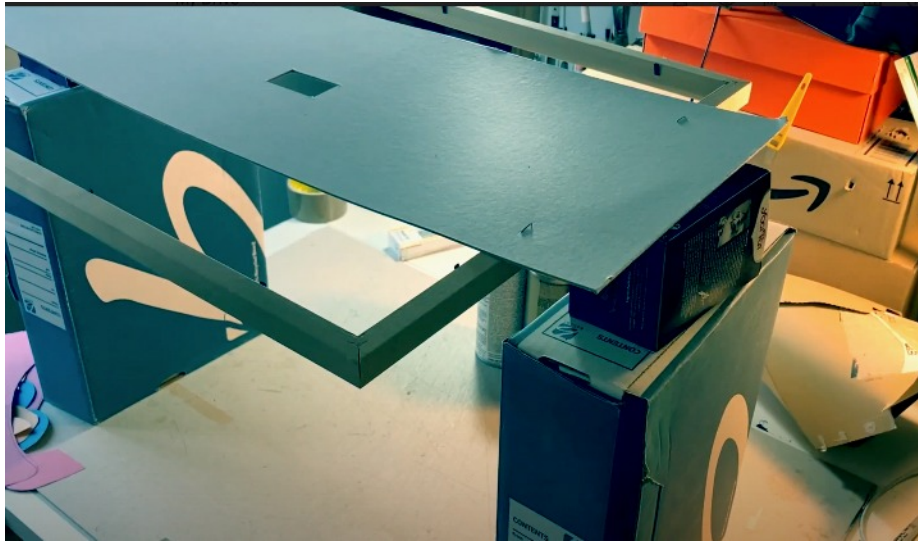
Move the object

Take a pic

Move the object

The more shots you take and the smaller the movement of the object made the more successful your animation will be.

It's essential that your camera is always in the same position. I have made a very simple cradle for my phone to lay on using a piece of card with a hole cut out (just big enough for the lense to lay on). And balance it on 2 boxes either side as high as possible.



Really go for it with the model making. I am sure that once you get the hang of it and start to see the results you will want to be much more adventurous ...

Animation requires lots of patience.

If you enjoyed this workshop you can follow Ryan Laight on social media to see what's new and when he'll will be running other fun workshops.

Instagram: @laightyboyy

Twitter: @rdl

Website: www.ryandawsonlaight.com

Good things to do at home

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